

Chapter 47

Secure Sockets Layer (SSL)

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Introduction

Secure Sockets Layer (SSL) is a security protocol that provides a secure and private TCP connection between a client and server. SSL can be used with many higher layer protocols including HTTP, File Transfer Protocol (FTP), and Net News Transfer Protocol (NNTP). Most web browsers and servers support SSL, and its most common deployment is for secure connections between a client and server over the Internet. The switch supports SSL versions 2.0 (client hello only) and 3.0 developed by Netscape, and the Internet Engineering Task Force (IETF) standard for SSL known as SSL version 3.1 or Transport Layer Security (TLS).

SSL sits between the HTTP and TCP protocol layers. HTTP communicates with SSL in the same way as with TCP. TCP processes SSL requests like any other protocol requesting its services.

SSL provides a secure connection over which web pages can be accessed from an HTTP server. The operation of SSL is transparent to the user, except that the start of the site's URL changes from http to https, and the browser displays a padlock icon. By default, HTTP and HTTPS use the separate well-known ports 80 and 443 respectively. Secure connections over the Internet are important when transmitting confidential data such as credit card details or passwords. SSL allows the client to verify the server's identity before either side sends any sensitive information. SSL also prevents a third party from interfering with the message because only trusted devices have access to unprotected data.

By default, SSL lets you securely manage the switch with the Graphical User Interface (GUI) with the Single DES algorithm. If you want to use the GUI with the Triple DES (3DES) algorithm, you need a 3DES feature licence. If you want to use SSL with the load balancer, you need the appropriate feature licences as described in [“SSL and Load Balancer” on page 47-6](#). For details, contact your authorised distributor or reseller.

SSL Operations

SSL uses *encryption* to ensure the security of data transmission. Encryption is a process that uses an algorithm to encode data so it can be accessed only by trusted devices. An encrypted message remains confidential.

All application data messages are authenticated by SSL with a *message authentication code* (MAC). The MAC is a checksum that is created by the sender and is sent as part of the encrypted message. The recipient re-calculates the MAC, and if the values match, the sender's identity is verified. The MAC also ensures that the message has not been tampered with by a third party because any change to the message changes the MAC.

SSL uses *asymmetrical (Public Key)* encryption to establish a connection between client and server, and *symmetrical (Secret Key)* encryption for the data transfer phase. SSL does not use RSA directly. SSL uses PKI, which uses RSA.

See [Chapter 44, Compression and Encryption Services](#) and [Chapter 50, Public Key Infrastructure \(PKI\)](#) for details on asymmetrical and symmetrical encryption.

Phases

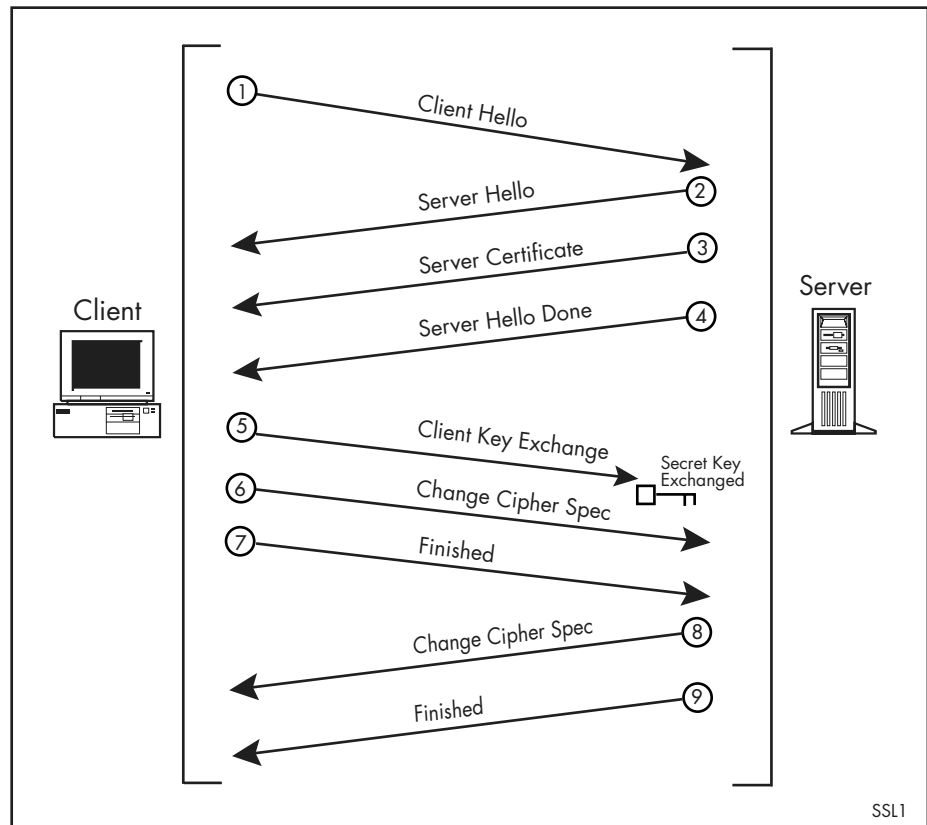
An SSL connection has the following phases:

- handshake
- data transfer

The handshake exchange happens in the following manner, illustrated in [Figure 47-1 on page 47-4](#):

1. The client sends a CLIENT HELLO to the server. This contains the cryptographic systems that the client can support.
2. The server sends a SERVER HELLO to the client with the server's chosen cryptographic systems. These are used during this session and any sessions that are resumed after being cached.
3. The server sends a CERTIFICATE message that contains its Public Key Certificate. This is an electronic identity document.
4. The server sends a SERVER HELLO DONE to tell the client that it has finished the HELLO transaction.
5. The client sends a CLIENT KEY EXCHANGE that contains a random sequence of numbers that have been encrypted with the server's public key. This encrypted data becomes the secret key. The client verifies the identity of the server because the server must have the matching private key to decode the message that has been encrypted with its public key.
6. The client sends a CHANGE CIPHER SPEC that tells the server that all subsequent messages from the client will be encrypted. This notifies the server that it must start decrypting the data it receives.
7. The client sends an encrypted FINISHED message to notify the server that it has completed the handshake exchange. This message contains a hash of previously transmitted handshake messages.
8. The server sends a CHANGE CIPHER SPEC that tells the client that all subsequent messages from the server will be encrypted. This notifies the client that it must start decrypting data that it receives.
9. The server sends an encrypted FINISHED message to notify the client that it has completed the handshake exchange. This message contains a hash of previously transmitted handshake messages.

Figure 47-1: Handshake exchange



SSL caches negotiated sessions so they can be quickly re-established. If a session is resumed, the client sends a **CLIENT HELLO** to the server, containing the **SESSION ID** of a previously negotiated session. The server replies with a **SERVER HELLO** that agrees with the suggested session ID. The two parties then use the secret key retrieved from the cached session and proceed to the data transfer phase.

SSL uses *certificates* for authentication. A Certification Authority (CA) issues certificates after checking that a public key belongs to its claimed owner. See [Chapter 50, Public Key Infrastructure \(PKI\)](#) for more on certificates and Certification Authorities.

Messages

SSL messages are encapsulated by the *Record Layer* before being passed to TCP for transmission. The types of SSL messages are:

- Handshake
- Change Cipher Spec
- Alert
- Application data (HTTP, FTP or NNTP)

The *handshake* initiates an *SSL session*, during which data is securely transmitted between a client and server. During the handshake:

- The client and server establish the SSL version they use.
- The client and server negotiate the *cipher suite* for the session, which includes encryption, authentication, and key exchange algorithms.
- The *symmetrical key* is exchanged.
- The client authenticates the server (optionally, the server authenticates the client).

Change cipher Spec informs the receiving party that all subsequent messages will be encrypted using previously negotiated security options. The parties use the strongest cryptographic systems that they both support.

The *alert* message is used if the client or server detects an error. Alert messages also inform the other end that the session is about to close. The Alert message contains a severity rating and a description of the alert. Possible reasons for an alert include if either party receives an invalid certificate or an unexpected message.

The *application* message encapsulates the encrypted application data.

SSL on the Switch

The switch implements the following versions of SSL:

- Mandatory parts of RFC 2246 (TLSv1), except for DSS encryption
- Mandatory parts of SSLv3
- SSLv2 client hello
- DES40, DES, and 3DES encryption algorithms and RSA authentication and key exchange algorithms
- SHA1 for MAC

A 3DES feature licence is required to use 3DES encryption.

To use SSL your switch must have PKI, ISAKMP, SSH, and SSL feature licences. If these licences are not already present on your switch, contact your authorised distributor or reseller.

The number of ENCO channels on the switch determines the number of SSL sessions that can be active at one time. For details, see [“ENCO Services” on page 44-10 of Chapter 44, Compression and Encryption Services](#).

SSL and the Graphical User Interface

SSL provides a secure connection over a public network and the Internet. You can configure a switch via a Graphical User Interface (GUI) with a secure connection. This means that sensitive data, including passwords and email addresses, cannot be accessed by malicious parties.

You can generate a certificate and its associated private key while at the CLI by using the [add pki certificate](#) command on page 50-16 of Chapter 50, Public Key Infrastructure (PKI) and the [create enco key](#) command on page 44-19 of Chapter 44, Compression and Encryption Services.

SSL lets you connect securely over an insecure network, but SSL must be initially set up from a private or previously secured interface.

SSL and Load Balancer

SSL operates with the load balancer in one of two ways. An SSL type load balancer uses the SSL Session ID to identify the client, and an HTTP type load balancer examines cookies in the HTTP packet header to identify the client. Because SSL packets are encrypted, an SSL load balancer cannot examine the cookie in order to make balancing decisions. The load balancer supports the termination of SSL secured HTTP sessions. This allows the contents of the HTTP request to be examined and the request to be distributed between multiple resources. For more information, see [Chapter 52, Server Load Balancing](#).

The load balancer does not carry out SSL client authentication. Client authentication is usually done with the HTTP protocol using a user name and password.

Feature Licences

If you want to use SSL and the load balancer with the Single DES algorithm, you need the following:

- a PCI Accelerator Card (PAC) (for applicable switch models)
- a load balancer and firewall feature licence

If you want to use SSL and the load balancer with the Triple DES algorithm, you need the following:

- a PCI Accelerator Card (PAC) (for applicable switch models)
- a load balancer and firewall feature licence
- a 3DES feature licence

In the unlikely event of the switch's flash memory becoming corrupted, you may lose current feature licences, including those enabled by default. If this happens, contact your authorised distributor or reseller.

Configuration Example

This example describes how to secure the switch's HTTP server with SSL. Once the server is secured, you can use HTTPS when browsing to it from a PC to manage the switch securely via the GUI and to securely download files off the switch.

For this configuration to succeed, your switch may need a PKI feature licence. If it is not already on your switch, contact your authorised distributor or reseller. SSL does not require a feature licence.

1. Create a Security Officer user account.

Only a user with Security Officer privilege can enable system security and SSL.

To add a user with the login name "CIPHER", password "sbr4y3", login=yes, and Security Officer privilege, use the command:

```
add user="cipher" password="sbr4y3"
    privilege=securityofficer login=yes
create config=ssl.cfg
restart switch
```

2. Login as a Security Officer.

To login as the user with Security Officer privilege called "CIPHER", use the command:

```
login cipher
```

And then enter the password for "CIPHER", "sbr4y3".

3. Enable system security.

To enable system security, use the command:

```
enable system security
```

4. Create an RSA key pair for this switch.

To create an RSA key pair, use the command:

```
create enco key=0 type=rsa length=1024
```

5. Set the switch's distinguished name.

To set the switch's distinguished name to "cn=switch1,o=my_company,c=us", use the command:

```
set system distinguishedname="cn=switch1,
o=my_company, c=us "
```

6. Set the UTC offset.

To set the Universal Coordinated Time to inform the switch that the difference between local time and GMT is 7 hours, use the command:

```
set log utcoffset=7
```

7. Create a self-signed certificate for the switch.

To create a PKI certificate without contacting a CA for browsing to the GUI, use the command:

```
create pki certificate=cer_name keypair=0
    serialnumber=12345 subject="cn=172.30.1.105,
o=my_company, c=us"
```

This command creates a certificate suitable only for secure switch management via the GUI and downloading files. A pop-up message in the browser window warns that the certificate is not issued by a trusted authority. You should create a certificate via a Certification Authority if you want to use SSL with the Load Balancer. For details, see [Chapter 50, Public Key Infrastructure \(PKI\)](#).

8. Load self-signed switch certificate.

To load the signed switch certificate onto the switch, use the command:

```
add pki certificate=cer_name location=cer_name.cer
trust=yes
```

9. Enable SSL on the HTTP server.

To enable SSL on the HTTP server with previously created SSL Key and the port 443, use the command:

```
set http server security=on sslkey=0 port=443
```

10. Configure an IP interface to run SSL over.

To configure an IP interface over which SSL is to run, first enable IP using the command:

```
enable ip
```

To make 1 the IP interface and address 172.30.1.105 the interface's IP address, use the command:

```
add ip interface=vlan1 ip=172.30.1.105
```

To add an IP route on this interface with a next hop of 172.30.1.254, use the command:

```
add ip route=0.0.0.0 interface=vlan1 next=172.30.1.254
```

For this example to succeed, the user would have to log in as "cipher" rather than "manager" when connecting to the switch with a web browser.

Command Reference

This section describes the commands available to configure and monitor SSL on the switch.

The shortest valid command is denoted by capital letters in the Syntax section. See [“Conventions” on page lxvi of About this Software Reference](#) in the front of this manual for details of the conventions used to describe command syntax. See [Appendix A, Messages](#) for a complete list of messages and their meanings.

Note that there is no **enable** command for SSL. The protocol is enabled with the **set http server** command on page 5-39 of [Chapter 5, Managing Configuration Files and Software Versions](#) by specifying **security=on**.

disable ssl debug

Syntax DISable SSL DEBug [= {ALL | PACket | STAtE | TRAcE}]

Description This command disables SSL debugging. Debugging is disabled by default.

Examples To disable all SSL debugging output, use the command:

```
dis ssl deb
```

To disable debugging for the handshake process, use the command:

```
dis ssl deb=sta
```

Related Commands [enable ssl debug](#)
[show ssl](#)

enable ssl debug

Syntax ENABle SSL DEBug [= {ALL | PACket | STAtE | TRAcE}]

Description This command enables SSL debugging. The **all** option enables packet, state, and trace debugging. The **packet** debugging displays a decoded version of the SSL records transmitted and received. This is particularly useful for viewing the handshake sequence. The **state** debugging displays the progress of the handshake process. The **trace** debugging displays error and informational messages. The default is **all**.

Examples To enable all SSL debugging output, use the command:

```
ena ssl deb
```

To enable SSL packet debugging, use the command:

```
ena ssl deb=pac
```

Related Commands [disable ssl debug](#)
[show ssl](#)

set ssl

Syntax SET SSL [Cachetimeout=*cachetimeout*] [DEbugipaddress={ALL|*ipadd*}] [MAXsessions=*maxsessions*]

where:

- *cachetimeout* is a decimal number from 60 to 600
- *ipadd* is an IP address in dotted decimal notation
- *maxsessions* is a decimal number from 0 to 5000

Description This command sets all of the parameters required to configure SSL.

The **cachetimeout** parameter determines the maximum time that a session is to be retained in the cache. The cache stores information about closed connections so they can be resumed quickly. The default is 300 seconds.

The **debugipaddress** parameter specifies the level of debug output to display. If an IP address is specified, the debug output displays information about traffic sent and received on that IP address. If **all** is specified, the debug output displays information about traffic on all IP addresses. The default is **all**.

The **maxsessions** parameter specifies the maximum number of sessions allowed in the session resumption cache. The default is 2000 sessions.

Examples To set the timeout period for the session resumption cache to 180 seconds, use the command:

```
set ssl ca=180
```

If you have a client computer with an IP address of 192.168.123.156, and you want to examine debugging information about all traffic that has been sent to or from this computer, use the command:

```
set ssl de=192.168.123.156
```

Related Commands [enable ssl debug](#)
[show ssl](#)
[show ssl sessions](#)

show ssl

Syntax SHOW SSL

Description This command displays current settings and statistical information about SSL. It also displays a table that shows the IP address and port number used for each application (Figure 47-2, Table 47-1).

Figure 47-2: Example output from the **show ssl** command

```

SHOW SSL
-----
SSL Configuration:
Version ..... SSLv3, TLSv1
Ciphers Available ..... DES, 3DES, RSA
Maximum Number of Sessions ..... 2000 sessions
Cache Timeout ..... 300 seconds

Debug IP Address ..... ALL
Debug Mode ..... PKT, STATE, TRACE

Statistics:
Current Number of Sessions ..... 0
Max. Number of Sessions ..... 1
Last Handshake Time (ms) ..... 120
Av. Handshake Time (ms) ..... 120
Max. Handshake Time (ms) ..... 120
Last App. Data Processing Time (us) .... 834
Max. App. Data Processing Time (us) .... 834
Handshakes/Second ..... 0
Max Handshakes/Second ..... 0

Servers:
ID      IP Address      Port      Application      Connections
-----
0       0.0.0.0             00443     HTTP Server      0
1       192.168.1.1         00080     Load Balancer    15
2       192.168.5.8         00080     Load Balancer    22
-----

```

Table 47-1: Parameters in output of the **show ssl** command

Parameter	Meaning
SSL Configuration	General information about SSL
Version	The SSL protocols that are supported.
Ciphers Available	The encryption and authentication protocols that are supported.
Maximum Number of Sessions	The maximum number of SSL connections that can be stored in the session resumption cache.
Cache Timeout	The period of time in seconds that a session remains in the session resumption cache.
Debug IP Address	Debugging examines traffic to and from this IP address if one is specified. If ALL is shown, debugging examines traffic from all IP addresses.

Table 47-1: Parameters in output of the **show ssl** command (Continued)

Parameter	Meaning
Debug Mode	Whether the current debugging mode is ALL, PACKET, STATE, or TRACE.
Statistics	Session information, and connection and packet processing times
Current Number of Sessions	The number of sessions currently stored in the session resumption cache.
Max. Number of Sessions	The highest number of sessions stored in the session resumption cache since the switch was restarted.
Last Handshake Time	The most recent handshake time, measured in milliseconds. The handshake time is the elapsed time between the server receiving a CLIENT HELLO and sending the FINISHED message.
Av. Handshake Time	The average duration of the last 10 handshake times, measured in milliseconds. If less than 10 handshakes have been performed, the average is calculated from the current total.
Max. Handshake Time	The longest handshake time, in milliseconds.
Last App. Data Processing Time	The period of time, in microseconds, that the switch took to encode, decode or perform an encryption operation.
Max. App. Data Processing Time	The longest period of time, in microseconds, that the switch took to encode, decode or perform an encryption operation.
Handshakes/Second	The approximate number of handshakes processed per second.
Max. Handshakes/Second	The highest number of handshakes achieved per second.
Servers	Entries that relate to SSL servers configured on the switch
ID	An identification number that references table entries.
IP Address	The IP address where packets are sent.
Port	The TCP port to which the application listens.
Application	Identifies the type of service provided by the server.
Connections	The number of connections owned by the service.

Examples To display general information about SSL, use the command:

```
sh ssl
```

Related Commands [show ssl counters](#)
[show ssl sessions](#)

show ssl counters

Syntax Show SSL COunters

Description This command displays counters for SSL (Figure 47-3 on page 47-14, Table 47-2 on page 47-16). The counters reset when the switch is restarted.

Figure 47-3: Example output from the **show ssl counters** command

```

Show SSL Counters
-----
TCP:
  inData ..... 2800      outData ..... 4900
  inRecord ..... 4200    outRecord ..... 4910
  inChangeCS ..... 700   outDataFail ..... 0
  inAlert ..... 657      inDataPassThrough ..... 0
  inHandshake ..... 2100  inDataWhileBusy ..... 0
  inAppData ..... 700     inDataWhileClosing ..... 0
  inUnknown ..... 0       inDataNoConnection ..... 0
  closedAfterFatalSent .... 700  writeInputFail ..... 0
  inDataNoData ..... 0     tcpCloseRequest ..... 700
  tcpClosed ..... 700      startFailed ..... 0
  closedNoConnection ..... 0    appData ..... 700
  closeRequestNoConnection 0     appDataWhileBusy ..... 0
  appDataNoConnection ..... 0   appDataNoData ..... 0
  processNeedMoreData ..... 0   appFlowControlBlock ..... 0
  processBufferInvalid .... 0    processEncoError ..... 0
  tcpEstablished ..... 700      appDataPassThrough ..... 0
  processDataInvalid ..... 0

General:
  inHSMessages ..... 4        inUnexpected ..... 0
  sslStop ..... 0

Server:
  serverStart ..... 2
  inClientHello ..... 0        outServerHello ..... 2
  inSSLv2ClientHello ..... 2   outCert ..... 2
  inCert ..... 0               outCertRequest ..... 0
  inClientKeyExchange ..... 1  outHelloDone ..... 2
  inCertVerify ..... 0         outChangeCS ..... 1
  inFinished ..... 1          outFinished ..... 1

  resumeRequest ..... 0        cacheHit ..... 0
  cacheMiss ..... 0            cacheFull ..... 0
  noCipherMatch ..... 0        sslVersion ..... 0
  sslv2ResumeRequest ..... 0   resumeDiffCipher ..... 0
  noCertLoaded ..... 0         finishBeforeCCS ..... 0
  missingMessageCheckFail . 0   hsHashFail(md5) ..... 0
  hsHashFail(sha) ..... 0      hsHashFail(tls) ..... 0
  badSessionIdLen ..... 0

Client:
  clientStart ..... 0
  inHelloRequest ..... 0       outClientHello ..... 0
  inServerHello ..... 0        outCert ..... 0
  inCert ..... 0               outCKE ..... 0
  inCertRequest ..... 0        outCertVerify ..... 0
  inSKE ..... 0                outChangeCS ..... 0

```

Figure 47-3: Example output from the **show ssl counters** command (Continued)

inHelloDone	0	outFinished	0
inChangeCipherSpec	0		
inFinished	0		
sslVersionFail	0	missingMessageFail	0
certRequestNoRSA	0	noCert	0
rxFinBeforeChangeCS	0	hsHashFail(md5)	0
hsHashFail(sha)	0	hsHashFail(tls)	0
badSessionIdLen	1		
Alerts Received:			
fatal	0	warning	0
closeNotify	0	unexpectedMessage	0
badRecordMac	0	decryptionFailed	0
recordOverflow	0	decompressionFailure	0
handshakeFailure	0	noCertificate	0
badCertificate	0	unsupportedCert	0
certRevoked	0	certExpired	0
certUnknown	0	illegalParameter	0
unknownCA	0	accessDenied	0
decodeError	0	decryptError	0
exportRestriction	0	protocolVersion	0
insufficientSecurity	0	internalError	0
userCancelled	0	noRenegotiation	0
unknownAlert	0		
Alerts Sent:			
total	1	decryptionFailed	0
unexpectedMessage	0	protocolVersion	0
handshakeFailure	0	noCertificate	0
certUnknown	0	unsupportedCert	0
closeNotify.....	1	badCertificate.....	2
Enco:			
attach	2	attached	2
attachFail	0	detach	0
detached	0	resetE	1
resetEDone	1	resetEFail	0
resetD	1	resetDDone	1
resetDFail	0	encode	2
encoded	2	encodeFail	0
decode	2	decoded	2
decodeFail	0	handshake	1
handshakeOK	1	handshakeFail	0
callbackNoConnection	0	getKeyOk	2
getKeyFail	0	getCertGood	1
getCertFail	0	addCertGood	0
newCertNotTrusted.....	0	addCertNoConnection	0
certNotTrusted.....	0		
Session Resumption Cache:			
sessionCreated	1	sessionCreateFail	0
sessionDestroy	0	sessionDestroyFail	0

Table 47-2: Parameters in output of the **show ssl counters** command

Parameter	Meaning
TCP	Counters for TCP
inData	The number of TCP packets received by SSL.
inRecord	The number of SSL records received.
inChangeCS	The number of Change Cipher Spec records received by SSL.
inAlert	The number of Alert records received by SSL.
inHandshake	The number of handshake records received by SSL.
inAppData	The number of Application Data records received by SSL.
inUnknown	The number of records received by SSL that had an unknown record type.
closedAfterFatalSent	The number of TCP connections closed after SSL sent a fatal alert.
inDataNoData	The number of times TCP informed SSL that a packet of data had arrived, but no data was found.
tcpClosed	The number of times TCP's state changed to CLOSE.
closedNoConnection	The number of times SSL failed to find a connection when TCP closed.
closeRequestNoConnection	The number of times an SSL connection was not found when a request to close was received.
appDataNoConnection	The number of times SSL failed to find a connection for packets sent from the HTTP server.
processNeedMoreData	The number of times SSL required more data to construct a complete record.
processBufferInvalid	The number of times a corrupted buffer was received.
tcpEstablished	The number of TCP state changes to ESTABLISHED.
processDataInvalid	The number of times a record with an invalid type was received.
outData	The number of records sent to TCP for transmission.
outRecord	The number of records created for transmission.
outDataFail	The number of times SSL failed to write data to the TCP output queue.
inDataPassThrough	The number of times SSL was in pass through mode and passed a packet to the application unchanged.
inDataWhileBusy	The number of packets received while SSL was busy.
inDataWhileClosing	The number of HANDSHAKE or CHANGE CIPHER SPEC records received and rejected because the connection was about to close.
inDataNoConnection	The number of packets rejected due to missing connection structure.
writelnInputFail	The number of packets that SSL failed to write to the SSL input queue.
tcpCloseRequest	The number of application requests to close the TCP connection.
startFailed	The number of times SSL failed to start.
appData	The number of packets sent by the application.

Table 47-2: Parameters in output of the **show ssl counters** command (Continued)

Parameter	Meaning
appDataWhileBusy	The number of packets of data sent from the HTTP server to SSL while SSL was busy.
appDataNoData	The number of times the HTTP server requested that SSL send some data, but none was found.
appFlowControlBlock	The number of times the output flow control has affected the transmission of a packet.
processEncoError	The number of times an error was received when attempting to decode a record.
appDataPassThrough	The number of packets of data from the HTTP server that passed through unchanged due to pass through mode.
Main	General counters for the SSL client and/or server
inHSMessages	The number of HANDSHAKE messages received.
sslStop	The number of times the SSL stop routine has been entered as a result of TCP closing.
inUnexpected	The number of unexpected HANDSHAKE messages received.
Server	Counters for the SSL server
serverStart	The number of times SSL started as a server.
inClientHello	The number of CLIENT HELLO messages received.
inSSLv2ClientHello	The number of SSLv2 compatible CLIENT HELLO messages received.
inCert	The number of CERTIFICATE messages received.
inClientKeyExchange	The number of CLIENT KEY EXCHANGE messages received.
inCertVerify	The number of CERTIFICATE VERIFY messages received.
inFinished	The number of FINISHED messages received.
outServerHello	The number of SERVER HELLO messages sent.
outCert	The number of CERTIFICATE messages sent.
outCertRequest	The number of CERTIFICATE REQUEST messages sent.
outHelloDone	The number of SERVER HELLO DONE messages sent.
outChangeCS	The number of CHANGE CIPHER SPEC messages sent.
outFinished	The number of FINISHED messages sent.
resumeRequest	The number of CLIENT HELLO messages received with a non-zero session ID.
cacheMiss	The number of times a session was not found in the session resumption cache. (It may have expired).
noCipherMatch	The number of times the server did not support any ciphers offered by the client.
sslv2ResumeRequest	The number of times the server sent a message to resume a SSLv2 session (SSLv2 not supported).
noCertLoaded	The number of times the server did not have a certificate to send.
missingMessageCheckFail	The number of required handshake messages not seen.
hsHashFail (sha)	The number of times the client and server did not agree on the SHA portion of the handshake hash.

Table 47-2: Parameters in output of the **show ssl counters** command (Continued)

Parameter	Meaning
badSessionIdLen	The number of CLIENT HELLO messages received with a session ID longer than 32 bytes.
cacheHit	The number of times a session was successfully found in the session resumption cache.
cacheFull	The number of attempts to create a new session in the session resumption cache while it was full.
sslVersion	The number of CLIENT HELLO messages received that did not support the required SSL version.
resumeDiffCipher	The number of client attempts to resume or re-handshake with a different cipher.
finishedBeforeCCS	The number of times a FINISHED message was received before a CHANGE CIPHER SPEC.
hsHashFail (md5)	The number of times the client and server did not agree on the MD5 portion of the handshake hash.
hsHashFail (tls)	The number of times the client and server did not agree on the TLS portion of the handshake hash.
Client	Counters for the SSL client
clientStart	The number of client implementations initiated.
inHelloRequest	The number of HELLO REQUEST messages received.
inServerHello	The number of SERVER HELLO messages received.
inCert	The number of CERTIFICATE messages received.
inCertRequest	The number of CERTIFICATE REQUEST messages received.
inSKE	The number of SERVER KEY EXCHANGE messages received.
inHelloDone	The number of HELLO DONE messages received.
inChangeCipherSpec	The number of CHANGE CIPHER SPEC messages received.
inFinished	The number of FINISHED messages received.
outClientHello	The number of CLIENT HELLO messages sent.
outCert	The number of CERTIFICATE messages sent.
outCKE	The number of CLIENT KEY EXCHANGE messages sent.
outCertVerify	The number of CERTIFICATE VERIFY messages sent.
outChangeCS	The number of CHANGE CIPHER SPEC messages sent.
outFinished	The number of FINISHED messages sent.
sslVersionFail	The number of times the server returned an SSL version unsupported by the client.
certRequestNoRSA	The number of times a CERTIFICATE REQUEST was received that requested an unsupported certificate signature type.
rxFinBeforeChangeCS	The number of times a FINISHED message was received before a CHANGE CIPHER SPEC.
hsHashFail (sha)	The number of times the SHA handshake hash failed.
badSessionIdLen	The number of SERVER HELLO messages received with a session ID longer than 32 bytes.
missingMessageFail	The number of times a handshake message required for SSL was not seen.
noCert	The number of times no certificate was loaded.

Table 47-2: Parameters in output of the **show ssl counters** command (Continued)

Parameter	Meaning
hsHashFail (md5)	The number of times the MD5 handshake hash failed.
hsHashFail (tls)	The number of times the PRF handshake used for TLS failed.
Alerts Received	Counters for alerts received
fatal	The number of fatal alerts received.
closeNotify	The number of notifications that the other party is about to close the connection.
badRecordMac	The number of times an error was detected with a record's MAC.
recordOverflow	The number of times a record was received that was larger than allowed by SSL.
handshakeFailure	The number of times the handshake failed.
badCertificate	The number of times a certificate was corrupt or had incorrect signatures.
certRevoked	The number of times a revoked certificate was received.
certUnknown	The number of certificate errors that were unreported by the other certificate alerts (TLS only because SSLv3 uses noCertificate).
unknownCA	The number of times the Certificate Authority was not known.
decodeError	The number of times a message could not be decoded because of an incorrect record field.
exportRestriction	The number of times export restrictions were violated (TLS only).
insufficientSecurity	The number of times the cipher suites offered by the client were weaker than those required by the server.
userCancelled	The number of times the user cancelled the handshake.
unknownAlert	The number of times an undefined alert type was received.
warning	The number of warning alerts received.
unexpectedMessage	The number of unexpected messages received.
decryptionFailed	The number of times decryption failed.
decompressionFailure	The number of times decompression failed.
noCertificate	The number of times no certificate was loaded (SSLv3 only because TLS uses certUnknown).
unsupportedCert	The number of times the certificate type was not supported.
certExpired	The number of times a certificate had passed its expiry date.
illegalParameter	The number of times a handshake field was out of range or inconsistent with another field.
accessDenied	The number of times access was denied by the other party.
decryptError	The number of times a message failed to decode.
protocolVersion	The number of times a common SSL version could not be agreed upon. This message is sent by the server.
internalError	The number of times the other party encountered an internal error.

Table 47-2: Parameters in output of the **show ssl counters** command (Continued)

Parameter	Meaning
noRenegotiation	The number of times the client refused a CLIENT HELLO REQUEST.
Alerts Sent	Counters for alerts sent
total	The number of alerts sent.
unexpectedMessage	The number of handshake messages received in the incorrect sequence.
handshakeFailure	The number of times the handshake sequence failed to complete due to a fatal error.
certUnknown	The number of times the certificate was not loaded (TLS only).
closeNotify	The number of notifications that the connection was about to close.
decryptionFailed	The number of times a message could not be decrypted.
protocolVersion	The number of times the client or server did not support SSLv3 or TLSv1.
noCertificate	The number of times the Certificate was not loaded (SSLv3 only).
unsupportedCert	The number of times an unsupported certificate type was received. (This could be anything other than RSA_SIGN).
badCertificate	The number of times the certificate was not accepted. This is because the certificate was unknown or not trusted.
Enco	Counters for encryption and decryption
attach	The number of SSL requests to attach a connection to an enco channel.
attachFail	The number of failed attempts to attach to an enco channel.
detached	The number of times the connection detached from an enco channel.
resetEDone	The number of encode resets done.
resetD	The number of decode reset requests.
resetDfail	The number of decode reset failures.
encoded	The number of records successfully encoded.
decode	The number of records successfully decoded.
decodeFail	The number of records that failed to be decoded.
handshakeOK	The number of successful handshake operations.
callbackNoConnection	The number of times the connection in the enco callback function was not found.
getKeyFail	The number of times an RSA private key was not retrieved from the key ID.
getCertFail	The number of times the certificate was not retrieved.
newCertNotTrusted	The number of times the handshake failed because a certificate was not trusted.

Table 47-2: Parameters in output of the **show ssl counters** command (Continued)

Parameter	Meaning
certNotTrusted	The number of times a certificate was received that was loaded, but not trusted. To change the trusted status of a certificate, use the set pki certificate command on page 50-30 of Chapter 50, Public Key Infrastructure (PKI)
attached	The number of times the connection successfully attached to an enco channel.
detach	The number of detach requests sent to enco.
resetE	The number of encode reset requests.
resetEFail	The number of encode reset failures.
resetDDone	The number of times decode was successfully reset.
encode	The number of requests to encode a record.
encodeFail	The number of records that enco failed to encode.
decoded	The number of records successfully decoded.
handshake	The number of requests to perform a handshake operation.
handshakeFail	The number of times a handshake operation failed.
getKeyOk	The number of times an RSA private key was successfully retrieved.
getCertGood	The number of times a certificate was successfully retrieved.
addCertGood	The number of times a certificate was successfully added.
addCertNoConnection	The number of add certificate operation failures because there was no connection.
Session cache	Session counters
sessionCreated	The number of sessions created in the session resumption cache.
sessionDestroy	The number of sessions deleted from the session resumption cache.
sessionCreateFail	The number of times the session resumption cache failed to create a new session.
SessionDestroyFail	The number of the session resumption cache failed to delete a session. The session may have previously timed out.

Examples To display SSL counters, use the command:

```
sh ssl cou
```

Related Commands [show ssl](#)
[show ssl sessions](#)

show ssl sessions

Syntax SHow SSL SEssions

Description This command displays detailed information about the SSL sessions stored in the session resumption cache ([Figure 47-4](#), [Table 47-3](#)).

Figure 47-4: Example output from the **show ssl sessions** command

```
Session Database:
SessionId          Version  CipherSuite    TimeCreated  TimeToLive
-----
ab128672adbbb228c812... TLSv1    RSA_3DES_SHA   16:23:55     300
e77bd142892e3d03602d... SSLv3    RSA_DES_SHA    16:24:07     300
647c09a97e133cfe0d7e... TLSv1    RSA_DES40_SHA  16:23:45     293
-----
```

Table 47-3: Parameters in output of the **show ssl sessions** command

Parameter	Meaning
SessionID	The first 10 bytes of the 32-byte Session ID.
Version	SSL Version: SSLv3 or TLSv1.
CipherSuite	Cipher suite used for this session.
TimeCreated	The time that the session was started, in 24-hour format: hours:minutes:seconds.
TimeToLive	Approximate time in seconds that the session remains in the session resumption cache.

Examples To show information about sessions stored in the session resumption cache, use the command:

```
sh ssl ses
```

Related Commands [show ssl](#)
[show ssl counters](#)