Configure Simple Network Time Protocol (SNTP) Settings on a Switch

Objective

Simple Network Time Protocol (SNTP) dynamically synchronizes the time of the network device with the SNTP server. The system time of the switch can be set via the SNTP server. SNTP multicast or anycast client mode needs to be enabled on the Switch. The switch supports both modes active at the same time and selects the best time received from an SNTP server closest to the reference clock.

This objective of this document is to explain how to enable the methods by which the switch receives system time from an SNTP server.

Applicable Devices

- Sx250 Series
- Sx300 Series
- Sx350 Series
- SG350X Series
- Sx500 Series
- Sx550X Series

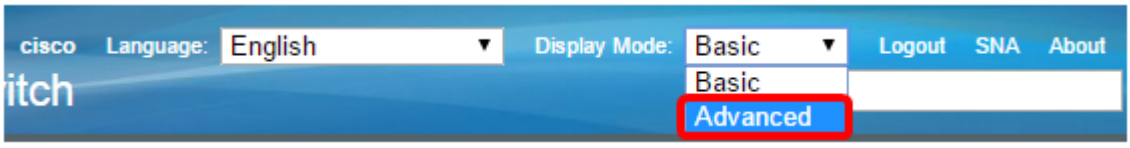
Software Version

- 1.4.7.05 — Sx300, Sx500
- 2.2.8.04 — Sx250, Sx350, SG350X, Sx550X

Configure Simple Network Time Protocol (SNTP)

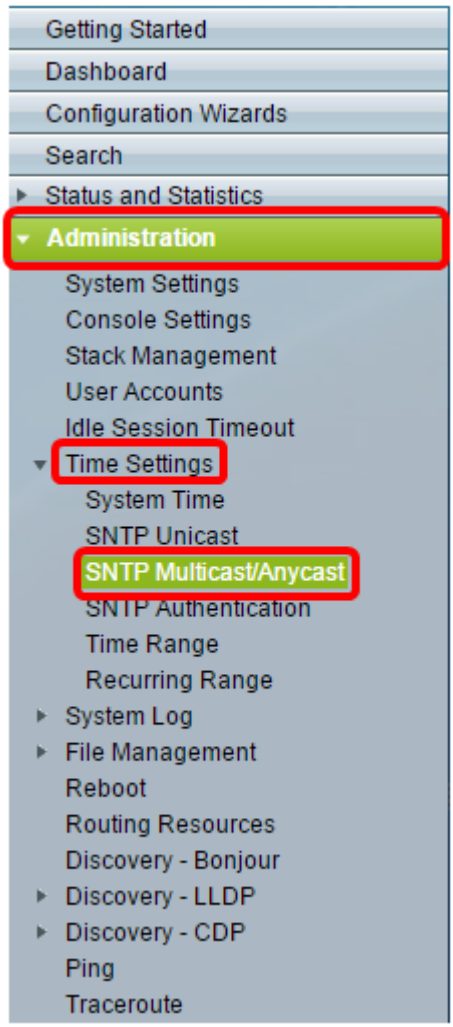
Step 1. Log in to the web-based utility of the switch.

Step 2. Change the Display Mode to **Advanced**.



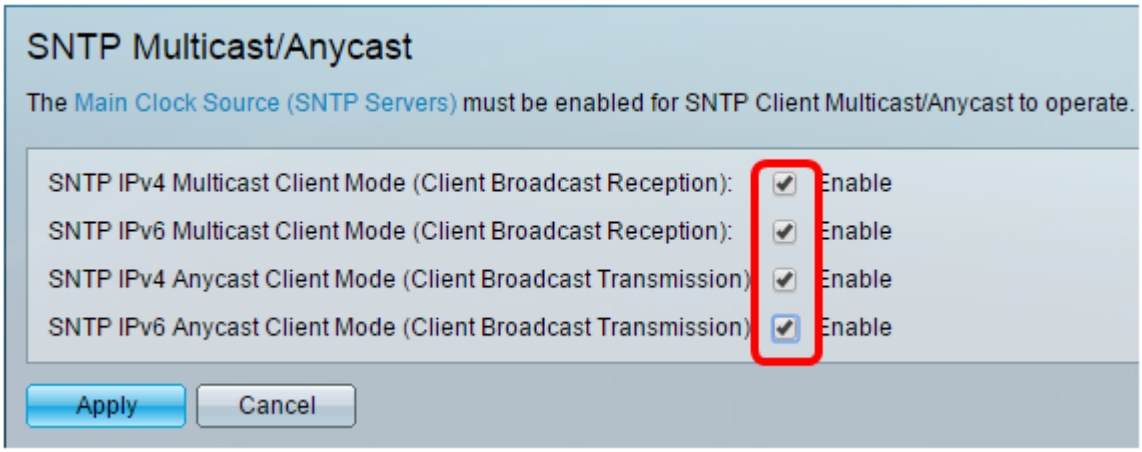
Note: This option is not available on the SG300 Series and SG500 Series switch. If you have those models, skip to Step 3.

Step 3. Choose **Administration > Time Settings > SNTP > SNTPMulticast/Anycast**.



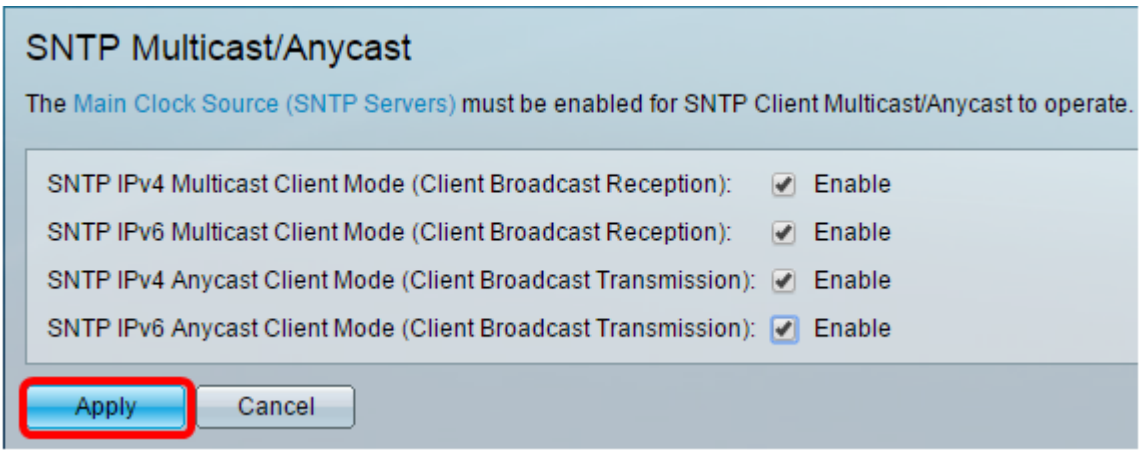
Step 4. Check the check boxes by which the switch should receive its system time. The options are:

- SNTP IPv4 Multicast Client Mode (Client Broadcast Reception) — This option allows the SNTP server(s) to receive system time IPv4 Multicast transmissions from any SNTP server on the subnet.
- SNTP IPv6 Multicast Client Mode (Client Broadcast Reception) — This mode allows the SNTP server(s) to receive system time IPv6 Multicast transmissions from any SNTP server on the subnet.
- SNTP IPv4 Anycast Client Mode (Client Broadcast Transmission) — This mode allows the switch to transmit SNTP IPv4 synchronization packets requesting system time information. The packets are transmitted to all SNTP servers on the subnet.
- SNTP IPv6 Anycast Client Mode (Client Broadcast Transmission) — This mode allows the switch to transmit IPv6 synchronization packets requesting time information. The packets are transmitted to all SNTP servers on the subnet.

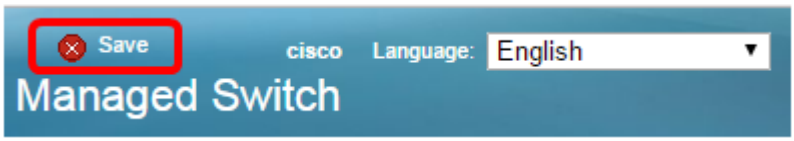


Note: In this example, all boxes are checked.

Step 5. Click **Apply** to save the changes.



Step 6. (Optional) Click **Save** to save the settings to the startup configuration file.



You should now have successfully configured SNTP settings on your switch.