

# DHCP Client for IPv6 User Guide

Version 1.30

For use with Dynamic Host Control Protocol (DHCP)  
Client for IPv6 module versions 1.06 and above

**Date:** 20-Jun-2017 12:24

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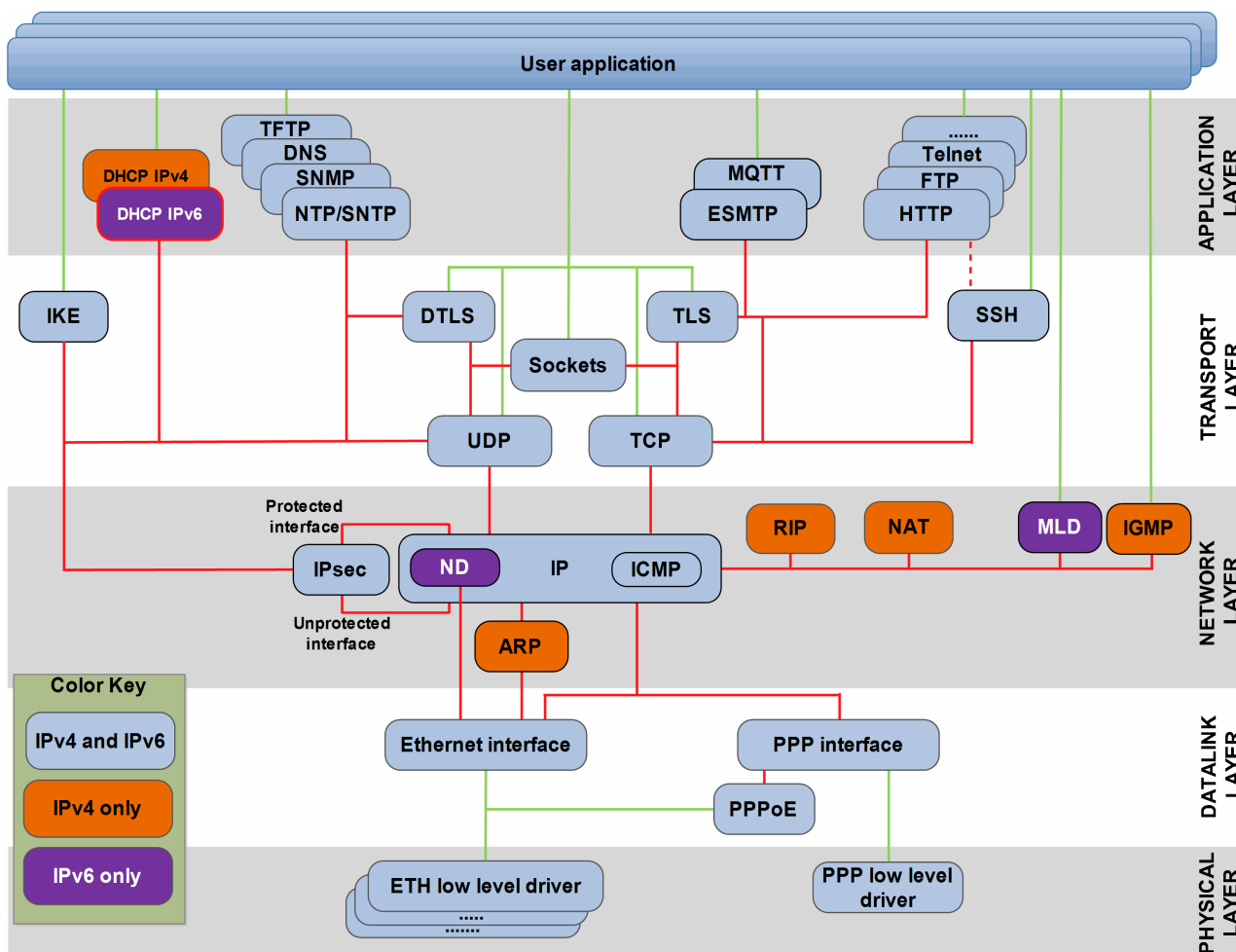
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# 1 System Overview

## 1.1 Introduction

This guide is for those who want to implement a Dynamic Host Control Protocol (DHCP) client module as part of their TCP/IP stack. The DHCP Client for IPv6 module is used by a client (a computer or other device) to get an IP address automatically from a remote DHCP server. This client module supports IPv6 addresses. It can be used in the HCC dual TCP/IP stack alongside the DHCP client for IPv4.

The DHCP Client for IPv6 module is part of the HCC MISRA-compliant TCP/IP stack, as shown below, and is designed specifically for use with it. (In this diagram green lines show interfaces available to users of the stack, red lines show interfaces internal to the TCP/IP system.)



When a DHCP-configured client connects to a network, it sends a broadcast query to a DHCP server, requesting necessary information. If the request is valid, the server assigns the device an IP address, a lease (the length of time the allocation is valid), and other IP configuration parameters, such as the subnet mask and the default gateway.

The query is typically sent straight after booting and must complete before the client can initiate IP-based communication with other hosts. Upon disconnection, the IP address is returned to the pool for use by another computer. In this way many computers may use the same IP address in a short time.

## 1.2 Feature Check

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The main features of the module are the following:

- Conforms to the HCC Advanced Embedded Framework.
- Compliant with the HCC MISRA-compliant TCP/IP stack.
- Supports IPv6 addresses.
- Designed for integration with both RTOS and non-RTOS based systems.
- Compliant with [RFC 3315](#).

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## 1.3 Packages and Documents

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### Packages

The table below lists the packages that you need in order to use this module:

Package	Description
<code>hcc_base_doc</code>	This contains the two guides that will help you get started.
<code>ip_app_dhcp_v6</code>	The DHCP client for IPv6 package described in this manual.
<code>ip_base_v6</code>	The TCP/IP IPv6 base package.
<code>mip_udp</code>	The UDP package.

### Documents

For an overview of the HCC TCP/IP stack software, see [Product Information](#) on the main HCC website.

Readers should note the points in the [HCC Documentation Guidelines](#) on the HCC documentation website.

#### HCC Firmware Quick Start Guide

This document describes how to install packages provided by HCC in the target development environment. Also follow the *Quick Start Guide* when HCC provides package updates.

#### HCC Source Tree Guide

This document describes the HCC source tree. It gives an overview of the system to make clear the logic behind its organization.

#### HCC TCP/IP Dual Stack System User Guide

This is the core document that describes the complete TCP/IP stack. It covers both IPv4 and IPv6 systems.

#### HCC DHCP Client for IPv6 User Guide

This is this document.

#### HCC DHCP Client for IPv4 User Guide

This document describes the similar DHCP client that supports IPv4 addresses.

## 1.4 Change History

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This section describes past changes to this manual.

- To download earlier manuals, see [Archive: DHCP Client for IPv6 User Guide](#).
- For the history of changes made to the package code itself, see [History: ip\\_app\\_dhcp\\_v6](#).

The current version of this manual is 1.30. The full list of versions is as follows:

Manual version	Date	Software version	Reason for change
1.30	2017-06-20	1.06	New <i>Change History</i> format.
1.20	2017-03-28	1.06	Updated network diagram.
1.10	2017-01-18	1.06	Updated network diagram.
1.00	2016-08-05	1.04	First online version.

## 2 Source File List

The following sections describe all the source code files included in the system. These files follow the HCC Embedded standard source tree system, described in the [HCC Source Tree Guide](#). All references to file pathnames refer to locations within this standard source tree, not within the package you initially receive.

**Note:** Do not modify any files except the configuration file.

### 2.1 Configuration File

The file `src/config/config_ip_app_dhcp_v6.h` contains all the configurable parameters of the system. Configure these as required. For details of these options, see [Configuration Options](#).

### 2.2 DHCP Client System

These files are in the directory `src/ip/apps/dhcp_v6`. **These files should only be modified by HCC.**

File	Description
<code>dhcp_v6.c</code>	DHCP client for IPv6 source code.
<code>dhcp_v6.h</code>	Header file.

### 2.3 Version File

The file `src/version/ver_ip_app_dhcp_v6.h` contains the version number of this module. This version number is checked by all modules that use this module to ensure system consistency over upgrades.

## 3 Configuration Options

Set the system configuration options in the file `src/config/config_ip_app_dhcp_v6.h`. This section lists the available configuration options and their default values.

### **DHCPV6\_TASK\_STACK\_SIZE**

The DHCP for IPv6 task stack size. The default is 1024.

### **DHCPV6\_TIMER\_PERIOD**

The timer period in ms. The default is 1000.

### **DHCPV6\_NUM\_SERVERS**

The maximum number of DHCP IPv6 servers that are accepted on an single interface. The default is 1.

### **DHCPV6\_NUM\_ADDRS**

The maximum number of IPv6 addresses that can be assigned to the target. This must be not less than `DHCPV6_NUM_SERVERS`. The default is 1.



## 4 Integration

This section describes all aspects of the DHCP client for IPv6 module that require integration with your target project. This includes porting and configuration of external resources.

### 4.1 OS Abstraction Layer

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All HCC modules use the OS Abstraction Layer (OAL) that allows the module to run seamlessly with a wide variety of RTOSes, or without an RTOS.

This module uses the following OAL components:

OAL Resource	Number Required
Tasks	1
Mutexes	1
Events	0

The DHCP task is started automatically by the IP stack if DHCP is enabled (that is, if the `IP_DHCP_ENABLE` configuration option in the IP base package is set).

The DHCP task function is named `dhcp_task()`.

### 4.2 Utilities

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The DHCP code creates and uses a single timer in the `hcc_timer` module.

The `hcc_timer` module is included in your system when you install the base TCP/IP modules.

## 4.3 PSP Porting

The Platform Support Package (PSP) is designed to hold all platform-specific functionality, either because it relies on specific features of a target system, or because this provides the most efficient or flexible solution for the developer. For full details of its functions and macros, see the *HCC Base Platform Support Package User Guide*.

The module makes use of the following standard PSP functions:

Function	Package	Element	Description
<b>psp_memcmp()</b>	psp_base	psp_string	Compares two blocks of memory.
<b>psp_memcpy()</b>	psp_base	psp_string	Copies a block of memory. The result is a binary copy of the data.
<b>psp_memset()</b>	psp_base	psp_string	Sets the specified area of memory to the defined value.
<b>psp_get_tick_count()</b>	psp_base	psp_tick	Counts the number of ticks.

The module makes use of the following standard PSP macros:

Macro	Package	Element	Description
PSP_RD_BE16	psp_base	psp_endianness	Reads a 16 bit value stored as big-endian from a memory location.
PSP_RD_BE24	psp_base	psp_endianness	Reads a 24 bit value stored as big-endian from a memory location.
PSP_RD_BE32	psp_base	psp_endianness	Reads a 32 bit value stored as big-endian from a memory location.
PSP_WR_BE16	psp_base	psp_endianness	Writes a 16 bit value to be stored as big-endian to a memory location.
PSP_WR_BE24	psp_base	psp_endianness	Writes a 24 bit value to be stored as big-endian to a memory location.
PSP_WR_BE32	psp_base	psp_endianness	Writes a 32 bit value to be stored as big-endian to a memory location.