



How to Configure DHCP Classes

Define classes for use by DHCP clients and servers and specify the lease behavior. With DHCP classes configured the server identifies different client types and provides the corresponding IP addresses depending on the match statement in the class definition. Spawn subclasses define the parameters for each match value within the class they belong to, which simplifies the class lookup.

In this article:

Before You Begin

Before configuring DHCP classes, enable advanced pool configuration in the DHCP service setup. For more information, see [How to Configure Advanced DHCP Settings](#).

Configure DHCP Classes

1. Go to **CONFIGURATION > Configuration Tree > Box > Virtual Servers > your virtual server > Assigned Services > DHCP-Service > DHCP Enterprise Configuration**.
2. From the left **Configuration Mode** menu, select **Advanced View**.
3. In the left navigation pane, select **Classes**.
4. Click **Lock**.
5. Click **+** to add an entry for a DHCP class.
6. Enter a **Name** for the class and click **OK**. The **Classes** configuration window opens.
7. Enable or disable **Spawn Subclasses** depending on your requirements. If enabled,
 1. Select the spawn subclass from the **Spawn Parameter** field.
 2. Enter the maximum number of parallel active leases in the **Lease Limit** field.
8. Specify the **Match Parameter**.
 - **Exact** - Indicates ONE client.
 - **List** - Allows multiple clients.
9. From the **Match Type** list, select the desired option.
 - When selecting *exact*, enter the match value for one client (for example, MAC, store agent ID, ...) in the **Match Value** field.
 - When selecting *list*, enter the match values for multiple clients in the **Match Value List** field.

The way MAC addresses are entered depends on the used type of interface:

- Ethernet requires a 1: prior to the MAC address (e.g.: 1:00:01:f3:34:44:2g)
- Tokenring requires a 6: prior to the MAC address (e.g.: 6:00:01:f3:34:44:2g)

10. Click **OK**.
11. Click **Send Changes** and **Activate**.

