



# **LevelOne**

## **GSW-2692**

24-Port 10/100M + 2G Combo  
L2 Stackable Switch

# **User Manual**

Version 1.0-0608



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# Chapter 1: Introduction

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This switch provides a broad range of features for Layer 2 switching. It includes a management agent that allows you to configure the features listed in this manual. The default configuration can be used for most of the features provided by this switch. However, there are many options that you should configure to maximize the switch's performance for your particular network environment.

## Key Features

Table 1-1 Key Features

Feature	Description
Configuration Backup and Restore	Backup to TFTP server
Authentication	Console, Telnet, web – User name / password, RADIUS, TACACS+ Web – SSL/HTTPS; Telnet – SSH SNMP v1/2c – Community strings Port – IEEE 802.1X, MAC address filtering
Access Control Lists	Supports up to 88 IP or MAC ACLs
DHCP Client	Supported
Port Configuration	Speed, duplex mode and flow control
Rate Limiting	Input and output rate limiting per port
Port Mirroring	One port mirrored to a single analysis port
Port Trunking	Supports up to 4 trunks using either static or dynamic trunking (LACP)
Broadcast Storm Control	Supported
Static Address	Up to 8K MAC addresses in the forwarding table
IEEE 802.1D Bridge	Supports dynamic data switching and addresses learning
Store-and-Forward Switching	Supported to ensure wire-speed switching while eliminating bad frames
Spanning Tree Algorithm	Supports standard STP and Rapid Spanning Tree Protocol (RSTP)
Virtual LANs	Up to 255 using IEEE 802.1Q, port-based, or private VLANs
Traffic Prioritization	Default port priority, traffic class map, queue scheduling, IP Precedence or Differentiated Services Code Point (DSCP), and TCP/UDP Port
Multicast Filtering	Supports IGMP snooping and query

## Description of Software Features

The switch provides a wide range of advanced performance enhancing features. Flow control eliminates the loss of packets due to bottlenecks caused by port saturation. Broadcast storm suppression prevents broadcast traffic storms from engulfing the network. Port-based and private VLANs, plus support for automatic GVRP VLAN registration provide traffic security and efficient use of network bandwidth. CoS priority queueing ensures the minimum delay for moving real-time multimedia data across the network. While multicast filtering provides support for real-time network applications. Some of the management features are briefly described below.

**Configuration Backup and Restore** – You can save the current configuration settings to a file on a TFTP server, and later download this file to restore the switch configuration settings.

**Authentication** – This switch authenticates management access via the console port, Telnet or web browser. User names and passwords can be configured locally or can be verified via a remote authentication server (i.e., RADIUS or TACACS+). Port-based authentication is also supported via the IEEE 802.1X protocol. This protocol uses the Extensible Authentication Protocol over LANs (EAPOL) to request user credentials from the 802.1X client, and then verifies the client's right to access the network via an authentication server.

Other authentication options include HTTPS for secure management access via the web, SSH for secure management access over a Telnet-equivalent connection, IP address filtering for SNMP/web/Telnet management access, and MAC address filtering for port access.

**Access Control Lists** – ACLs provide packet filtering for IP frames (based on address, protocol, TCP/UDP port number or TCP control code) or any frames (based on MAC address or Ethernet type). ACLs can be used to improve performance by blocking unnecessary network traffic or to implement security controls by restricting access to specific network resources or protocols.

**Port Configuration** – You can manually configure the speed, duplex mode, and flow control used on specific ports, or use auto-negotiation to detect the connection settings used by the attached device. Use the full-duplex mode on ports whenever possible to double the throughput of switch connections. Flow control should also be enabled to control network traffic during periods of congestion and prevent the loss of packets when port buffer thresholds are exceeded. The switch supports flow control based on the IEEE 802.3x standard.

**Rate Limiting** – This feature controls the maximum rate for traffic transmitted or received on an interface. Rate limiting is configured on interfaces at the edge of a network to limit traffic into or out of the network. Traffic that falls within the rate limit is transmitted, while packets that exceed the acceptable amount of traffic are dropped.

**Port Mirroring** – The switch can unobtrusively mirror traffic from any port to a monitor port. You can then attach a protocol analyzer or RMON probe to this port to perform traffic analysis and verify connection integrity.

**Port Trunking** – Ports can be combined into an aggregate connection. Trunks can be manually set up or dynamically configured using IEEE 802.3ad Link Aggregation Control Protocol (LACP). The additional ports dramatically increase the throughput across any connection, and provide redundancy by taking over the load if a port in the trunk should fail. The switch supports up to four trunks.

**Broadcast Storm Control** – Broadcast suppression prevents broadcast traffic from overwhelming the network. When enabled on a port, the level of broadcast traffic passing through the port is restricted. If broadcast traffic rises above a pre-defined threshold, it will be throttled until the level falls back beneath the threshold.

**Static Addresses** – A static address can be assigned to a specific interface on this switch. Static addresses are bound to the assigned interface and will not be moved. When a static address is seen on another interface, the address will be ignored and will not be written to the address table. Static addresses can be used to provide network security by restricting access for a known host to a specific port.

**IEEE 802.1D Bridge** – The switch supports IEEE 802.1D transparent bridging. The address table facilitates data switching by learning addresses, and then filtering or forwarding traffic based on this information. The address table supports up to 8K addresses.

**Store-and-Forward Switching** – The switch copies each frame into its memory before forwarding them to another port. This ensures that all frames are a standard Ethernet size and have been verified for accuracy with the cyclic redundancy check (CRC). This prevents bad frames from entering the network and wasting bandwidth.

To avoid dropping frames on congested ports, the switch provides 8 MB for frame buffering. This buffer can queue packets awaiting transmission on congested networks.

**Spanning Tree Algorithm** – The switch supports these spanning tree protocols:

**Spanning Tree Protocol (STP, IEEE 802.1D)** – This protocol provides loop detection and recovery by allowing two or more redundant connections to be created between a pair of LAN segments. When there are multiple physical paths between segments, this protocol will choose a single path and disable all others to ensure that only one route exists between any two stations on the network. This prevents the creation of network loops. However, if the chosen path should fail for any reason, an alternate path will be activated to maintain the connection.

**Rapid Spanning Tree Protocol (RSTP, IEEE 802.1w)** – This protocol reduces the convergence time for network topology changes to 3 to 5 seconds, compared to 30 seconds or more for the older IEEE 802.1D STP standard. It is intended as a complete replacement for STP, but can still interoperate with switches running the older standard by automatically reconfiguring ports to STP-compliant mode if they detect STP protocol messages from attached devices.

**Virtual LANs** – The switch supports up to 255 VLANs. A Virtual LAN is a collection of network nodes that share the same collision domain regardless of their physical location or connection point in the network. The switch supports tagged VLANs based on the IEEE 802.1Q standard. Members of VLAN groups can be dynamically learned via GVRP, or ports can be manually assigned to a specific set of VLANs. This allows the switch to restrict traffic to the VLAN groups to which a user has been assigned. By segmenting your network into VLANs, you can:

- Eliminate broadcast storms which severely degrade performance in a flat network.
- Simplify network management for node changes/moves by remotely configuring VLAN membership for any port, rather than having to manually change the network connection.
- Provide data security by restricting all traffic to the originating VLAN.
- Use private VLANs to restrict traffic to pass only between data ports and the uplink ports, thereby isolating adjacent ports within the same VLAN, and allowing you to limit the total number of VLANs that need to be configured.

**Traffic Prioritization** – This switch prioritizes each packet based on the required level of service, using four priority queues with strict or Weighted Round Robin Queuing. It uses IEEE 802.1p and 802.1Q tags to prioritize incoming traffic based on input from the end-station application. These functions can be used to provide independent priorities for delay-sensitive data and best-effort data.

This switch also supports several common methods of prioritizing layer 3/4 traffic to meet application requirements. Traffic can be prioritized based on the priority bits in the IP frame's Type of Service (ToS) octet or the number of the TCP/UDP port. When these services are enabled, the priorities are mapped to a Class of Service value by the switch, and the traffic then sent to the corresponding output queue.

**Multicast Filtering** – Specific multicast traffic can be assigned to its own VLAN to ensure that it does not interfere with normal network traffic and to guarantee real-time delivery by setting the required priority level for the designated VLAN. The switch uses IGMP Snooping and Query to manage multicast group registration.

## System Defaults

The switch's system defaults are provided in the configuration file "Factory\_Default\_Config.cfg." To reset the switch defaults, this file should be set as the startup configuration file (page 3-20).

The following table lists some of the basic system defaults.

Table 1-2 System Defaults

Function	Parameter	Default
Console Port Connection	Baud Rate	9600
	Data bits	8
	Stop bits	1
	Parity	none
	Local Console Timeout	0 (disabled)
Authentication	Privileged Exec Level	Username "admin" Password "admin"
	Normal Exec Level	Username "guest" Password "guest"
	Enable Privileged Exec from Normal Exec Level	Password "super"
	RADIUS Authentication	Disabled
	TACACS Authentication	Disabled
	802.1X Port Authentication	Disabled
	HTTPS	Enabled
	SSH	Disabled
	Port Security	Disabled
IP Filtering	Disabled	
Web Management	HTTP Server	Enabled
	HTTP Port Number	80
	HTTP Secure Server	Enabled
	HTTP Secure Port Number	443
SNMP	Community Strings	"public" (read only) "private" (read/write)
	Traps	Authentication traps: enabled Link-up-down events: enabled

Table 1-2 System Defaults (Continued)

Function	Parameter	Default
Port Configuration	Admin Status	Enabled
	Auto-negotiation	Enabled
	Flow Control	Disabled
Rate Limiting	Input and output limits	Disabled
Port Trunking	Static Trunks	None
	LACP (all ports)	Disabled
Broadcast Storm Protection	Status	Disabled (all ports)
	Broadcast Limit Rate	32,000 octets per second
Spanning Tree Algorithm	Status	Enabled (Defaults: All values based on IEEE 802.1w)
	Fast Forwarding (Edge Port)	Disabled
Address Table	Aging Time	300 seconds
Virtual LANs	Default VLAN	1
	PVID	1
	Acceptable Frame Type	All
	Ingress Filtering	Disabled
	Switchport Mode (Egress Mode)	Hybrid: tagged/untagged frames
	GVRP (global)	Disabled
	GVRP (port interface)	Disabled
Traffic Prioritization	Ingress Port Priority	0
	Weighted Round Robin	Queue: 0 1 2 3 Weight: 1 2 4 6
	IP Precedence Priority	Disabled
	IP DSCP Priority	Disabled
	IP Port Priority	Disabled
IP Settings	IP Address	0.0.0.0
	Subnet Mask	255.0.0.0
	Default Gateway	0.0.0.0
	DHCP	Client: Enabled
	BOOTP	Disabled
Multicast Filtering	IGMP Snooping	Snooping: Enabled Querier: Enabled



Table 1-2 System Defaults (Continued)

Function	Parameter	Default
System Log	Status	Enabled
	Messages Logged	Levels 0-7 (all)
	Messages Logged to Flash	Levels 0-3
SMTP Email Alerts	Event Handler	Enabled (but no server defined)
SNTP	Clock Synchronization	Disabled



# Chapter 2: Initial Configuration

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## Connecting to the Switch

### Configuration Options

The switch includes a built-in network management agent. The agent offers a variety of management options, including SNMP, RMON and a web-based interface. A PC may also be connected directly to the switch for configuration and monitoring via a command line interface (CLI).

**Note:** The IP address for this switch is obtained via DHCP by default. To change this address, see "Setting an IP Address" on page 2-5.

The switch's HTTP Web agent allows you to configure switch parameters, monitor port connections, and display statistics using a standard Web browser such as Netscape Navigator version 6.2 and higher or Microsoft IE version 5.0 and higher. The switch's Web management interface can be accessed from any computer attached to the network.

The CLI program can be accessed by a direct connection to the RS-232 serial console port on the switch, or remotely by a Telnet connection over the network.

The switch's management agent also supports SNMP (Simple Network Management Protocol). This SNMP agent permits the switch to be managed from any system in the network using network management software such as HP OpenView.

The switch's Web interface, CLI configuration program, and SNMP agent allow you to perform the following management functions:

- Set user names and passwords for up to 16 users
- Set an IP interface for any VLAN
- Configure SNMP parameters
- Enable/disable any port
- Set the speed/duplex mode for any port
- Configure the bandwidth of any port by limiting input or output rates
- Control port access through IEEE 802.1X security or static address filtering
- Filter packets using Access Control Lists (ACLs)
- Configure up to 255 IEEE 802.1Q VLANs
- Enable GVRP automatic VLAN registration
- Configure IP routing for unicast traffic.
- Configure IGMP multicast filtering
- Upload and download system firmware via TFTP
- Upload and download switch configuration files via TFTP
- Configure Spanning Tree parameters

- Configure Class of Service (CoS) priority queuing
- Configure up to 4 static or LACP trunks
- Enable port mirroring
- Set broadcast storm control on any port
- Display system information and statistics
- Configure any stack unit through the same IP address

### Required Connections

The switch provides an RS-232 serial port that enables a connection to a PC or terminal for monitoring and configuring the switch. A null-modem console cable is provided with the switch.

**Note:** When configuring a stack, connect to the console port on the Master unit.

Attach a VT100-compatible terminal, or a PC running a terminal emulation program to the switch. You can use the console cable provided with this package, or use a null-modem cable that complies with the wiring assignments shown in the Installation Guide.

To connect a terminal to the console port, complete the following steps:

1. Connect the console cable to the serial port on a terminal, or a PC running terminal emulation software, and tighten the captive retaining screws on the DB-9 connector.
2. Connect the other end of the cable to the RS-232 serial port on the switch.
3. Make sure the terminal emulation software is set as follows:
  - Select the appropriate serial port (COM port 1 or COM port 2).
  - Set the baud rate to 9600 bps.
  - Set the data format to 8 data bits, 1 stop bit, and no parity.
  - Set flow control to none.
  - Set the emulation mode to VT100.
  - When using HyperTerminal, select Terminal keys, not Windows keys.

- Notes:**
1. When using HyperTerminal with Microsoft® Windows® 2000, make sure that you have Windows 2000 Service Pack 2 or later installed. Windows 2000 Service Pack 2 fixes the problem of arrow keys not functioning in HyperTerminal's VT100 emulation. See [www.microsoft.com](http://www.microsoft.com) for information on Windows 2000 service packs.
  2. Refer to "Line Commands" on page 4-10 for a complete description of console configuration options.
  3. Once you have set up the terminal correctly, the console login screen will be displayed.

For a description of how to use the CLI, see "Using the Command Line Interface" on page 4-1. For a list of all the CLI commands and detailed information on using the CLI, refer to "Command Groups" on page 4-9.

## Remote Connections

Prior to accessing the switch's onboard agent via a network connection, you must first configure it with a valid IP address, subnet mask, and default gateway using a console connection, DHCP or BOOTP protocol.

The IP address for this switch is obtained via DHCP by default. To manually configure this address or enable dynamic address assignment via DHCP or BOOTP, see "Setting an IP Address" on page 2-5.

**Note:** This switch supports four concurrent Telnet/SSH sessions.

After configuring the switch's IP parameters, you can access the onboard configuration program from anywhere within the attached network. The onboard configuration program can be accessed using Telnet from any computer attached to the network. The switch can also be managed by any computer using a web browser (Internet Explorer 5.0 or above, or Netscape Navigator 6.2 or above), or from a network computer using SNMP network management software.

**Note:** The onboard program only provides access to basic configuration functions. To access the full range of SNMP management functions, you must use SNMP-based network management software.

## Stack Operations

Up to eight switches can be stacked together as described in the *Installation Guide*. One unit in the stack acts as the Master for configuration tasks and firmware upgrade. All of the other units function in Slave mode.

To configure any unit in the stack, first verify the unit number by counting down from the Master unit, and then select the appropriate unit number from the web or console management interface.

### Selecting the Stack Master

Note the following points about unit numbering:

- When the stack is initially powered on, the Master unit is designated as unit 1. The stack is simply numbered from top to bottom, with the first unit in the stack designated at unit 1. This unit identification number can be selected on the front panel graphic of the web interface, or from the CLI.
- If more than one stack Master is selected using the Master push button on the switch's front panel, the stack will not function.
- If any unit fails, the stack will not function. You must replace the failed unit, and reconnect the stacking cables to restore a ring topology.
- If a unit in the stack fails or is removed from the stack, the unit numbers will not change. This means that when you replace a unit in the stack, the original configuration for the failed unit will be restored to the replacement unit.

### Recovering from Stack Failure or Topology Change

When a link or unit in the stack fails, a trap message is sent and a failure event is logged. The stack will be rebooted after any system failure or topology change. It takes two to three minutes for the stack to reboot. Also note that powering down a unit or inserting a new unit in the stack will cause the stack to reboot.

### Resilient IP Interface for Management Access

The stack functions as one integral system for management and configuration purposes. You can therefore manage the stack through any port in the VLAN that has been assigned an IP address. The Master unit does not even have to include an active port member in the VLAN interface used for management access. However, if the unit to which you normally connect for management access fails, and there are no active port members on the other units within this VLAN interface, then this IP address will no longer be available. To retain a constant IP address for management access across fail over events, you should include port members on several units within the primary VLAN used for stack management.

## Basic Configuration

### Console Connection

The CLI program provides two different command levels — normal access level (Normal Exec) and privileged access level (Privileged Exec). The commands available at the Normal Exec level are a limited subset of those available at the Privileged Exec level and allow you to only display information and use basic utilities. To fully configure the switch parameters, you must access the CLI at the Privileged Exec level.

Access to both CLI levels are controlled by user names and passwords. The switch has a default user name and password for each level. To log into the CLI at the Privileged Exec level using the default user name and password, perform these steps:

1. To initiate your console connection, press <Enter>. The “User Access Verification” procedure starts.
2. At the Username prompt, enter “admin.”
3. At the Password prompt, also enter “admin.” (The password characters are not displayed on the console screen.)
4. The session is opened and the CLI displays the “Console#” prompt indicating you have access at the Privileged Exec level.

## Setting Passwords

**Note:** If this is your first time to log into the CLI program, you should define new passwords for both default user names using the “username” command, record them and put them in a safe place.

Passwords can consist of up to 8 alphanumeric characters and are case sensitive. To prevent unauthorized access to the switch, set the passwords as follows:

1. Open the console interface with the default user name and password “admin” to access the Privileged Exec level.
2. Type “configure” and press <Enter>.
3. Type “username guest password 0 *password*,” for the Normal Exec level, where *password* is your new password. Press <Enter>.
4. Type “username admin password 0 *password*,” for the Privileged Exec level, where *password* is your new password. Press <Enter>.

**Note:** ‘0’ specifies the password in plain text, ‘7’ specifies the password in encrypted form.

```
Username: admin
Password:

      CLI session with the GSW-2692 24-Port 10/100M + 2G Combo L2
      Stackable Switch is opened.
      To end the CLI session, enter [Exit].

Console#configure
Console(config)#username guest password 0 [password]
Console(config)#username admin password 0 [password]
Console(config)#
```

## Setting an IP Address

You must establish IP address information for the switch to obtain management access through the network. This can be done in either of the following ways:

**Manual** — You have to input the information, including IP address and subnet mask. If your management station is not in the same IP subnet as the switch, you will also need to specify the default gateway router.

**Dynamic** — The switch sends IP configuration requests to BOOTP or DHCP address allocation servers on the network.

### Manual Configuration

You can manually assign an IP address to the switch. You may also need to specify a default gateway that resides between this device and management stations that exist on another network segment. Valid IP addresses consist of four decimal numbers, 0 to 255, separated by periods. Anything outside this format will not be accepted by the CLI program.

**Note:** The IP address for this switch is obtained via DHCP by default.

Before you can assign an IP address to the switch, you must obtain the following information from your network administrator:

- IP address for the switch
- Default gateway for the network
- Network mask for this network

To assign an IP address to the switch, complete the following steps:

1. From the Privileged Exec level global configuration mode prompt, type "interface vlan 1" to access the interface-configuration mode. Press <Enter>.
2. Type "ip address *ip-address netmask*," where "ip-address" is the switch IP address and "netmask" is the network mask for the network. Press <Enter>.
3. Type "exit" to return to the global configuration mode prompt. Press <Enter>.
4. To set the IP address of the default gateway for the network to which the switch belongs, type "ip default-gateway *gateway*," where "gateway" is the IP address of the default gateway. Press <Enter>.

```
Console(config)#interface vlan 1
Console(config-if)#ip address 192.168.1.5 255.255.255.0
Console(config-if)#exit
Console(config)#ip default-gateway 192.168.1.254
Console(config)#
```

### Dynamic Configuration

If you select the "bootp" or "dhcp" option, IP will be enabled but will not function until a BOOTP or DHCP reply has been received. You therefore need to use the "ip dhcp restart" command to start broadcasting service requests. Requests will be sent periodically in an effort to obtain IP configuration information. (BOOTP and DHCP values can include the IP address, subnet mask, and default gateway.)

If the "bootp" or "dhcp" option is saved to the startup-config file (step 6), then the switch will start broadcasting service requests as soon as it is powered on.

To automatically configure the switch by communicating with BOOTP or DHCP address allocation servers on the network, complete the following steps:

1. From the Global Configuration mode prompt, type "interface vlan 1" to access the interface-configuration mode. Press <Enter>.
2. At the interface-configuration mode prompt, use one of the following commands:
  - To obtain IP settings via DHCP, type "ip address dhcp" and press <Enter>.
  - To obtain IP settings via BOOTP, type "ip address bootp" and press <Enter>.
3. Type "end" to return to the Privileged Exec mode. Press <Enter>.
4. Type "ip dhcp restart" to begin broadcasting service requests. Press <Enter>.



5. Wait a few minutes, and then check the IP configuration settings by typing the “show ip interface” command. Press <Enter>.
6. Then save your configuration changes by typing “copy running-config startup-config.” Enter the startup file name and press <Enter>.

```
Console(config)#interface vlan 1
Console(config-if)#ip address dhcp
Console(config-if)#end
Console#ip dhcp restart
Console#show ip interface
  IP address and netmask: 192.168.1.54 255.255.255.0 on VLAN 1,
  and address mode: User specified.
Console#copy running-config startup-config
Startup configuration file name []: startup
\Write to FLASH Programming.

\Write to FLASH finish.
Success.
```

## Enabling SNMP Management Access

The switch can be configured to accept management commands from Simple Network Management Protocol (SNMP) applications such as HP OpenView. You can configure the switch to (1) respond to SNMP requests or (2) generate SNMP traps.

When SNMP management stations send requests to the switch (either to return information or to set a parameter), the switch provides the requested data or sets the specified parameter. The switch can also be configured to send information to SNMP managers (without being requested by the managers) through trap messages, which inform the manager that certain events have occurred.

### Community Strings

Community strings are used to control management access to SNMP stations, as well as to authorize SNMP stations to receive trap messages from the switch. You therefore need to assign community strings to specified users or user groups, and set the access level.

The default strings are:

- **public** - with read-only access. Authorized management stations are only able to retrieve MIB objects.
- **private** - with read-write access. Authorized management stations are able to both retrieve and modify MIB objects.

**Note:** If you do not intend to utilize SNMP, we recommend that you delete both of the default community strings. If there are no community strings, then SNMP management access to the switch is disabled.

To prevent unauthorized access to the switch via SNMP, it is recommended that you change the default community strings.

To configure a community string, complete the following steps:

1. From the Privileged Exec level global configuration mode prompt, type “snmp-server community *string mode*,” where “string” is the community access string and “mode” is **rw** (read/write) or **ro** (read only). Press <Enter>. (Note that the default mode is read only.)
2. To remove an existing string, simply type “no snmp-server community *string*,” where “string” is the community access string to remove. Press <Enter>.

```
Console(config)#snmp-server community admin rw
Console(config)#snmp-server community private
Console(config)#
```

### Trap Receivers

You can also specify SNMP stations that are to receive traps from the switch.

To configure a trap receiver, complete the following steps:

1. From the Privileged Exec level global configuration mode prompt, type “snmp-server host *host-address community-string*,” where “host-address” is the IP address for the trap receiver and “community-string” is the string associated with that host. Press <Enter>.
2. In order to configure the switch to send SNMP notifications, you must enter at least one snmp-server enable traps command. Type “snmp-server enable traps *type*,” where “type” is either **authentication** or **link-up-down**. Press <Enter>.

```
Console(config)#snmp-server enable traps link-up-down
Console(config)#
```

### Saving Configuration Settings

Configuration commands only modify the running configuration file and are not saved when the switch is rebooted. To save all your configuration changes in nonvolatile storage, you must copy the running configuration file to the start-up configuration file using the “copy” command.

To save the current configuration settings, enter the following command:

1. From the Privileged Exec mode prompt, type “copy running-config startup-config” and press <Enter>.

2. Enter the name of the start-up file. Press <Enter>.

```
Console#copy running-config startup-config
Startup configuration file name []: startup
\Write to FLASH Programming.

\Write to FLASH finish.
Success.

Console#
```

## Managing System Files

The switch's flash memory supports three types of system files that can be managed by the CLI program, Web interface, or SNMP. The switch's file system allows files to be uploaded and downloaded, copied, deleted, and set as a start-up file.

The three types of files are:

- **Configuration** — This file stores system configuration information and is created when configuration settings are saved. Saved configuration files can be selected as a system start-up file or can be uploaded via TFTP to a server for backup. A file named "Factory\_Default\_Config.cfg" contains all the system default settings and cannot be deleted from the system. See "Saving or Restoring Configuration Settings" on page 3-18 for more information.
- **Operation Code** — System software that is executed after boot-up, also known as run-time code. This code runs the switch operations and provides the CLI and Web management interfaces. See "Managing Firmware" on page 3-15 for more information.
- **Diagnostic Code** — Software that is run during system boot-up, also known as POST (Power On Self-Test).

Due to the size limit of the flash memory, the switch supports only two operation code files. However, you can have as many diagnostic code files and configuration files as available flash memory space allows.

In the system flash memory, one file of each type must be set as the start-up file. During a system boot, the diagnostic and operation code files set as the start-up file are run, and then the start-up configuration file is loaded.

Note that configuration files should be downloaded using a file name that reflects the contents or usage of the file settings. If you download directly to the running-config, the system will reboot, and the settings will have to be copied from the running-config to a permanent file.



# Chapter 3: Configuring the Switch

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## Using the Web Interface

This switch provides an embedded HTTP Web agent. Using a Web browser you can configure the switch and view statistics to monitor network activity. The Web agent can be accessed by any computer on the network using a standard Web browser (Internet Explorer 5.0 or above, or Netscape Navigator 6.2 or above).

**Note:** You can also use the Command Line Interface (CLI) to manage the switch over a serial connection to the console port or via Telnet. For more information on using the CLI, refer to Chapter 4: "Command Line Interface."

Prior to accessing the switch from a Web browser, be sure you have first performed the following tasks:

1. Configure the switch with a valid IP address, subnet mask, and default gateway using an out-of-band serial connection, BOOTP or DHCP protocol. (See "Setting an IP Address" on page 2-5.)
2. Set user names and passwords using an out-of-band serial connection. Access to the Web agent is controlled by the same user names and passwords as the onboard configuration program. (See "Setting Passwords" on page 2-5.)
3. After you enter a user name and password, you will have access to the system configuration program.

- Notes:**
1. You are allowed three attempts to enter the correct password; on the third failed attempt the current connection is terminated.
  2. If you log into the Web interface as guest (Normal Exec level), you can view the configuration settings or change the guest password. If you log in as "admin" (Privileged Exec level), you can change the settings on any page.
  3. If the path between your management station and this switch does not pass through any device that uses the Spanning Tree Algorithm, then you can set the switch port attached to your management station to fast forwarding (i.e., enable Admin Edge Port) to improve the switch's response time to management commands issued through the web interface. See "Configuring Interface Settings" on page 3-103.

## Navigating the Web Browser Interface

To access the web-browser interface you must first enter a user name and password. The administrator has Read/Write access to all configuration parameters and statistics. The default user name and password for the administrator is “admin.”

### Home Page

When your web browser connects with the switch's web agent, the home page is displayed as shown below. The home page displays the Main Menu on the left side of the screen and System Information on the right side. The Main Menu links are used to navigate to other menus, and display configuration parameters and statistics.

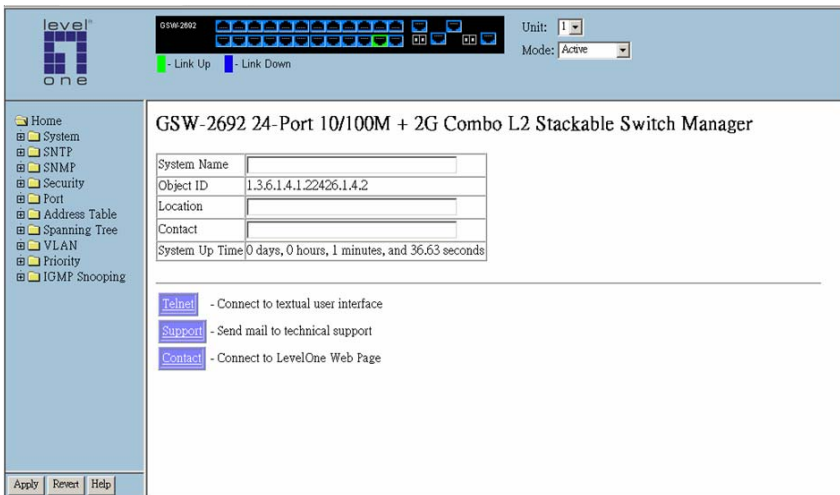


Figure 3-1 Home Page

## Configuration Options

Configurable parameters have a dialog box or a drop-down list. Once a configuration change has been made on a page, be sure to click on the Apply button to confirm the new setting. The following table summarizes the web page configuration buttons.

Table 3-1 Configuration Options

Button	Action
Revert	Cancels specified values and restores current values prior to pressing Apply.
Apply	Sets specified values to the system.
Help	Links directly to webhelp.

- Notes:**
1. To ensure proper screen refresh, be sure that Internet Explorer 5.x is configured as follows: Under the menu "Tools / Internet Options / General / Temporary Internet Files / Settings," the setting for item "Check for newer versions of stored pages" should be "Every visit to the page."
  2. When using Internet Explorer 5.0, you may have to manually refresh the screen after making configuration changes by pressing the browser's refresh button.

## Panel Display

The web agent displays an image of the switch's ports. The Mode can be set to display different information for the ports, including Active (i.e., up or down), Duplex (i.e., half or full duplex, or Flow Control (i.e., with or without flow control). Clicking on the image of a port opens the Port Configuration page as described on page 3-66.



Figure 3-2 Panel Display

## Main Menu

Using the onboard web agent, you can define system parameters, manage and control the switch, and all its ports, or monitor network conditions. The following table briefly describes the selections available from this program.

Table 3-2 Main Menu

Menu	Description	Page
System		3-8
System Information	Provides basic system description, including contact information	3-8
Switch Information	Shows the number of ports, hardware/firmware version numbers, and power status	3-9
Bridge Extension	Shows the bridge extension parameters	3-11
IP Configuration	Sets the IP address for management access	3-12
File		3-15
Copy	Allows the transfer and copying files	3-15
Delete	Allows deletion of files from the flash memory	3-16
Set Startup	Sets the startup file	3-16
Line		3-20
Console	Sets console port connection parameters	3-20
Telnet	Sets Telnet connection parameters.	3-22
Log		3-24
Logs	Stores and displays error messages	3-24
System Logs	Sends error messages to a logging process	3-24
Remote Logs	Configures the logging of messages to a remote logging process	3-26
SMTP Logs	Sends an SMTP client message to a participating server	3-28
Reset	Restarts the switch	3-30
SNTP		3-31
Configuration	Configures SNTP client settings, including broadcast mode or a specified list of servers	3-31
Clock Time Zone	Sets the local time zone for the system clock	3-32
SNMP		3-33
Configuration	Configures community strings and related trap functions	3-33
Security		3-35
User Accounts	Assigns a new password for the current user	3-35
Authentication Settings	Configures authentication sequence, RADIUS and TACACS	3-37
HTTPS Settings	Configures secure HTTP settings	3-40



Table 3-2 Main Menu (Continued)

Menu	Description	Page
SSH		3-42
Host-Key Settings	Generates the host key pair (public and private)	3-44
Settings	Configures Secure Shell server settings	3-46
Port Security	Configures per port security, including status, response for security breach, and maximum allowed MAC addresses	3-47
802.1X	Port authentication	3-49
Information	Displays global configuration settings	3-51
Configuration	Configures the global configuration setting	3-51
Port Configuration	Sets parameters for individual ports	3-51
Statistics	Displays protocol statistics for the selected port	3-54
ACL		3-57
Configuration	Configures packet filtering based on IP or MAC addresses	3-57
Port Binding	Binds a port to the specified ACL	3-63
IP Filter	Sets IP addresses of clients allowed management access via the Web, SNMP, and Telnet	3-55
Port		3-64
Port Information	Displays port connection status	3-64
Trunk Information	Displays trunk connection status	3-64
Port Configuration	Configures port connection settings	3-66
Trunk Configuration	Configures trunk connection settings	3-66
Trunk Membership	Specifies ports to group into static trunks	3-69
LACP		3-68
Configuration	Allows ports to dynamically join trunks	3-70
Aggregation Port	Configures parameters for link aggregation group members	3-73
Port Counters	Displays statistics for LACP protocol messages	3-75
Port Internal Information	Displays settings and operational state for the local side	3-77
Port Neighbors Information	Displays settings and operational state for the remote side	3-79
Port Broadcast Control	Sets the broadcast storm threshold for each port	3-81
Trunk Broadcast Control	Sets the broadcast storm threshold for each trunk	3-81
Mirror Port Configuration	Sets the source and target ports for mirroring	3-82
Rate Limit		3-83
Granularity	Enables or disables the rate limit feature	3-84
Input Port Configuration	Sets the input rate limit for each port	3-84

**Table 3-2 Main Menu (Continued)**

Menu	Description	Page
Input Trunk Configuration	Sets the input rate limit for each trunk	3-84
Output Port Configuration	Sets the output rate limit for each port	3-84
Output Trunk Configuration	Sets the output rate limit for each trunk	3-84
Port Statistics	Lists Ethernet and RMON port statistics	3-85
Address Table		3-90
Static Addresses	Displays entries for interface, address or VLAN	3-90
Dynamic Addresses	Displays or edits static entries in the Address Table	3-91
Address Aging	Sets timeout for dynamically learned entries	3-93
Spanning Tree		3-93
STA		
Information	Displays STA values used for the bridge	3-94
Configuration	Configures global bridge settings for STA and RSTP	3-97
Port Information	Displays individual port settings for STA	3-100
Trunk Information	Displays individual trunk settings for STA	3-100
Port Configuration	Configures individual port settings for STA	3-103
Trunk Configuration	Configures individual trunk settings for STA	3-103
VLAN		3-105
802.1Q VLAN		
GVRP Status	Enables GVRP VLAN registration protocol	3-108
Basic Information	Displays information on the VLAN type supported by this switch	3-108
Current Table	Shows the current port members of each VLAN and whether or not the port is tagged or untagged	3-109
Static List	Used to create or remove VLAN groups	3-111
Static Table	Modifies the settings for an existing VLAN	3-112
Static Membership by Port	Configures membership type for interfaces, including tagged, untagged or forbidden	3-114
Port Configuration	Specifies default PVID and VLAN attributes	3-115
Trunk Configuration	Specifies default trunk VID and VLAN attributes	3-115
Private VLAN		3-117
Information	Displays Private VLAN feature information	3-118
Configuration	This page is used to create/remove primary or community VLANs	3-119
Association	Each community VLAN must be associated with a primary VLAN	3-119

Table 3-2 Main Menu (Continued)

Menu	Description	Page
Port Information	Shows VLAN port type, and associated primary or secondary VLANs	3-120
Port Configuration	Sets the private VLAN interface type, and associates the interfaces with a private VLAN	3-121
Trunk Information	Shows VLAN port type, and associated primary or secondary VLANs	3-120
Trunk Configuration	Sets the private VLAN interface type, and associates the interfaces with a private VLAN	3-121
Priority		3-123
Default Port Priority	Sets the default priority for each port	3-123
Default Trunk Priority	Sets the default priority for each trunk	3-123
Traffic Classes	Maps IEEE 802.1p priority tags to output queues	3-125
Traffic Classes Status	Enables/disables traffic class priorities (not implemented)	NA
Queue Mode	Sets queue mode to strict priority or Weighted Round-Robin	3-127
Queue Scheduling	Configures Weighted Round Robin queueing	3-127
IP Precedence/ DSCP Priority Status	Globally selects IP Precedence or DSCP Priority, or disables both.	3-129
IP Precedence Priority	Sets IP Type of Service priority, mapping the precedence tag to a class-of-service value	3-129
IP DSCP Priority	Sets IP Differentiated Services Code Point priority, mapping a DSCP tag to a class-of-service value	3-131
IP Port Priority Status	Globally enables or disables IP Port Priority	3-129
IP Port Priority	Sets TCP/UDP port priority, defining the socket number and associated class-of-service value	3-132
ACL CoS Priority	Sets the CoS value and corresponding output queue for packets matching an ACL rule	3-133
IGMP Snooping		3-135
IGMP Configuration	Enables multicast filtering; configures parameters for multicast query	3-136
Multicast Router Port Information	Displays the ports that are attached to a neighboring multicast router for each VLAN ID	3-137
Static Multicast Router Port Configuration	Assigns ports that are attached to a neighboring multicast router	3-138
IP Multicast Registration Table	Displays all multicast groups active on this switch, including multicast IP addresses and VLAN ID	3-140
IGMP Member Port Table	Indicates multicast addresses associated with the selected VLAN	3-141

## Basic Configuration

### Displaying System Information

You can easily identify the system by displaying the device name, location and contact information.

#### Field Attributes

- **System Name** – Name assigned to the switch system.
- **Object ID** – MIB II object ID for switch's network management subsystem.
- **Location** – Specifies the system location.
- **Contact** – Administrator responsible for the system.
- **System Up Time** – Length of time the management agent has been up.

These additional parameters are displayed for the CLI.

- **MAC Address** – The physical layer address for this switch.
- **Web server** – Shows if management access via HTTP is enabled.
- **Web server port** – Shows the TCP port number used by the web interface.
- **Web secure server** – Shows if management access via HTTPS is enabled.
- **Web secure server port** – Shows the TCP port used by the HTTPS interface.
- **Telnet server** – Shows if management access via Telnet is enabled.
- **Telnet port** – Shows the TCP port used by the Telnet interface.
- **Jumbo Frame** – Shows if jumbo frames are enabled.
- **POST result** – Shows results of the power-on self-test.

**Web** – Click System, System Information. Specify the system name, location, and contact information for the system administrator, then click Apply. (This page also includes a Telnet button that allows access to the Command Line Interface via Telnet.)

**GSW-2692 24-Port 10/100M + 2G Combo L2 Stackable Switch Manager**

System Name	<input type="text"/>
Object ID	1.3.6.1.4.1.22426.1.4.2
Location	<input type="text"/>
Contact	<input type="text"/>
System Up Time	0 days, 0 hours, 1 minutes, and 36.63 seconds

---

[Telnet](#) - Connect to textual user interface

[Support](#) - Send mail to technical support

[Contact](#) - Connect to LevelOne Web Page

Figure 3-3 System Information

**CLI – Specify the hostname, location and contact information.**

```

Console(config)#hostname R&D 5                               4-25
Console(config)#snmp-server location WC 9                   4-104
Console(config)#snmp-server contact Ted                     4-104
Console(config)#exit
Console#show system                                         4-62
System description: GSW-2692 Layer2 Stackable Intelligent Switch
System OID string: 1.3.6.1.4.1.22426.1.4.2
System information
System Up time:      0 days, 2 hours, 4 minutes, and 7.13 seconds
System Name:        R&D 5
System Location:    WC 9
System Contact      Ted
MAC address         00-30-F1-OC-2E-C0
Web server:         enabled
Web server port:    80
Web secure server:  enabled
Web secure server port: 443
Telnet server:      enabled
Telnet port:        23
Jumbo Frame:        Disabled
POST result
DUMMY Test 1.....PASS
UART LOOP BACK Test.....PASS
DRAM Test.....PASS
Timer Test.....PASS
RTC Initialization.....PASS
Switch Int Loopback test....PASS

Done All Pass.
Console#

```

**Displaying Switch Hardware/Software Versions**

Use the Switch Information page to display hardware/firmware version numbers for the main board and management software, as well as the power status of the system.

**Field Attributes***Main Board*

- **Serial Number** – The serial number of the switch.
- **Number of Ports** – Number of built-in RJ-45 ports.
- **Hardware Version** – Hardware version of the main board.
- **Internal Power Status** – Displays the status of the internal power supply.

*Management Software*

- **Loader Version** – Version number of loader code.
- **Boot-ROM Version** – Version of Power-On Self-Test (POST) and boot code.
- **Operation Code Version** – Version number of runtime code.
- **Role** – Shows that this switch is operating as Master or Slave.

*Expansion Slot*

- **Expansion Slot 1/2** – Combination RJ-45/SFP ports.

### 3 Configuring the Switch

These additional parameters are displayed for the CLI.

- **Unit ID** – Unit number in stack.
- **Redundant Power Status** – Displays the status of the redundant power supply.

**Web** – Click System, Switch Information.

Switch Information	
<b>Main Board:</b>	
Serial Number	S416000949
Number of Ports	28
Hardware Version	R01
Internal Power Status	Active
<b>Management Software:</b>	
Loader Version	2.2.1.4
Boot-ROM Version	2.2.1.8
Operation Code Version	2.2.8.3
Role	Master
<b>Expansion Slot:</b>	
Expansion Slot 1	1000BaseT
Expansion Slot 2	1000BaseT

Figure 3-4 Switch Information

**CLI** – Use the following command to display version information.

```
Console#show version 4-63
Unit 1
Serial number:          S416000949
Service tag:
Hardware version:      R01
Module A type:         1000BaseT
Module B type:         1000BaseT
Number of ports:       28
Main power status:     up
Redundant power status :not present

Agent (master)
Unit ID:               1
Loader version:        2.2.1.4
Boot ROM version:      2.2.1.8
Operation code version: 2.2.8.3

Console#
```

## Displaying Bridge Extension Capabilities

The Bridge MIB includes extensions for managed devices that support Multicast Filtering, Traffic Classes, and Virtual LANs. You can access these extensions to display default settings for the key variables.

### Field Attributes

- **Extended Multicast Filtering Services** – This switch does not support the filtering of individual multicast addresses based on GMRP (GARP Multicast Registration Protocol).
- **Traffic Classes** – This switch provides mapping of user priorities to multiple traffic classes. (Refer to “Class of Service Configuration” on page 3-123.)
- **Static Entry Individual Port** – This switch allows static filtering for unicast and multicast addresses. (Refer to “Setting Static Addresses” on page 3-90.)
- **VLAN Learning** – This switch uses Independent VLAN Learning (IVL), where each port maintains its own filtering database.
- **Configurable PVID Tagging** – This switch allows you to override the default Port VLAN ID (PVID used in frame tags) and egress status (VLAN-Tagged or Untagged) on each port. (Refer to “VLAN Configuration” on page 3-105.)
- **Local VLAN Capable** – This switch does not support multiple local bridges outside of the scope of 802.1Q defined VLANs.
- **GMRP** – GARP Multicast Registration Protocol (GMRP) allows network devices to register endstations with multicast groups. This switch does not support GMRP; it uses the Internet Group Management Protocol (IGMP) to provide automatic multicast filtering.

**Web** – Click System, Bridge Extension Configuration.

### Bridge Extension Configuration

---

**Bridge Capability**

Extended Multicast Filtering Services	No
Traffic Classes	Enabled
Static Entry Individual Port	Yes
VLAN Learning	IVL
Configurable PVID Tagging	Yes
Local VLAN Capable	No

---

GMRP  Enable

Figure 3-5 Bridge Extension Configuration

### 3 Configuring the Switch

**CLI** – Enter the following command.

```
Console#show bridge-ext 4-165
Max support VLAN numbers:      255
Max support VLAN ID:          4094
Extended multicast filtering services: No
Static entry individual port:  Yes
VLAN learning:                 IVL
Configurable PVID tagging:     Yes
Local VLAN capable:           No
Traffic classes:               Enabled
Global GVRP status:           Disabled
GMRP:                          Disabled
Console#
```

## Setting the Switch's IP Address

This section describes how to configure an IP interface for management access over the network. The IP address for this switch is obtained via DHCP by default. To manually configure an address, you need to change the switch's default settings (IP address 0.0.0.0 and netmask 255.0.0.0) to values that are compatible with your network. You may also need to establish a default gateway between the switch and management stations that exist on another network segment.

You can manually configure a specific IP address, or direct the device to obtain an address from a BOOTP or DHCP server. Valid IP addresses consist of four decimal numbers, 0 to 255, separated by periods. Anything outside this format will not be accepted by the CLI program.

### Command Attributes

- **Management VLAN** – ID of the configured VLAN (1-4094, no leading zeroes). By default, all ports on the switch are members of VLAN 1. However, the management station can be attached to a port belonging to any VLAN, as long as that VLAN has been assigned an IP address.
- **IP Address Mode** – Specifies whether IP functionality is enabled via manual configuration (Static), Dynamic Host Configuration Protocol (DHCP), or Boot Protocol (BOOTP). If DHCP/BOOTP is enabled, IP will not function until a reply has been received from the server. Requests will be broadcast periodically by the switch for an IP address. (DHCP/BOOTP values can include the IP address, subnet mask, and default gateway.)
- **IP Address** – Address of the VLAN interface that is allowed management access. Valid IP addresses consist of four numbers, 0 to 255, separated by periods. (Default: 0.0.0.0)
- **Subnet Mask** – This mask identifies the host address bits used for routing to specific subnets. (Default: 255.0.0.0)
- **Gateway IP address** – IP address of the gateway router between this device and management stations that exist on other network segments. (Default: 0.0.0.0)
- **MAC Address** – The physical layer address for this switch.
- **Restart DHCP** – Requests a new IP address from the DHCP server.



## Manual Configuration

**Web** – Click System, IP Configuration. Select the VLAN through which the management station is attached, set the IP Address Mode to “Static,” enter the IP address, subnet mask and gateway, then click Apply.

### IP Configuration

Management VLAN	1
IP Address Mode	DHCP
IP Address	10.1.40.58
Subnet Mask	255.255.252.0
Gateway IP Address	10.1.40.254
MAC Address	00-30-F1-CE-26-40

Restart DHCP

Figure 3-6 Manual IP Configuration

**CLI** – Specify the management interface, IP address and default gateway.

```
Console#config
Console(config)#interface vlan 1                                4-108
Console(config-if)#ip address 192.168.1.57 255.255.255.0      4-190
Console(config-if)#exit
Console(config)#ip default-gateway 192.168.1.250              4-191
Console(config)#
```

### 3 Configuring the Switch

#### Using DHCP/BOOTP

If your network provides DHCP/BOOTP services, you can configure the switch to be dynamically configured by these services.

**Web** – Click System, IP Configuration. Specify the VLAN to which the management station is attached, set the IP Address Mode to DHCP or BOOTP. Click Apply to save your changes. Then click Restart DHCP to immediately request a new address. Note that the switch will also broadcast a request for IP configuration settings on each power reset.

### IP Configuration

Management VLAN	1
IP Address Mode	DHCP
IP Address	10.1.40.58
Subnet Mask	255.255.252.0
Gateway IP Address	10.1.40.254
MAC Address	00-30-F1-CE-26-40

Restart DHCP

Figure 3-7 DHCP IP Configuration

**Note:** If you lose your management connection, use a console connection and enter “show ip interface” to determine the new switch address.

**CLI** – Specify the management interface, and set the IP address mode to DHCP or BOOTP, and then enter the “ip dhcp restart” command.

```
Console#config
Console(config)#interface vlan 1                               4-108
Console(config-if)#ip address dhcp                             4-190
Console(config-if)#end
Console#ip dhcp restart                                       4-192
Console#show ip interface                                     4-192
  IP address and netmask: 192.168.1.57 255.255.255.0 on VLAN 1,
  and address mode: User specified.
Console#
```

**Renewing DHCP** – DHCP may lease addresses to clients indefinitely or for a specific period of time. If the address expires or the switch is moved to another network segment, you will lose management access to the switch. In this case, you can reboot the switch or submit a client request to restart DHCP service via the CLI.

**Web** – If the address assigned by DHCP is no longer functioning, you will not be able to renew the IP settings via the web interface. You can only restart DHCP service via the web interface if the current address is still available.

**CLI** – Enter the following command to restart DHCP service.

```
Console#ip dhcp restart
Console#
```

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## Managing Firmware

You can upload/download firmware to or from a TFTP server, or copy files to and from switch units in a stack. By saving runtime code to a file on a TFTP server, that file can later be downloaded to the switch to restore operation. You can also set the switch to use new firmware without overwriting the previous version. You must specify the method of file transfer, along with the file type and file names as required.

### Command Attributes

- **File Transfer Method** – The firmware copy operation includes these options:
  - file to file – Copies a file within the switch directory, assigning it a new name.
  - file to tftp – Copies a file from the switch to a TFTP server.
  - tftp to file – Copies a file from a TFTP server to the switch.
  - file to unit – Copies a file from this switch to another unit in the stack.
  - unit to file – Copies a file from another unit in the stack to this switch.
- **TFTP Server IP Address** – The IP address of a TFTP server.
- **File Type** – Specify opcode (operational code) to copy firmware.
- **File Name** – The file name should not contain slashes (\ or /), the leading letter of the file name should not be a period (.), and the maximum length for file names on the TFTP server is 127 characters or 31 characters for files on the switch. (Valid characters: A-Z, a-z, 0-9, “.”, “-”, “\_”)
- **Source/Destination Unit** – Specifies the switch stack unit number.

**Note:** Up to two copies of the system software (i.e., the runtime firmware) can be stored in the file directory on the switch. The currently designated startup version of this file cannot be deleted.

#### Downloading System Software from a Server

When downloading runtime code, you can specify the destination file name to replace the current image, or first download the file using a different name from the current runtime code file, and then set the new file as the startup file.

**Web**—Click System, File Management, Copy Operation. Select “tftp to file” as the file transfer method, enter the IP address of the TFTP server, set the file type to “opcode,” enter the file name of the software to download, select a file on the switch to overwrite or specify a new file name, then click Apply. If you replaced the current firmware used for startup and want to start using the new operation code, reboot the system via the System/Reset menu.

### Copy

---

tftp to file ▼

TFTP Server IP Address	192.168.1.19
File Type	opcode ▼
Source File Name	V2.2.6.4.bix
Destination File Name	<input type="radio"/> V2260 ▼
	<input checked="" type="radio"/> V2246

Figure 3-8 Copy Firmware

If you download to a new destination file, go to the System/File/Set Start-Up menu, mark the operation code file used at startup, and click Apply. To start the new firmware, reboot the system via the System/Reset menu.

### Set Start-Up

---

	Name	Type	Startup	Size(bytes)
<input checked="" type="radio"/>	Factory_Default_Config.cfg	Config_File	Y	5013
<input type="radio"/>	V2260	Operation_Code	N	1751624
<input checked="" type="radio"/>	V2264-J	Operation_Code	Y	1754316

Figure 3-9 Setting the Startup Code

To delete a file select System, File, Delete. Select the file name from the given list by checking the tick box and click Apply. Note that the file currently designated as the startup code cannot be deleted.

Delete				
	Name	Type	Startup	Size (bytes)
<input checked="" type="checkbox"/>	Factory_Default_Config.cfg	Config_File	Y	5013
<input type="checkbox"/>	V2260	Operation_Code	N	1751624
<input checked="" type="checkbox"/>	V2264-J	Operation_Code	Y	1754316

Figure 3-10 Deleting Files

**CLI** – To download new firmware form a TFTP server, enter the IP address of the TFTP server, select “opcode” as the file type, then enter the source and destination file names. When the file has finished downloading, set the new file to start up the system, and then restart the switch.

To start the new firmware, enter the “reload” command or reboot the system.

```

Console#copy tftp file                                     4-65
TFTP server ip address: 192.168.1.23
Choose file type:
 1. config:  2. opcode: <1-2>: 2
Source file name: V2.2.6.4.bix
Destination file name: V2264
\Write to FLASH Programming.
-Write to FLASH finish.
Success.
Console#config
Console(config)#boot system opcode:V2264                 4-70
Console(config)#exit
Console#reload                                           4-22

```

## Saving or Restoring Configuration Settings

You can upload/download configuration settings to/from a TFTP server or copy files to and from switch units in a stack. The configuration files can be later downloaded to restore the switch's settings.

### Command Attributes

- **File Transfer Method** – The configuration copy operation includes these options:
  - file to file – Copies a file within the switch directory, assigning it a new name.
  - file to running-config – Copies a file in the switch to the running configuration.
  - file to startup-config – Copies a file in the switch to the startup configuration.
  - file to tftp – Copies a file from the switch to a TFTP server.
  - running-config to file – Copies the running configuration to a file.
  - running-config to startup-config – Copies the running config to the startup config.
  - running-config to tftp – Copies the running configuration to a TFTP server.
  - startup-config to file – Copies the startup configuration to a file on the switch.
  - startup-config to running-config – Copies the startup config to the running config.
  - startup-config to tftp – Copies the startup configuration to a TFTP server.
  - tftp to file – Copies a file from a TFTP server to the switch.
  - tftp to running-config – Copies a file from a TFTP server to the running config.
  - tftp to startup-config – Copies a file from a TFTP server to the startup config.
  - file to unit – Copies a file from this switch to another unit in the stack.
  - unit to file – Copies a file from another unit in the stack to this switch.
- **TFTP Server IP Address** – The IP address of a TFTP server.
- **File Type** – Specify config (configuration) to copy configuration settings.
- **File Name** — The file name should not contain slashes (\ or /), the leading letter of the file name should not be a period (.), and the maximum length for file names on the TFTP server is 127 characters or 31 characters for files on the switch. (Valid characters: A-Z, a-z, 0-9, “.”, “.”, “\_”)
- **Source/Destination Unit** – Specifies the switch stack unit number.

**Note:** The maximum number of user-defined configuration files is limited only by available flash memory space.

## Downloading Configuration Settings from a Server

You can download the configuration file under a new file name and then set it as the startup file, or you can specify the current startup configuration file as the destination file to directly replace it. Note that the file “Factory\_Default\_Config.cfg” can be copied to the TFTP server, but cannot be used as the destination on the switch.

**Web** – Click System, File, Copy. Select “tftp to startup-config” or “tftp to file” and enter the IP address of the TFTP server. Specify the name of the file to download and select a file on the switch to overwrite or specify a new file name, then click Apply.

### Copy

---

tftp to startup-config

TFTP Server IP Address	<input type="text" value="192.168.1.23"/>
Source File Name	<input type="text" value="config-startup"/>
Startup File Name	<input type="radio"/> Factory_Default_Config.cfg
	<input checked="" type="radio"/> <input type="text" value="startup"/>

Figure 3-11 Downloading Configuration Settings for Startup

If you download to a new file name using “tftp to startup-config” or “tftp to file,” the file is automatically set as the start-up configuration file. To use the new settings, reboot the system via the System/Reset menu.

Note that you can also select any configuration file as the start-up configuration by using the System/File/Set Start-Up page.

### Set Start-Up

---

	Name	Type	Startup	Size(bytes)
<input type="radio"/>	Factory_Default_Config.cfg	Config_File	N	5013
<input checked="" type="radio"/>	startup	Config_File	Y	3251
<input type="radio"/>	V2260	Operation_Code	N	1751624
<input checked="" type="radio"/>	V2264-J	Operation_Code	Y	1754316

Figure 3-12 Setting the Startup Configuration Settings

### 3 Configuring the Switch

**CLI** – Enter the IP address of the TFTP server, specify the source file on the server, set the startup file name on the switch, and then restart the switch.

```
Console#copy tftp startup-config 4-65
TFTP server ip address: 192.168.1.19
Source configuration file name: config-startup
Startup configuration file name [] : startup
Write to FLASH Programming.
-Write to FLASH finish.
Success.

Console#reload
```

To select another configuration file as the start-up configuration, use the **boot system** command and then restart the switch.

```
Console#config
Console(config)#boot system config: startup 4-70
Console(config)#exit
Console#reload 4-22
```

## Console Port Settings

You can access the onboard configuration program by attaching a VT100 compatible device to the switch's serial console port. Management access through the console port is controlled by various parameters, including a password, timeouts, and basic communication settings. These parameters can be configured via the Web or CLI interface.

### Command Attributes

- **Login Timeout** – Sets the interval that the system waits for a user to log into the CLI. If a login attempt is not detected within the timeout interval, the connection is terminated for the session. (Range: 0-300 seconds; Default: 0)
- **Exec Timeout** – Sets the interval that the system waits until user input is detected. If user input is not detected within the timeout interval, the current session is terminated. (Range: 0-65535 seconds; Default: 0 seconds)
- **Password Threshold** – Sets the password intrusion threshold, which limits the number of failed logon attempts. When the logon attempt threshold is reached, the system interface becomes silent for a specified amount of time (set by the Silent Time parameter) before allowing the next logon attempt. (Range: 0-120; Default: 3 attempts)
- **Silent Time** – Sets the amount of time the management console is inaccessible after the number of unsuccessful logon attempts has been exceeded. (Range: 0-65535; Default: 0)
- **Data Bits** – Sets the number of data bits per character that are interpreted and generated by the console port. If parity is being generated, specify 7 data bits per character. If no parity is required, specify 8 data bits per character. (Default: 8 bits)
- **Parity** – Defines the generation of a parity bit. Communication protocols provided by some terminals can require a specific parity bit setting. Specify Even, Odd, or None. (Default: None)



- **Speed** – Sets the terminal line's baud rate for transmit (to terminal) and receive (from terminal). Set the speed to match the baud rate of the device connected to the serial port. (Range: 9600, 19200, 38400, 57600, or 115200 baud; Default: 9600 bps)
- **Stop Bits** – Sets the number of the stop bits transmitted per byte. (Range: 1-2; Default: 1 stop bit)
- **Password<sup>1</sup>** – Specifies a password for the line connection. When a connection is started on a line with password protection, the system prompts for the password. If you enter the correct password, the system shows a prompt. (Default: No password)
- **Login<sup>1</sup>** – Enables password checking at login. You can select authentication by a single global password as configured for the Password parameter, or by passwords set up for specific user-name accounts. (Default: Local)

**Web** – Click System, Line, Console. Specify the console port connection parameters as required, then click Apply.

### Console

---

Login Timeout (0-300)	<input type="text" value="0"/> secs (0 : Disabled)
Exec Timeout (0-65535)	<input type="text" value="0"/> secs (0 : Disabled)
Password Threshold (0-120)	<input type="text" value="3"/> (0 : Disabled)
Silent Time (0-65535)	<input type="text" value="0"/> secs (0 : Disabled)
Data Bits	<input type="text" value="8"/>
Parity	<input type="text" value="None"/>
Speed	<input type="text" value="9600"/>
Stop Bits	<input type="text" value="1"/>

Figure 3-13 Console Port Settings

1. CLI only.

## 3 Configuring the Switch

**CLI** – Enter Line Configuration mode for the console, then specify the connection parameters as required. To display the current console port settings, use the **show line** command from the Normal Exec level.

```
Console(config)#line console 4-10
Console(config-line)#login local 4-11
Console(config-line)#password 0 secret 4-12
Console(config-line)#timeout login response 0 4-13
Console(config-line)#exec-timeout 0 4-13
Console(config-line)#password-thresh 3 4-14
Console(config-line)#silent-time 60 4-15
Console(config-line)#databits 8 4-15
Console(config-line)#parity none 4-16
Console(config-line)#speed 115200 4-17
Console(config-line)#stopbits 1 4-17
Console(config-line)#end
Console#show line 4-18
Console configuration:
  Password threshold: 3 times
  Interactive timeout: Disabled
  Login timeout: Disabled
  Silent time: 60
  Baudrate: 115200
  Databits: 8
  Parity: none
  Stopbits: 1

VTY configuration:
  Password threshold: 3 times
  Interactive timeout: 600 sec
  Login timeout: 300 sec
Console#
```

## Telnet Settings

You can access the onboard configuration program over the network using Telnet (i.e., a virtual terminal). Management access via Telnet can be enabled/disabled and other various parameters set, including the TCP port number, timeouts, and a password. These parameters can be configured via the Web or CLI interface.

### Command Attributes

- **Telnet Status** – Enables or disables Telnet access to the switch. (Default: Enabled)
- **Telnet Port Number** – Sets the TCP port number for Telnet on the switch. (Default: 23)
- **Login Timeout** – Sets the interval that the system waits for a user to log into the CLI. If a login attempt is not detected within the timeout interval, the connection is terminated for the session. (Range: 0-300 seconds; Default: 300 seconds)
- **Exec Timeout** – Sets the interval that the system waits until user input is detected. If user input is not detected within the timeout interval, the current session is terminated. (Range: 0-65535 seconds; Default: 600 seconds)

- **Password Threshold** – Sets the password intrusion threshold, which limits the number of failed logon attempts. When the logon attempt threshold is reached, the system interface becomes silent for a specified amount of time (set by the Silent Time parameter) before allowing the next logon attempt. (Range: 0-120; Default: 3 attempts)
- **Password<sup>2</sup>** – Specifies a password for the line connection. When a connection is started on a line with password protection, the system prompts for the password. If you enter the correct password, the system shows a prompt. (Default: No password)
- **Login<sup>2</sup>** – Enables password checking at login. You can select authentication by a single global password as configured for the Password parameter, or by passwords set up for specific user-name accounts. (Default: Local)

**Web** – Click System, Line, Telnet. Specify the connection parameters for Telnet access, then click Apply.

### Telnet

---

Telnet Status	<input checked="" type="checkbox"/> Enabled
Telnet Port Number	<input style="width: 60px;" type="text" value="23"/>
Login Timeout (0-300)	<input style="width: 60px;" type="text" value="300"/> secs (0 : Disabled)
Exec Timeout (0-65535)	<input style="width: 60px;" type="text" value="600"/> secs (0 : Disabled)
Password Threshold (0-120)	<input style="width: 60px;" type="text" value="3"/> (0 : Disabled)

Figure 3-14 Enabling Telnet

---

2. CLI only.

### 3 Configuring the Switch

**CLI** – Enter Line Configuration mode for a virtual terminal, then specify the connection parameters as required. To display the current virtual terminal settings, use the **show line** command from the Normal Exec level.

```
Console(config)#line vty 4-10
Console(config-line)#login local 4-11
Console(config-line)#password 0 secret 4-12
Console(config-line)#timeout login response 300 4-13
Console(config-line)#exec-timeout 600 4-13
Console(config-line)#password-thresh 3 4-14
Console(config-line)#end
Console#show line 4-18
  Console configuration:
    Password threshold: 3 times
    Interactive timeout: Disabled
    Login timeout: Disabled
    Silent time: Disabled
    Baudrate: 9600
    Databits: 8
    Parity: none
    Stopbits: 1

  VTY configuration:
    Password threshold: 3 times
    Interactive timeout: 600 sec
    Login timeout: 300 sec
Console#
```

## Configuring Event Logging

The switch allows you to control the logging of error messages, including the type of events that are recorded in switch memory, logging to a remote System Log (syslog) server, and displays a list of recent event messages.

### System Log Configuration

The system allows you to enable or disable event logging, and specify which levels are logged to RAM or flash memory.

Severe error messages that are logged to flash memory are permanently stored in the switch to assist in troubleshooting network problems. Up to 4096 log entries can be stored in the flash memory, with the oldest entries being overwritten first when the available log memory (256 kilobytes) has been exceeded.

The System Logs page allows you to configure and limit system messages that are logged to flash or RAM memory. The default is for event levels 0 to 3 to be logged to flash and levels 0 to 7 to be logged to RAM.

### Command Attributes

- **System Log Status** – Enables/disables the logging of debug or error messages to the logging process. (Default: Enabled)
- **Flash Level** – Limits log messages saved to the switch's permanent flash memory for all levels up to the specified level. For example, if level 3 is specified, all messages from level 0 to level 3 will be logged to flash. (Range: 0-7, Default: 3)

Table 3-3 Logging Levels

Level	Severity Name	Description
7	Debug	Debugging messages
6	Informational	Informational messages only
5	Notice	Normal but significant condition, such as cold start
4	Warning	Warning conditions (e.g., return false, unexpected return)
3	Error	Error conditions (e.g., invalid input, default used)
2	Critical	Critical conditions (e.g., memory allocation, or free memory error - resource exhausted)
1	Alert	Immediate action needed
0	Emergency	System unusable

\* There are only Level 2, 5 and 6 error messages for the current firmware release.

- **RAM Level** – Limits log messages saved to the switch's temporary RAM memory for all levels up to the specified level. For example, if level 7 is specified, all messages from level 0 to level 7 will be logged to RAM. (Range: 0-7, Default: 6)

**Note:** The Flash Level must be equal to or less than the RAM Level.

**Web** – Click System, Log, System Logs. Specify System Log Status, then change the level of messages to be logged to RAM and flash memory, then click Apply.

### System Logs

---

System Log Status	<input checked="" type="checkbox"/> Enabled
Flash Level (0-7)	<input style="width: 100px;" type="text" value="0"/>
Ram Level (0-7)	<input style="width: 100px;" type="text" value="0"/>

Figure 3-15 System Logs

**CLI** – Enable system logging and then specify the level of messages to be logged to RAM and flash memory. Use the **show logging** command to display the current settings.

```

Console(config)#logging on                               4-43
Console(config)#logging history ram 0                   4-44
Console(config)#end
Console#show logging flash                               4-47
Syslog logging: Enabled
History logging in FLASH: level emergencies
Console#

```

## Remote Log Configuration

The Remote Logs page allows you to configure the logging of messages that are sent to syslog servers or other management stations. You can also limit the error messages sent to only those messages below a specified level.

### Command Attributes

- **Remote Log Status** – Enables/disables the logging of debug or error messages to the remote logging process. (Default: Enabled)
- **Logging Facility** – Sets the facility type for remote logging of syslog messages. There are eight facility types specified by values of 16 to 23. The facility type is used by the syslog server to dispatch log messages to an appropriate service. The attribute specifies the facility type tag sent in syslog messages. (See RFC 3164.) This type has no effect on the kind of messages reported by the switch. However, it may be used by the syslog server to process messages, such as sorting or storing messages in the corresponding database. (Range: 16-23, Default: 23)
- **Logging Trap** – Limits log messages that are sent to the remote syslog server for all levels up to the specified level. For example, if level 3 is specified, all messages from level 0 to level 3 will be sent to the remote server. (Range: 0-7, Default: 6)
- **Host IP List** – Displays the list of remote server IP addresses that receive the syslog messages. The maximum number of host IP addresses allowed is five.
- **Host IP Address** – Specifies a new server IP address to add to the Host IP List.

**Web** – Click System, Log, Remote Logs. To add an IP address to the Host IP List, type the new IP address in the Host IP Address box, and then click Add. To delete an IP address, click the entry in the Host IP List, and then click Remove.

### Remote Logs

---

Remote Log Status	<input checked="" type="checkbox"/> Enabled
Logging Facility (16-23)	<input style="width: 50px;" type="text" value="23"/>
Logging Trap (0-7)	<input style="width: 50px;" type="text" value="6"/>

---

**Host IP Address:**

Current:                      New:

Host IP List

(none)

Host IP Address

Figure 3-16 Remote Logs

**CLI** – Enter the syslog server host IP address, choose the facility type and set the logging trap.

```

Console (config)#logging host 192.168.1.15      4-45
Console (config)#logging facility 23           4-45
Console (config)#logging trap 4                4-46
Console (config)#end
Console#show logging trap                      4-46
Syslog logging:                               Enabled
REMOTELOG status:                             Enabled
REMOTELOG facility type:                       local use 7
REMOTELOG level type:                          Warning conditions
REMOTELOG server ip address: 192.168.1.15
REMOTELOG server ip address: 0.0.0.0
REMOTELOG server ip address: 0.0.0.0
REMOTELOG server ip address: 0.0.0.0
REMOTELOG server ip address: 0.0.0.0
Console#

```

## Displaying Log Messages

The Logs page allows you to scroll through the logged system and event messages. The switch can store up to 2048 log entries in temporary random access memory (RAM; i.e., memory flushed on power reset) and up to 4096 entries in permanent flash memory.

**Web** – Click System, Log, Logs.

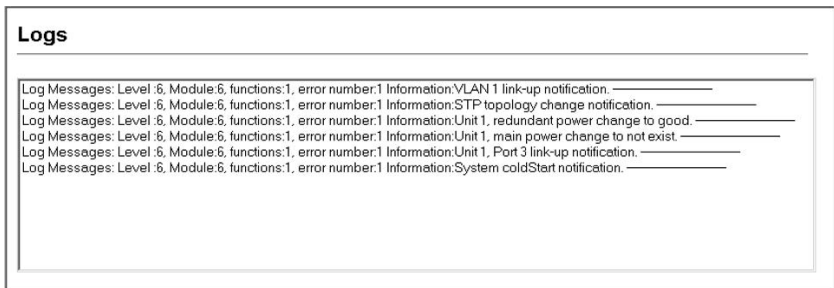


Figure 3-17 Displaying Logs

**CLI** – This example shows the event message stored in RAM.

```

Console#show log ram                          4-47
[1] 00:01:37 2001-01-01
   "DHCP request failed - will retry later."
   level: 4, module: 9, function: 0, and event no.: 10
[0] 00:00:35 2001-01-01
   "System coldStart notification."
   level: 6, module: 6, function: 1, and event no.: 1
Console#

```

### Sending Simple Mail Transfer Protocol Alerts

To alert system administrators of problems, the switch can use SMTP (Simple Mail Transfer Protocol) to send email messages when triggered by logging events of a specified level. The messages are sent to specified SMTP servers on the network and can be retrieved using POP or IMAP clients.

#### Command Attributes

- **Admin Status** – Enables/disables the SMTP function. (Default: Enabled)
- **Email Source Address** – Sets the email address used for the “From” field in alert messages. You may use a symbolic email address that identifies the switch, or the address of an administrator responsible for the switch.
- **Severity** – Sets the syslog severity threshold level (see table on page 3-25) used to trigger alert messages. All events at this level or higher will be sent to the configured email recipients. For example, using Level 7 will report all events from level 7 to level 0. (Default: Level 7)
- **SMTP Server List** – Specifies a list of up to three recipient SMTP servers. The switch attempts to connect to the other listed servers if the first fails. Use the New SMTP Server text field and the Add/Remove buttons to configure the list.
- **Email Destination Address List** – Specifies the email recipients of alert messages. You can specify up to five recipients. Use the New Email Destination Address text field and the Add/Remove buttons to configure the list.



**Web** – Click System, Log, SMTP. Enable SMTP, specify a source email address, and select the minimum severity level. To add an IP address to the SMTP Server List, type the new IP address in the SMTP Server field and click Add. To delete an IP address, click the entry in the SMTP Server List and click Remove. Specify up to five email addresses to receive the alert messages, and click Apply.

### SMTP

---

Admin Status	<input checked="" type="checkbox"/> Enabled
Email Source Address	john@acme.com
Severity	4 - Warning

---

SMTP Server List:                      New:

192.168.1.20	<< Add	SMTP Server	
192.168.1.22	Remove		

---

Email Destination Address List:                      New:

geoff@acme.com	<< Add	Email Destination Address	
	Remove		

Figure 3-18 Enabling and Configuring SMTP Alerts

### 3 Configuring the Switch

**CLI** – Enter the IP address of at least one SMTP server, set the syslog severity level to trigger an email message, and specify the switch (source) and up to five recipient (destination) email addresses. Enable SMTP with the **logging sendmail** command to complete the configuration. Use the **show logging sendmail** command to display the current SMTP configuration.

```
Console(config)#logging sendmail host 192.168.1.200          4-49
Console(config)#logging sendmail level 4                    4-50
Console(config)#logging sendmail source-email john@acme.com 4-51
Console(config)##logging sendmail destination-email geoff@acme.com 4-51
Console(config)#logging sendmail                            4-52
Console(config)#exit
Console#show logging sendmail                               4-52
SMTP servers
-----
 1. 192.168.1.200

SMTP minimum severity level: 4

SMTP destination email addresses
-----
 1. geoff@acme.com

SMTP source email address:   john@acme.com

SMTP status:                 Enabled
Console#
```

## Resetting the System

**Web** – Click System, Reset to reboot the switch. When prompted, confirm that you want reset the switch.



Figure 3-19 Resetting the System

**CLI** – Use the **reload** command to restart the switch. When prompted, confirm that you want to reset the switch.

```
Console#reload          4-22
System will be restarted, continue <y/n>? y
```

**Note:** When restarting the system, it will always run the Power-On Self-Test.

## Setting the System Clock

Simple Network Time Protocol (SNTP) allows the switch to set its internal clock based on periodic updates from a time server (SNTP or NTP). Maintaining an accurate time on the switch enables the system log to record meaningful dates and times for event entries. You can also manually set the clock using the CLI. (See “calendar set” on page 4-56.) If the clock is not set, the switch will only record the time from the factory default set at the last bootstrap.

When the SNTP client is enabled, the switch periodically sends a request for a time update to a configured time server. You can configure up to three time server IP addresses. The switch will attempt to poll each server in the configured sequence.

### Configuring SNTP

You can configure the switch to send time synchronization requests to time servers.

#### Command Attributes

- **SNTP Client** – Configures the switch to operate as an SNTP client. This requires at least one time server to be specified in the SNTP Server field. (Default: Disabled)
- **SNTP Poll Interval** – Sets the interval between sending requests for a time update from a time server. (Range: 16-16284 seconds; Default: 16 seconds)
- **SNTP Server** – Sets the IP address for up to three time servers. The switch attempts to update the time from the first server, if this fails it attempts an update from the next server in the sequence.

**Web** – Select SNTP, Configuration. Modify any of the required parameters, and click Apply.

SNTP Configuration			
SNTP Client	<input checked="" type="checkbox"/> Enabled		
SNTP Polling Interval (16-16384)	60		
SNTP Server	10.1.0.19	137.82.140.80	128.250.36.2

Figure 3-20 SNTP Configuration

### 3 Configuring the Switch

**CLI** – This example configures the switch to operate as an SNTP unicast client and then displays the current time and settings.

```
Console(config)#sntp server 10.1.0.19 137.82.140.80 128.250.36.2 4-54
Console(config)#sntp poll 60 4-55
Console(config)#sntp client 4-53
Console(config)#exit
Console#show sntp
Current time: Jan 6 14:56:05 2004
Poll interval: 60
Current mode: unicast
SNTP status : Enabled
SNTP server 10.1.0.19 137.82.140.80 128.250.36.2
Current server: 128.250.36.2
Console#
```

### Setting the Time Zone

SNTP uses Coordinated Universal Time (or UTC, formerly Greenwich Mean Time, or GMT) based on the time at the Earth's prime meridian, zero degrees longitude. To display a time corresponding to your local time, you must indicate the number of hours and minutes your time zone is east (before) or west (after) of UTC.

#### Command Attributes

- **Current Time** – Displays the current time.
- **Name** – Assigns a name to the time zone. (Range: 1-29 characters)
- **Hours (0-12)** – The number of hours before/after UTC.
- **Minutes (0-59)** – The number of minutes before/after UTC.
- **Direction** – Configures the time zone to be before (east) or after (west) UTC.

**Web** – Select SNTP, Clock Time Zone. Set the offset for your time zone relative to the UTC, and click Apply.

#### Clock Time Zone

Current Time	Jan 2 02:08:13 2001
Name	Taiwan
Hours (0-12)	6
Minutes (0-59)	0
Direction	<input type="radio"/> Before-UTC <input checked="" type="radio"/> After-UTC

Figure 3-21 Setting the System Clock

**CLI** - This example shows how to set the time zone for the system clock.

```
Console(config)#clock timezone Taiwan hours 6 minute 0 after-UTC 4-56
Console(config)#
```

# Simple Network Management Protocol

Simple Network Management Protocol (SNMP) is a communication protocol designed specifically for managing devices on a network. Equipment commonly managed with SNMP includes switches, routers and host computers. SNMP is typically used to configure these devices for proper operation in a network environment, as well as to monitor them to evaluate performance or detect potential problems.

The switch includes an onboard SNMP agent that continuously monitors the status of its hardware, as well as the traffic passing through its ports. A network management station can access this information using software such as HP OpenView. Access rights to the onboard agent are controlled by community strings. To communicate with the switch, the management station must first submit a valid community string for authentication. The options for configuring community strings, trap functions, and restricting access to clients with specified IP addresses are described in the following sections.

## Setting Community Access Strings

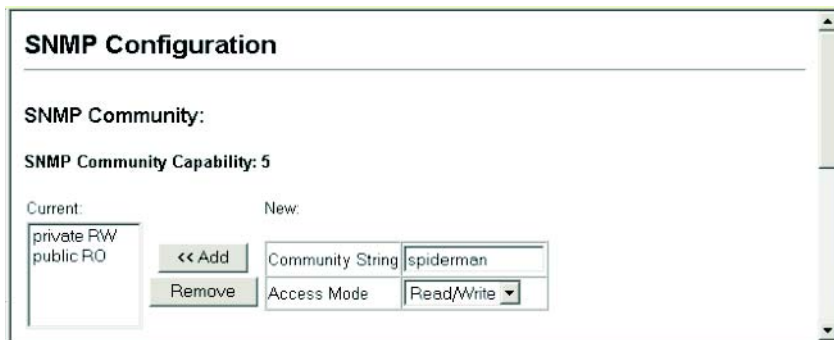
You may configure up to five community strings authorized for management access. All community strings used for IP Trap Managers should be listed in this table. For security reasons, you should consider removing the default strings.

### Command Attributes

- **SNMP Community Capability** – Indicates that the switch supports up to five community strings.
- **Community String** – A community string that acts like a password and permits access to the SNMP protocol.  
Default strings: "public" (read-only access), "private" (read/write access)  
Range: 1-32 characters, case sensitive
- **Access Mode**
  - **Read-Only** – Specifies read-only access. Authorized management stations are only able to retrieve MIB objects.
  - **Read/Write** – Specifies read-write access. Authorized management stations are able to both retrieve and modify MIB objects.

### 3 Configuring the Switch

**Web** – Click SNMP, Configuration. Add new community strings as required, select the access rights from the Access Mode drop-down list, then click Add.



The image shows a web-based configuration interface for SNMP. The title is "SNMP Configuration". Under "SNMP Community:", it shows "SNMP Community Capability: 5". There are two columns: "Current" and "New". The "Current" column contains a list box with "private RW" and "public RO". The "New" column has a "Community String" input field with "spiderman" and an "Access Mode" dropdown menu set to "Read/Write". There are "<< Add" and "Remove" buttons between the columns.

Figure 3-22 Configuring SNMP

**CLI** – The following example adds the string “spiderman” with read/write access.

```
Console(config)#snmp-server community spiderman rw          4-103
Console(config)#
```

## Specifying Trap Managers and Trap Types

Traps indicating status changes are issued by the switch to specified trap managers. You must specify trap managers so that key events are reported by this switch to your management station (using network management platforms such as HP OpenView). You can specify up to five management stations that will receive authentication failure messages and other trap messages from the switch.

### Command Attributes

- **Trap Manager Capability** – This switch supports up to five trap managers.
- **Current** – Displays a list of the trap managers currently configured.
- **Trap Manager IP Address** – IP address of the host (the targeted recipient).
- **Trap Manager Community String** – Community string sent with the notification operation. (Range: 1-32 characters, case sensitive)
- **Trap Version** – Specifies whether to send notifications as SNMP v1 or v2c traps. (The default is version 1.)
- **Enable Authentication Traps** – Issues a trap message whenever an invalid community string is submitted during the SNMP access authentication process. (Default: Enabled)
- **Enable Link-up and Link-down Traps** – Issues a trap message whenever a port link is established or broken. (Default: Enabled)

**Web** – Click SNMP, Configuration. Fill in the IP address and community string for each trap manager that will receive these messages, specify the SNMP version, mark the trap types required, and then click Add.

Figure 3-23 Configuring IP Trap Managers

**CLI** – This example adds a trap manager and enables both authentication and link-up, link-down traps.

```
Console(config)#snmp-server host 192.168.1.19 private version 2c 4-105
Console(config)#snmp-server enable traps 4-106
```

## User Authentication

You can restrict management access to this switch using the following options:

- User Accounts – Manually configure access rights on the switch for specified users.
- Authentication Settings – Use remote authentication to configure access rights.
- HTTPS Settings – Provide a secure web connection.
- SSH Settings – Provide a secure shell (for secure Telnet access).
- Port Security – Configure secure addresses for individual ports.
- 802.1X – Use IEEE 802.1X port authentication to control access to specific ports.
- IP Filter – Filters management access to the web, SNMP or Telnet interface.

## Configuring User Accounts

The guest only has read access for most configuration parameters. However, the administrator has write access for all parameters governing the onboard agent. You should therefore assign a new administrator password as soon as possible, and store it in a safe place.

The default guest name is “guest” with the password “guest.” The default administrator name is “admin” with the password “admin.”

#### Command Attributes

- **Account List** – Displays the current list of user accounts and associated access levels. (Defaults: admin, and guest)
- **New Account** – Displays configuration settings for a new account.
  - **User Name** – The name of the user.  
(Maximum length: 8 characters)
  - **Access Level** – Specifies the user level.  
(Options: Normal and Privileged)
  - **Password** – Specifies the user password.  
(Range: 0-8 characters plain text, case sensitive)
- **Change Password** – Sets a new password for the specified user name.
- **Add/Remove** – Adds or removes an account from the list.

**Web** – Click Security, User Accounts. To configure a new user account, specify a user name, select the user's access level, then enter a password and confirm it. Click Add to save the new user account and add it to the Account List. To change the password for a specific user, enter the user name and new password, confirm the password by entering it again, then click Apply.

### User Accounts

---

#### Account List

admin (Privileged)

guest (Normal)

#### New Account

User Name	bob
Access Level	Normal ▼
Password	XXXXXXXX
Confirm Password	XXXXXXXX

<< Add
Remove

#### Change Password

User Name	<input style="width: 90%;" type="text"/>
New Password	<input style="width: 90%;" type="text"/>
Confirm Password	<input style="width: 90%;" type="text"/>

Change

Figure 3-24 Access Levels

**CLI** – Assign a user name to access-level 15 (i.e., administrator), then specify the password.

```

Console(config)#username bob access-level 15
Console(config)#username bob password 0 smith
Console(config)#
  
```

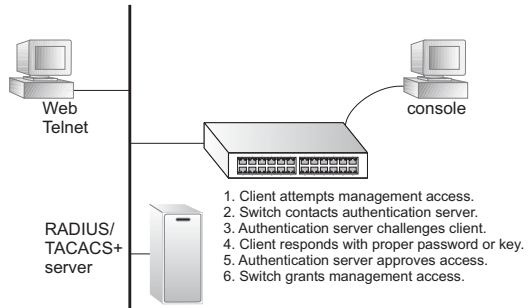
4-26



## Configuring Local/Remote Logon Authentication

Use the Authentication Settings menu to restrict management access based on specified user names and passwords. You can manually configure access rights on the switch, or you can use a remote access authentication server based on RADIUS or TACACS+ protocols.

Remote Authentication Dial-in User Service (RADIUS) and Terminal Access Controller Access Control System Plus (TACACS+) are logon authentication protocols that use software running on a central server to control access to RADIUS-aware or TACACS-aware devices on the network. An authentication server contains a database of multiple user name/password pairs with associated privilege levels for each user that requires management access to the switch.



RADIUS uses UDP while TACACS+ uses TCP. UDP only offers best effort delivery, while TCP offers a connection-oriented transport. Also, note that RADIUS encrypts only the password in the access-request packet from the client to the server, while TACACS+ encrypts the entire body of the packet.

### Command Usage

- By default, management access is always checked against the authentication database stored on the local switch. If a remote authentication server is used, you must specify the authentication sequence and the corresponding parameters for the remote authentication protocol. Local and remote logon authentication control management access via the console port, web browser, or Telnet.
- RADIUS and TACACS+ logon authentication assign a specific privilege level for each user name/password pair. The user name, password, and privilege level must be configured on the authentication server.
- You can specify up to three authentication methods for any user to indicate the authentication sequence. For example, if you select (1) RADIUS, (2) TACACS and (3) Local, the user name and password on the RADIUS server is verified first. If the RADIUS server is not available, then authentication is attempted using the TACACS+ server, and finally the local user name and password is checked.

## Command Attributes

- **Authentication** – Select the authentication, or authentication sequence required:
  - **Local** – User authentication is performed only locally by the switch.
  - **Radius** – User authentication is performed using a RADIUS server only.
  - **TACACS** – User authentication is performed using a TACACS+ server only.
  - [authentication sequence] – User authentication is performed by up to three authentication methods in the indicated sequence.
- **RADIUS Settings**
  - **Global** – Provides globally applicable RADIUS settings.
  - **ServerIndex** – Specifies one of five RADIUS servers that may be configured. The switch attempts authentication using the listed sequence of servers. The process ends when a server either approves or denies access to a user.
  - **Server IP Address** – Address of authentication server. (Default: 10.1.0.1)
  - **Server Port Number** – Network (UDP) port of authentication server used for authentication messages. (Range: 1-65535; Default: 1812)
  - **Secret Text String** – Encryption key used to authenticate logon access for client. Do not use blank spaces in the string. (Maximum length: 20 characters)
  - **Number of Server Transmits** – Number of times the switch tries to authenticate logon access via the authentication server. (Range: 1-30; Default: 2)
  - **Timeout for a reply** – The number of seconds the switch waits for a reply from the RADIUS server before it resends the request. (Range: 1-65535; Default: 5)
- **TACACS Settings**
  - **Server IP Address** – Address of the TACACS+ server. (Default: 10.11.12.13)
  - **Server Port Number** – Network (TCP) port of TACACS+ server used for authentication messages. (Range: 1-65535; Default: 49)
  - **Secret Text String** – Encryption key used to authenticate logon access for client. Do not use blank spaces in the string. (Maximum length: 20 characters)

**Note:** The local switch user database has to be set up by manually entering user names and passwords using the CLI. (See “username” on page 4-26.)

**Web** – Click Security, Authentication Settings. To configure local or remote authentication preferences, specify the authentication sequence (i.e., one to three methods), fill in the parameters for RADIUS or TACACS+ authentication if selected, and click Apply.

### Authentication Settings

---

Authentication Local

RADIUS Settings:

Global | ServerIndex:  1  2  3  4  5

Server Port Number (1-65535)	<input type="text" value="1812"/>
Secret Text String	<input type="text"/>
Number of Server Transmits (1-30)	<input type="text" value="2"/>
Timeout for a reply (1-65535)	<input type="text" value="5"/> (sec)

TACACS Settings:

Server IP Address	<input type="text" value="10.11.12.13"/>
Server Port Number (1-65535)	<input type="text" value="49"/>
Secret Text String	<input type="text"/>

Figure 3-25 Authentication Settings

**CLI** – Specify all the required parameters to enable logon authentication.

```

Console(config)#authentication login radius          4-71
Console(config)#radius-server port 181            4-74
Console(config)#radius-server key green           4-74
Console(config)#radius-server retransmit 5        4-75
Console(config)#radius-server timeout 10          4-75
Console(config)#radius-server 1 host 192.168.1.25 4-73
Console(config)#end
Console#show radius-server                        4-76

Remote RADIUS server configuration:

Global settings:
  Communication key with RADIUS server: *****
  Server port number:                181
  Retransmit times:                   5
  Request timeout:                    10

Server 1:
  Server IP address: 192.168.1.25
  Communication key with RADIUS server: *****
  Server port number: 1812
  Retransmit times: 2
  Request timeout: 5

```

### 3 Configuring the Switch

```
Console#configure
Console(config)#authentication login tacacs 4-71
Console(config)#tacacs-server host 10.20.30.40 4-77
Console(config)#tacacs-server port 200 4-77
Console(config)#tacacs-server key green 4-78
Console#show tacacs-server 4-78
Server IP address: 10.20.30.40
Communication key with tacacs server: green
Server port number: 200
Console(config)#
```

## Configuring HTTPS

You can configure the switch to enable the Secure Hypertext Transfer Protocol (HTTPS) over the Secure Socket Layer (SSL), providing secure access (i.e., an encrypted connection) to the switch's web interface.

### Command Usage

- Both the HTTP and HTTPS service can be enabled independently on the switch. However, you cannot configure both services to use the same UDP port.
- If you enable HTTPS, you must indicate this in the URL that you specify in your browser: `https://device[:port_number]`
- When you start HTTPS, the connection is established in this way:
  - The client authenticates the server using the server's digital certificate.
  - The client and server negotiate a set of security protocols to use for the connection.
  - The client and server generate session keys for encrypting and decrypting data.
- The client and server establish a secure encrypted connection. A padlock icon should appear in the status bar for Internet Explorer 5.x or above and Netscape Navigator 6.2 or above.
- The following web browsers and operating systems currently support HTTPS:

Table 3-4 HTTPS System Support

Web Browser	Operating System
Internet Explorer 5.0 or later	Windows 98, Windows NT (with service pack 6a), Windows 2000, Windows XP
Netscape Navigator 6.2 or later	Windows 98, Windows NT (with service pack 6a), Windows 2000, Windows XP, Solaris 2.6

- To specify a secure-site certificate, see "Replacing the Default Secure-site Certificate" on page 3-41.

### Command Attributes

- **HTTPS Status** – Allows you to enable/disable the HTTPS server feature on the switch. (Default: Enabled)
- **Change HTTPS Port Number** – Specifies the UDP port number used for HTTPS/SSL connection to the switch's web interface. (Default: Port 443)

**Web** – Click Security, HTTPS Settings. Enable HTTPS and specify the port number, then click Apply.

HTTPS Settings	
HTTPS Status	<input checked="" type="checkbox"/> Enabled
Change HTTPS Port Number (1-65535)	443

Figure 3-26 HTTPS Settings

**CLI** – This example enables the HTTP secure server and modifies the port number.

```

Console(config)#ip http secure-server          4 - 31
Console(config)#ip http secure-port 443       4 - 32
Console(config)#

```

## Replacing the Default Secure-site Certificate

When you log onto the web interface using HTTPS (for secure access), a Secure Sockets Layer (SSL) certificate appears for the switch. By default, the certificate that Netscape and Internet Explorer display will be associated with a warning that the site is not recognized as a secure site. This is because the certificate has not been signed by an approved certification authority. If you want this warning to be replaced by a message confirming that the connection to the switch is secure, you must obtain a unique certificate and a private key and password from a recognized certification authority.

**Caution:** For maximum security, we recommend you obtain a unique Secure Sockets Layer certificate at the earliest opportunity. This is because the default certificate for the switch is not unique to the hardware you have purchased.

When you have obtained these, place them on your TFTP server, and use the following command at the switch's command-line interface to replace the default (unrecognized) certificate with an authorized one:

```

Console#copy tftp https-certificate          4 - 65
TFTP server ip address: <server ip-address>
Source certificate file name: <certificate file name>
Source private file name: <private key file name>
Private password: <password for private key>

```

**Note:** The switch must be reset for the new certificate to be activated. To reset the switch, type: `Console#reload`

## Configuring the Secure Shell

The Berkley-standard includes remote access tools originally designed for Unix systems. Some of these tools have also been implemented for Microsoft Windows and other environments. These tools, including commands such as *rlogin* (remote login), *rsh* (remote shell), and *rcp* (remote copy), are not secure from hostile attacks.

The Secure Shell (SSH) includes server/client applications intended as a secure replacement for the older Berkley remote access tools. SSH can also provide remote management access to this switch as a secure replacement for Telnet. When the client contacts the switch via the SSH protocol, the switch generates a public-key that the client uses along with a local user name and password for access authentication. SSH also encrypts all data transfers passing between the switch and SSH-enabled management station clients, and ensures that data traveling over the network arrives unaltered.

Note that you need to install an SSH client on the management station to access the switch for management via the SSH protocol.

**Note:** The switch supports both SSH Version 1.5 and 2.0.

### Command Usage

The SSH server on this switch supports both password and public key authentication. If password authentication is specified by the SSH client, then the password can be authenticated either locally or via a RADIUS or TACACS+ remote authentication server, as specified on the **Authentication Settings** page (page 3-37). If public key authentication is specified by the client, then you must configure authentication keys on both the client and the switch as described in the following section. Note that regardless of whether you use public key or password authentication, you still have to generate authentication keys on the switch (SSH Host Key Settings) and enable the SSH server (Authentication Settings).

To use the SSH server, complete these steps:

1. *Generate a Host Key Pair* – On the SSH Host Key Settings page, create a host public/private key pair.
2. *Provide Host Public Key to Clients* – Many SSH client programs automatically import the host public key during the initial connection setup with the switch. Otherwise, you need to manually create a known hosts file on the management station and place the host public key in it. An entry for a public key in the known hosts file would appear similar to the following example:

```
10.1.0.54 1024 35 15684995401867669259333946775054617325313674890836547254
15020245593199868544358361651999923329781766065830956 10825913212890233
76546801726272571413428762941301196195566782 59566410486957427888146206
51941746772984865468615717739390164779355942303577413098022737087794545
24083971752646358058176716709574804776117
```

3. *Import Client's Public Key to the Switch* – Use the **copy ftp public-key** command (page 4-65) to copy a file containing the public key for all the SSH client's granted management access to the switch. (Note that these clients must be configured locally on the switch via the User Accounts page as described on page 3-35.) The clients are subsequently authenticated using these keys. The current firmware only accepts public key files based on standard UNIX format as shown in the following example for an RSA Version 1 key:

```
1024 35 1341081685609893921040944920155425347631641921872958921143173880
05553616163105177594083868631109291232226828519254374603100937187721199
69631781366277414168985132049117204830339254324101637997592371449011938
00609025394840848271781943722884025331159521348610229029789827213532671
31629432532818915045306393916643 steve@192.168.1.19
```

4. *Set the Optional Parameters* – On the SSH Settings page, configure the optional parameters, including the authentication timeout, the number of retries, and the server key size.
5. *Enable SSH Service* – On the SSH Settings page, enable the SSH server on the switch.
6. *Challenge-Response Authentication* – When an SSH client attempts to contact the switch, the SSH server uses the host key pair to negotiate a session key and encryption method. Only clients that have a private key corresponding to the public keys stored on the switch can access. The following exchanges take place during this process:
  - a. The client sends its public key to the switch.
  - b. The switch compares the client's public key to those stored in memory.
  - c. If a match is found, the switch uses the public key to encrypt a random sequence of bytes, and sends this string to the client.
  - d. The client uses its private key to decrypt the bytes, and sends the decrypted bytes back to the switch.
  - e. The switch compares the decrypted bytes to the original bytes it sent. If the two sets match, this means that the client's private key corresponds to an authorized public key, and the client is authenticated.

- Notes:**
1. To use SSH with only password authentication, the host public key must still be given to the client, either during initial connection or manually entered into the known host file. However, you do not need to configure the client's keys.
  2. The SSH server supports up to four client sessions. The maximum number of client sessions includes both current Telnet sessions and SSH sessions.

## Generating the Host Key Pair

A host public/private key pair is used to provide secure communications between an SSH client and the switch. After generating this key pair, you must provide the host public key to SSH clients and import the client's public key to the switch as described in the preceding section (Command Usage).

### Field Attributes

- **Public-Key of Host-Key** – The public key for the host.
  - RSA (Version 1): The first field indicates the size of the host key (e.g., 1024), the second field is the encoded public exponent (e.g., 65537), and the last string is the encoded modulus.
  - DSA (Version 2): The first field indicates that the encryption method used by SSH is based on the Digital Signature Standard (DSS). The last string is the encoded modulus.
- **Host-Key Type** – The key type used to generate the host key pair (i.e., public and private keys). (Range: RSA (Version 1), DSA (Version 2), Both: Default: RSA)  
The SSH server uses RSA or DSA for key exchange when the client first establishes a connection with the switch, and then negotiates with the client to select either DES (56-bit) or 3DES (168-bit) for data encryption.
- **Save Host-Key from Memory to Flash** – Saves the host key from RAM (i.e., volatile memory) to flash memory. Otherwise, the host key pair is stored to RAM by default. Note that you must select this item prior to generating the host-key pair.
- **Generate** – This button is used to generate the host key pair. Note that you must first generate the host key pair before you can enable the SSH server on the SSH Server Settings page.
- **Clear** – This button clears the host key from both volatile memory (RAM) and non-volatile memory (Flash).



**Web** – Click Security, SSH, Host-Key Settings. Select the host-key type from the drop-down box, select the option to save the host key from memory to flash (if required) prior to generating the key, and then click Generate.

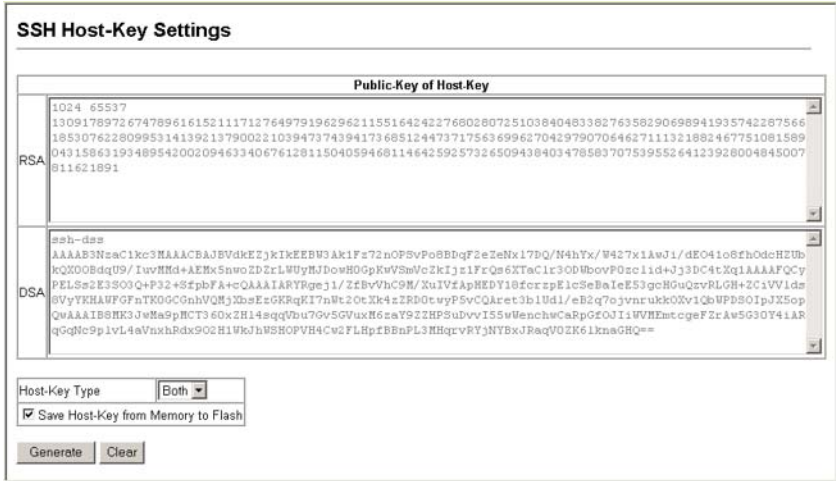


Figure 3-27 SSH Host-Key Settings

**CLI** – This example generates a host-key pair using both the RSA and DSA algorithms, stores the keys to flash memory, and then displays the host's public keys.

```

Console#ip ssh crypto host-key generate                                4 - 36
Console#ip ssh save host-key                                         4 - 36
Console#show public-key host                                         4 - 36
Host:
RSA:
1024 65537 127250922544926402131336514546131189679055192360076028653006761
8240969094744832010252487896597759216832225584652387791546479807396314033
86925793105105765212243052807865885485789272602937866089236841423275912127
60325919683697053439336438445223335188287173896894511729290510813919642025
190932104328579045764891
DSA:
ssh-dss AAAAB3NzaC1kc3MAAACBAN6zwIqCqDb3869jYVXLMElshLEcE/Re6h1asfEthIwmj
hLY400jqZpcEQUgCfYlum0Y2uoLka+Py9ieGWQ8f2gobUZKIIcUKg6vjO9XTs7XXc05xfzkBi
KviDa+2OrIz6UK+6vFpOgvUDFedlnixYTVo+h5v8r0ea2rpnO6DkZAAAAFQCNZn/x17dwpW8RrV
DQnSWw4Qk+6QAAALEAptkGeB6B5hwagH4gUOCY6i1TmrmSiJgfw09OqRPUMBCAkCC+uzxatOo7
drnIZypMx+Sx5RUdMGgKs+9ywsalCwQHeFY5ilc3lDCNBueeLykZzVS+RS+azTKIk/zrJh8GLG
Nq375R55yRxFvmcGIn/Q7IphPqyJ3o9MK8LFDfmJEAACAL8A6tESiswP2OFqX7Vg0EbzVDSOI
RTMfY3iUxtvGyQA0V5y67Mfc3lMtggPRUOYXDiwIBp5NXgilCg5z7VqbmRm28mWc5a//f8TUAG
PNWKV6W0hqmsQdotVzDR1e+XKNTZj0uTwWfjO5KYctdn4MdoTHgrbl/DMDAfjnte8MZZS=
Console#

```

## Configuring the SSH Server

The SSH server includes basic settings for authentication.

### Field Attributes

- **SSH Server Status** – Allows you to enable/disable the SSH server on the switch. (Default: Disabled)
- **Version** – The Secure Shell version number. Version 2.0 is displayed, but the switch supports management access via either SSH Version 1.5 or 2.0 clients.
- **SSH Authentication Timeout** – Specifies the time interval in seconds that the SSH server waits for a response from a client during an authentication attempt. (Range: 1-120 seconds; Default: 120 seconds)
- **SSH Authentication Retries** – Specifies the number of authentication attempts that a client is allowed before authentication fails and the client has to restart the authentication process. (Range: 1-5 times; Default: 3)
- **SSH Server-Key Size** – Specifies the SSH server key size. (Range: 512-896 bits; Default:768)
  - The server key is a private key that is never shared outside the switch.
  - The host key is shared with the SSH client, and is fixed at 1024 bits.

**Web** – Click Security, SSH, Settings. Enable SSH and adjust the authentication parameters as required, then click Apply. Note that you must first generate the host key pair on the SSH Host-Key Settings page before you can enable the SSH server.

### SSH Server Settings

---

SSH Server Status	<input type="checkbox"/> Enabled
Version	2.0
SSH Authentication Timeout (1-120)	<input type="text" value="120"/> seconds
SSH Authentication Retries (1-5)	<input type="text" value="3"/>
SSH Server-Key Size (512-896)	<input type="text" value="768"/>

Figure 3-28 SSH Server Settings

**CLI** – This example enables SSH, sets the authentication parameters, and displays the current configuration. It shows that the administrator has made a connection via SSH, and then disables this connection.

```

Console(config)#ip ssh server                               4-36
Console(config)#ip ssh timeout 100                         4-37
Console(config)#ip ssh authentication-retries 5           4-37
Console(config)#ip ssh server-key size 512                4-38
Console(config)#end
Console#show ip ssh                                       4-40
SSH Enabled - version 2.0
Negotiation timeout: 120 secs; Authentication retries: 5
Server key size: 512 bits
Console#show ssh                                          4-41
Connection Version State      Username Encryption
0          2.0    Session-Started      admin   ctos aes128-cbc-hmac-md5
                                                stoc aes128-cbc-hmac-md5
Console#disconnect 0                                       4-18
Console#

```

## Configuring Port Security

Port security is a feature that allows you to configure a switch port with one or more device MAC addresses that are authorized to access the network through that port.

When port security is enabled on a port, the switch stops learning new MAC addresses on the specified port when it has reached a configured maximum number. Only incoming traffic with source addresses already stored in the dynamic or static address table will be accepted as authorized to access the network through that port. If a device with an unauthorized MAC address attempts to use the switch port, the intrusion will be detected and the switch can automatically take action by disabling the port and sending a trap message.

To use port security, specify a maximum number of addresses to allow on the port and then let the switch dynamically learn the <source MAC address, VLAN> pair for frames received on the port. Note that you can also manually add secure addresses to the port using the Static Address Table (page 3-90). When the port has reached the maximum number of MAC addresses the selected port will stop learning. The MAC addresses already in the address table will be retained and will not age out. Any other device that attempts to use the port will be prevented from accessing the switch.

### Command Usage

- A secure port has the following restrictions:
  - Cannot use port monitoring.
  - Cannot be a multi-VLAN port.
  - It cannot be used as a member of a static or dynamic trunk.
  - It should not be connected to a network interconnection device.
- The default maximum number of MAC addresses allowed on a secure port is zero. You must configure a maximum address count from 1 - 1024 for the port to allow access.

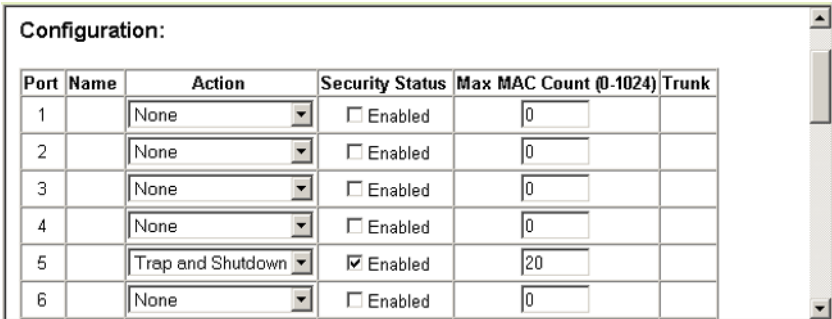
### 3 Configuring the Switch

- If a port is disabled (shut down) due to a security violation, it must be manually re-enabled from the Port/Port Configuration page (page 3-66).

#### Command Attributes

- **Port** – Port number.
- **Name** – Descriptive text (page 4-109).
- **Action** – Indicates the action to be taken when a port security violation is detected:
  - **None**: No action should be taken. (This is the default.)
  - **Trap**: Send an SNMP trap message.
  - **Shutdown**: Disable the port.
  - **Trap and Shutdown**: Send an SNMP trap message and disable the port.
- **Security Status** – Enables or disables port security on the port. (Default: Disabled)
- **Max MAC Count** – The maximum number of MAC addresses that can be learned on a port. (Range: 0 - 1024, where 0 means disabled)
- **Trunk** – Trunk number if port is a member (page 3-69 and 3-70).

**Web** – Click Security, Port Security. Mark the checkbox in the Status column to enable security for a port, set the maximum number of MAC addresses allowed on a port, and click Apply.



Port	Name	Action	Security Status	Max MAC Count (0-1024)	Trunk
1		None	<input type="checkbox"/> Enabled	0	
2		None	<input type="checkbox"/> Enabled	0	
3		None	<input type="checkbox"/> Enabled	0	
4		None	<input type="checkbox"/> Enabled	0	
5		Trap and Shutdown	<input checked="" type="checkbox"/> Enabled	20	
6		None	<input type="checkbox"/> Enabled	0	

Figure 3-29 Configuring Port Security

**CLI** – This example selects the target port, sets the port security action to send a trap and disable the port and sets the maximum MAC addresses allowed on the port, and then enables port security for the port.

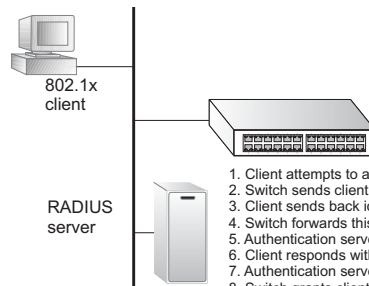
```
Console(config)#interface ethernet 1/5
Console(config-if)#port security action trap-and-shutdown           4-79
Console(config-if)#port security max-mac-count 20                  4-79
Console(config-if)#port security                                   4-79
Console(config-if)#
```

## Configuring 802.1X Port Authentication

Network switches can provide open and easy access to network resources by simply attaching a client PC. Although this automatic configuration and access is a desirable feature, it also allows unauthorized personnel to easily intrude and possibly gain access to sensitive network data.

The IEEE 802.1X (dot1X) standard defines a port-based access control procedure that prevents unauthorized access to a network by requiring users to first submit credentials for authentication. Access to all switch ports in a network can be centrally controlled from a server, which means that authorized users can use the same credentials for authentication from any point within the network.

This switch uses the Extensible Authentication Protocol over LANs (EAPOL) to exchange authentication protocol messages with the client, and a remote RADIUS authentication server to verify user identity and access rights. When a client (i.e., Supplicant) connects to a switch port, the switch (i.e.,



Authenticator) responds with an EAPOL identity request. The client provides its identity (such as a user name) in an EAPOL response to the switch, which it forwards to the RADIUS server. The RADIUS server verifies the client identity and sends an access challenge back to the client. The EAP packet from the RADIUS server contains not only the challenge, but the authentication method to be used. The client can reject the authentication method and request another, depending on the configuration of the client software and the RADIUS server. The authentication method must be MD5. The client responds to the appropriate method with its credentials, such as a password or certificate. The RADIUS server verifies the client credentials and responds with an accept or reject packet. If authentication is successful, the switch allows the client to access the network. Otherwise, network access is denied and the port remains blocked.

The operation of 802.1X on the switch requires the following:

- The switch must have an IP address assigned.
- RADIUS authentication must be enabled on the switch and the IP address of the RADIUS server specified.
- 802.1X must be enabled globally for the switch.
- Each switch port that will be used must be set to dot1X "Auto" mode.
- Each client that needs to be authenticated must have dot1X client software installed and properly configured.
- The RADIUS server and 802.1X client support EAP. (The switch only supports EAPOL in order to pass the EAP packets from the server to the client.)

### 3 Configuring the Switch

- The RADIUS server and client also have to support the same EAP authentication type – MD5. (Some clients have native support in Windows, otherwise the dot1x client must support it.)

#### Displaying 802.1X Global Settings

The 802.1X protocol provides client authentication.

#### Command Attributes

- **802.1X System Authentication Control** – The global setting for 802.1X.

**Web** – Click Security, 802.1X, Information.



Figure 3-30 802.1X Global Information

**CLI** – This example shows the default global setting for 802.1X.

```
Console#show dot1x 4-86
Global 802.1X Parameters
  system-auth-control: enable

802.1X Port Summary

Port Name   Status           Operation Mode   Mode             Authorized
1/1         disabled        Single-Host     ForceAuthorized  n/a
1/2         disabled        Single-Host     ForceAuthorized  n/a
:
:
802.1X Port Details

802.1X is disabled on port 1/1
:
:
802.1X is disabled on port 1/26
Console#
```

## Configuring 802.1X Global Settings

The 802.1X protocol provides client authentication.

### Command Attributes

- **802.1X System Authentication Control** – Sets the global setting for 802.1X. (Default: Disabled)

**Web** – Select Security, 802.1X, Configuration. Enable 802.1X globally for the switch, and click Apply.

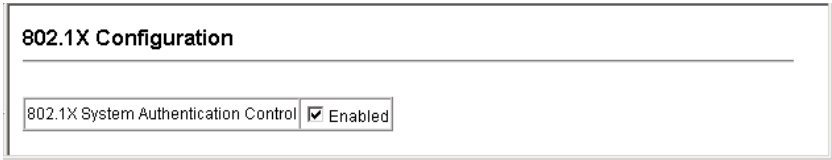


Figure 3-31 802.1X Global Configuration

**CLI** – This example enables 802.1X globally for the switch.

```
Console(config)#dot1x system-auth-control
Console(config)#
```

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## Configuring Port Settings for 802.1X

When 802.1X is enabled, you need to configure the parameters for the authentication process that runs between the client and the switch (i.e., authenticator), as well as the client identity lookup process that runs between the switch and authentication server. These parameters are described in this section.

### Command Attributes

- **Port** – Port number.
- **Status** – Indicates if authentication is enabled or disabled on the port. (Default: Disabled)
- **Operation Mode** – Allows single or multiple hosts (clients) to connect to an 802.1X-authorized port. (Options: Single-Host, Multi-Host; Default: Single-Host)
- **Max Count** – The maximum number of hosts that can connect to a port when the Multi-Host operation mode is selected. (Range: 1-1024; Default: 5)
- **Mode** – Sets the authentication mode to one of the following options:
  - **Auto** – Requires a dot1x-aware client to be authorized by the authentication server. Clients that are not dot1x-aware will be denied access.
  - **Force-Authorized** – Forces the port to grant access to all clients, either dot1x-aware or otherwise. (This is the default setting.)
  - **Force-Unauthorized** – Forces the port to deny access to all clients, either dot1x-aware or otherwise.
- **Re-authen** – Sets the client to be re-authenticated after the interval specified by the Re-authentication Period. Re-authentication can be used to detect if a new device is plugged into a switch port. (Default: Disabled)

### 3 Configuring the Switch

- **Max-Req** – Sets the maximum number of times the switch port will retransmit an EAP request packet to the client before it times out the authentication session. (Range: 1-10; Default 2)
- **Quiet Period** – Sets the time that a switch port waits after the Max Request Count has been exceeded before attempting to acquire a new client. (Range: 1-65535 seconds; Default: 60 seconds)
- **Re-authen Period** – Sets the time period after which a connected client must be re-authenticated. (Range: 1-65535 seconds; Default: 3600 seconds)
- **TX Period** – Sets the time period during an authentication session that the switch waits before re-transmitting an EAP packet. (Range: 1-65535; Default: 30 seconds)
- **Authorized** –
  - **Yes** – Connected client is authorized.
  - **No** – Connected client is not authorized.
  - *Blank* – Displays nothing when dot1x is disabled on a port.
- **Supplicant** – Indicates the MAC address of a connected client.
- **Trunk** – Indicates if the port is configured as a trunk port.

**Web** – Click Security, 802.1X, Port Configuration. Modify the parameters required, and click Apply.

802.1X Port Configuration												
Port	Status	Operation Mode	Max Count (1-1024)	Mode	Re-authen	Max Req	Quiet Period	Re-authen Period	Tx Period	Authorized	Supplicant	Trunk
1	Disabled	Single-Host	1	Force-Authorized	<input type="checkbox"/> Enable	2	60	3600	30	Yes	00-00-00-00-00-00	
2	Disabled	Single-Host	1	Force-Authorized	<input type="checkbox"/> Enable	2	60	3600	30		00-00-00-00-00-00	
3	Disabled	Single-Host	1	Force-Authorized	<input type="checkbox"/> Enable	2	60	3600	30		00-00-00-00-00-00	
4	Disabled	Single-Host	1	Force-Authorized	<input type="checkbox"/> Enable	2	60	3600	30		00-00-00-00-00-00	
5	Disabled	Single-Host	1	Force-Authorized	<input type="checkbox"/> Enable	2	60	3600	30		00-00-00-00-00-00	
6	Disabled	Single-Host	1	Force-Authorized	<input type="checkbox"/> Enable	2	60	3600	30		00-00-00-00-00-00	
7	Disabled	Single-Host	1	Force-Authorized	<input type="checkbox"/> Enable	2	60	3600	30		00-00-00-00-00-00	
8	Disabled	Single-Host	1	Force-Authorized	<input type="checkbox"/> Enable	2	60	3600	30		00-00-00-00-00-00	
9	Disabled	Single-Host	1	Force-Authorized	<input type="checkbox"/> Enable	2	60	3600	30		00-00-00-00-00-00	
10	Disabled	Single-Host	1	Force-Authorized	<input type="checkbox"/> Enable	2	60	3600	30		00-00-00-00-00-00	
11	Disabled	Single-Host	1	Force-Authorized	<input type="checkbox"/> Enable	2	60	3600	30		00-00-00-00-00-00	
12	Disabled	Single-Host	1	Force-Authorized	<input type="checkbox"/> Enable	2	60	3600	30		00-00-00-00-00-00	

Figure 3-32 802.1X Port Configuration



**CLI** – This example sets the 802.1X parameters on port 2. For a description of the additional fields displayed in this example, see “show dot1x” on page 4-86.

```

Console(config)#interface ethernet 1/2                                4-108
Console(config-if)#dot1x port-control auto                          4-82
Console(config-if)#dot1x re-authentication                          4-84
Console(config-if)#dot1x max-req 5                                  4-82
Console(config-if)#dot1x timeout quiet-period 30                   4-84
Console(config-if)#dot1x timeout re-authperiod 1800                4-85
Console(config-if)#dot1x timeout tx-period 40                      4-85
Console(config-if)#exit
Console(config)#exit
Console#show dot1x                                                4-86
Global 802.1X Parameters
  system-auth-control: enable

802.1X Port Summary

Port Name   Status           Operation Mode   Mode              Authorized
1/1         disabled        Single-Host     ForceAuthorized   n/a
1/2         enabled         Single-Host     auto              yes
:
:
1/26       disabled        Single-Host     ForceAuthorized   n/a

802.1X Port Details

802.1X is disabled on port 1/1

802.1X is enabled on port 1/2
  reauth-enabled: Enable
  reauth-period: 1800
  quiet-period: 30
  tx-period: 40
  supplicant-timeout: 30
  server-timeout: 10
  reauth-max: 2
  max-req: 5
Status                Authorized
Operation mode        Single-Host
Max count              5
Port-control          Auto
Supplicant             00-90-cc-49-5e-dc
Current Identifier    3

Authenticator State Machine
State                 Authenticated
Reauth Count          0

Backend State Machine
State                 Idle
Request Count         0
Identifier(Server)    2

Reauthentication State Machine
State                 Initialize
:
802.1X is disabled on port 1/26
Console#

```

## Displaying 802.1X Statistics

This switch can display statistics for dot1x protocol exchanges for any port.

Table 3-5 802.1X Statistics

Parameter	Description
Rx EAPOL Start	The number of EAPOL Start frames that have been received by this Authenticator.
Rx EAPOL Logoff	The number of EAPOL Logoff frames that have been received by this Authenticator.
Rx EAPOL Invalid	The number of EAPOL frames that have been received by this Authenticator in which the frame type is not recognized.
Rx EAPOL Total	The number of valid EAPOL frames of any type that have been received by this Authenticator.
Rx EAP Resp/Id	The number of EAP Resp/Id frames that have been received by this Authenticator.
Rx EAP Resp/Oth	The number of valid EAP Response frames (other than Resp/Id frames) that have been received by this Authenticator.
Rx EAP LenError	The number of EAPOL frames that have been received by this Authenticator in which the Packet Body Length field is invalid.
Rx Last EAPOLVer	The protocol version number carried in the most recently received EAPOL frame.
Rx Last EAPOLSrc	The source MAC address carried in the most recently received EAPOL frame.
Tx EAPOL Total	The number of EAPOL frames of any type that have been transmitted by this Authenticator.
Tx EAP Req/Id	The number of EAP Req/Id frames that have been transmitted by this Authenticator.
Tx EAP Req/Oth	The number of EAP Request frames (other than Rq/Id frames) that have been transmitted by this Authenticator.

**Web** – Select Security, 802.1X, Statistics. Select the required port and then click Query. Click Refresh to update the statistics.

### 802.1X Statistics

---

Port 4

Rx EXPOL Start	0	Rx EAP LenError	0
Rx EAPOL Logoff	0	Rx Last EAPOLVer	0
Rx EAPOL Invalid	0	Rx Last EAPOLSrc	00-00-00-00-00-00
Rx EAPOL Total	0	Tx EAPOL Total	1
Rx EAP Resp/Id	0	Tx EAP Req/Id	0
Rx EAP Resp/Oth	0	Tx EAP Req/Oth	0

Figure 3-33 802.1X Port Statistics

**CLI** – This example displays the 802.1X statistics for port 4.

```

Console#show dot1x statistics interface ethernet 1/4 4-86
Eth 1/4
Rx: EAPOL          EAPOL          EAPOL          EAPOL          EAP          EAP          EAP
   Start          Logoff         Invalid        Total          Resp/Id      Resp/Oth     LenError
       2              0              0            1007          672          0            0

   Last          Last
EAPOLVer        EAPOLSrc
   1            00-90-CC-98-73-21

Tx: EAPOL          EAP          EAP
   Total          Req/Id       Req/Oth
   2017          1005         0
Console#
  
```

## Filtering IP Addresses for Management Access

You create a list of up to 16 IP addresses or IP address groups that are allowed management access to the switch through the web interface, SNMP, or Telnet.

### Command Usage

- The management interfaces are open to all IP addresses by default. Once you add an entry to a filter list, access to that interface is restricted to the specified addresses.
- If anyone tries to access a management interface on the switch from an invalid address, the switch will reject the connection, enter an event message in the system log, and send a trap message to the trap manager.

### 3 Configuring the Switch

- IP address can be configured for SNMP, web and Telnet access respectively. Each of these groups can include up to five different sets of addresses, either individual addresses or address ranges.
- When entering addresses for the same group (i.e., SNMP, web or Telnet), the switch will not accept overlapping address ranges. When entering addresses for different groups, the switch will accept overlapping address ranges.
- You cannot delete an individual address from a specified range. You must delete the entire range, and reenter the addresses.
- You can delete an address range just by specifying the start address, or by specifying both the start address and end address.

#### Command Attributes

- **Web IP Filter** – Configures IP address(es) for the web group.
- **SNMP IP Filter** – Configures IP address(es) for the SNMP group.
- **Telnet IP Filter** – Configures IP address(es) for the Telnet group.
- **IP Filter List** – IP address which are allowed management access to this interface.
- **Start IP Address** – A single IP address, or the starting address of a range.
- **End IP Address** – The end address of a range.
- **Add/Remove Filtering Entry** – Adds/removes an IP address from the list.

**Web** – Click Security, IP Filter. Enter the IP addresses or range of addresses that are allowed management access to an interface, and click Add IP Filtering Entry.

Web IP Filter	
Web IP Filter List	(none)
Start IP Address	<input type="text"/>
End IP Address	<input type="text"/>
	<input type="text"/>

Figure 3-34 IP Filter

**CLI** – This example allows SNMP access for a specific client.

```
Console(config)#management snmp-client 10.1.2.3      4-28
Console(config)#end
Console#show management all-client
Management IP Filter
  HTTP-Client:
    Start IP address  End IP address
-----
SNMP-Client:
  Start IP address  End IP address
-----
1. 10.1.2.3        10.1.2.3
TELNET-Client:
  Start IP address  End IP address
-----
Console#
```

## Access Control Lists

Access Control Lists (ACL) provide packet filtering for IP frames (based on address, protocol, Layer 4 protocol port number or TCP control code) or any frames (based on MAC address or Ethernet type). To filter incoming packets, first create an access list, add the required rules and then bind the list to a specific port.

### Configuring Access Control Lists

An ACL is a sequential list of permit or deny conditions that apply to IP addresses, MAC addresses, or other more specific criteria. This switch tests ingress or egress packets against the conditions in an ACL one by one. A packet will be accepted as soon as it matches a permit rule, or dropped as soon as it matches a deny rule. If no rules match for a list of all permit rules, the packet is dropped; and if no rules match for a list of all deny rules, the packet is accepted.

#### Command Usage

The following restrictions apply to ACLs:

- Each ACL can have up to 32 rules.
- The maximum number of ACLs is 88.
- However, due to resource restrictions, the average number of rules bound to the ports should not exceed 20.
- This switch supports ACLs for ingress filtering only. However, you can only bind one IP ACL to any port and one MAC ACL globally for ingress filtering. In other words, only two ACLs can be bound to an interface - Ingress IP ACL and Ingress MAC ACL.

The order in which active ACLs are checked is as follows:

1. User-defined rules in the Ingress MAC ACL for ingress ports.
2. User-defined rules in the Ingress IP ACL for ingress ports.

### 3 Configuring the Switch

3. Explicit default rule (permit any any) in the ingress IP ACL for ingress ports.
4. Explicit default rule (permit any any) in the ingress MAC ACL for ingress ports.
5. If no explicit rule is matched, the implicit default is permit all.

#### Setting the ACL Name and Type

Use the ACL Configuration page to designate the name and type of an ACL.

#### Command Attributes

- **Name** – Name of the ACL. (Maximum length: 16 characters)
- **Type** – There are three filtering modes:
  - **Standard:** IP ACL mode that filters packets based on the source IP address.
  - **Extended:** IP ACL mode that filters packets based on source or destination IP address, as well as protocol type and protocol port number. If the “TCP” protocol is specified, then you can also filter packets based on the TCP control code.
  - **MAC:** MAC ACL mode that filters packets based on the source or destination MAC address and the Ethernet frame type (RFC 1060).

**Web** – Click Security, ACL, Configuration. Enter an ACL name in the Name field, select the list type (IP Standard, IP Extended, or MAC), and click Add to open the configuration page for the new list.

The screenshot shows a web interface for configuring an ACL. At the top, the title 'ACL Configuration' is displayed. Below the title is a horizontal line. Underneath, there are four buttons: 'Type', 'Name', 'Remove', and 'Edit'. Below these buttons are two input fields: 'Name' with the text 'david' and 'Type' with a dropdown menu showing 'Standard'. At the bottom left is an 'Add' button.

Figure 3-35 Selecting ACL Type

**CLI** – This example creates a standard IP ACL named david.

```
Console(config)#access-list ip standard david 4-90
Console(config-std-acl)#
```

## Configuring a Standard IP ACL

### Command Attributes

- **Action** – An ACL can contain any combination of permit or deny rules.
- **Address Type** – Specifies the source IP address. Use “Any” to include all possible addresses, “Host” to specify a specific host address in the Address field, or “IP” to specify a range of addresses with the Address and SubMask fields. (Options: Any, Host, IP; Default: Any)
- **IP Address** – Source IP address.
- **Subnet Mask** – A subnet mask containing four integers from 0 to 255, each separated by a period. The mask uses 1 bits to indicate “match” and 0 bits to indicate “ignore.” The mask is bitwise ANDed with the specified source IP address, and compared with the address for each IP packet entering the port(s) to which this ACL has been assigned.

**Web** – Specify the action (i.e., Permit or Deny). Select the address type (Any, Host, or IP). If you select “Host,” enter a specific address. If you select “IP,” enter a subnet address and the mask for an address range. Then click Add.

### Standard ACL

---

**Name:** david

Action	IP Address	Subnet Mask	Remove
Permit	10.1.1.21	255.255.255.255	Remove

Action	Permit
Address Type	IP
IP Address	168.92.16.0
Subnet Mask	255.255.240.0

Figure 3-36 ACL Configuration - Standard IP

**CLI** – This example configures one permit rule for the specific address 10.1.1.21 and another rule for the address range 168.92.16.x – 168.92.31.x using a bitmask.

```
Console(config-std-acl)#permit host 10.1.1.21
Console(config-std-acl)#permit 168.92.16.0 255.255.240.0
Console(config-std-acl)#
```

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## Configuring an Extended IP ACL

### Command Attributes

- **Action** – An ACL can contain any combination of permit or deny rules.
- **Source/Destination Address Type** – Specifies the source or destination IP address. Use “Any” to include all possible addresses, “Host” to specify a specific host address in the Address field, or “IP” to specify a range of addresses with the Address and SubMask fields. (Options: Any, Host, IP; Default: Any)
- **Source/Destination Address** – Source or destination IP address.
- **Source/Destination Subnet Mask** – Subnet mask for source or destination address. (See the description for Subnet Mask on page 3-59.)
- **Service Type** – Packet priority settings based on the following criteria:
  - **Precedence** – IP precedence level. (Range: 0-7)
  - **TOS** – Type of Service level. (Range: 0-15)
  - **DSCP** – DSCP priority level. (Range: 0-63)
- **Protocol** – Specifies the protocol type to match as TCP, UDP or Others, where others indicates a specific protocol number (0-255). (Options: TCP, UDP, Others; Default: TCP)
- **Source/Destination Port** – Source/destination port number for the specified protocol type. (Range: 0-65535)
- **Control Code** – Decimal number (representing a bit string) that specifies flag bits in byte 14 of the TCP header. (Range: 0-63)
- **Control Code Bitmask** – Decimal number representing the code bits to match. The control bitmask is a decimal number (for an equivalent binary bit mask) that is applied to the control code. Enter a decimal number, where the equivalent binary bit “1” means to match a bit and “0” means to ignore a bit. The following bits may be specified:
  - 1 (fin) – Finish
  - 2 (syn) – Synchronize
  - 4 (rst) – Reset
  - 8 (psh) – Push
  - 16 (ack) – Acknowledgement
  - 32 (urg) – Urgent pointer

For example, use the code value and mask below to catch packets with the following flags set:

- SYN flag valid, use control-code 2, control bitmask 2
- Both SYN and ACK valid, use control-code 18, control bitmask 18
- SYN valid and ACK invalid, use control-code 2, control bitmask 18



**Web** – Specify the action (i.e., Permit or Deny). Specify the source and/or destination addresses. Select the address type (Any, Host, or IP). If you select “Host,” enter a specific address. If you select “IP,” enter a subnet address and the mask for an address range. Set any other required criteria, such as service type, protocol type, or TCP control code. Then click Add.

**Extended ACL**

Name: Tom

Action	Source IP Address	Source Subnet Mask	Destination IP Address	Destination Subnet Mask	TOS	Precedence	DSCP	Protocol	Source Port	Destination Port	Control Code	Control Code Bitmask	Remove
Permit	10.91.32.0	255.255.255.0	10.3.4.5	255.255.255.255	7	Any	Any	6	Any	Any	Any	Any	Remove

Action:

Source Address Type:

Source IP Address:

Source Subnet Mask:

Destination Address Type:

Destination IP Address:

Destination Subnet Mask:

Service Type:  TOS (0-16)  Precedence (0-8)   DSCP (0-64)

Protocol:  TCP (6)  UDP (17)  Others

Source Port (0-65535):  Range:  ~

Destination Port (0-65535):  Range:  -

Control Code (0-63):

Control Code Bitmask (0-63):

Figure 3-37 ACL Configuration - Extended IP

**CLI** – This example adds two rules:

- (1) Accept any incoming packets if the source address is in subnet 10.7.1.x. For example, if the rule is matched; i.e., the rule (10.7.1.0 & 255.255.255.0) equals the masked address (10.7.1.2 & 255.255.255.0), the packet passes through.
- (2) Allow TCP packets from class C addresses 192.168.1.0 to any destination address when set for destination TCP port 80 (i.e., HTTP).
- (3) Permit all TCP packets from class C addresses 192.168.1.0 with the TCP control code set to “SYN.”

```

Console(config-ext-acl)#permit 10.7.1.1 255.255.255.0 any 4-92
Console(config-ext-acl)#permit tcp 192.168.1.0 255.255.255.0 any
destination-port 80
Console(config-ext-acl)#permit tcp 192.168.1.0 255.255.255.0 any
control-flag 2 2
Console(config-std-acl)#

```

## Configuring a MAC ACL

### Command Attributes

- **Action** – An ACL can contain any combination of permit or deny rules.
- **Source/Destination Address Type** – Use “Any” to include all possible addresses, “Host” to indicate a specific MAC address, or “MAC” to specify an address range with the Address and Bitmask fields. (Options: Any, Host, MAC; Default: Any)
- **Source/Destination MAC Address** – Source or destination MAC address.
- **Source/Destination Bitmask** – Hexidecimal mask for source or destination MAC address.
- **VID** – VLAN ID. (Range: 1-4094)
- **Ethernet Type** – This option can only be used to filter Ethernet II formatted packets. (Range: 0-65535)  
A detailed listing of Ethernet protocol types can be found in RFC 1060. A few of the more common types include 0800 (IP), 0806 (ARP), 8137 (IPX).

**Web** – Specify the action (i.e., Permit or Deny). Specify the source and/or destination addresses. Select the address type (Any, Host, or MAC). If you select “Host,” enter a specific address (e.g., 00-90-CC-44-55-66). If you select “MAC,” enter a base address and a hexadecimal bitmask for an address range. Set any other required criteria, such as VID or Ethernet type. Then click Add.

### MAC ACL

Name: joe

Action	Source MAC Address	Source Bitmask	Destination MAC Address	Destination Bitmask	VID	Ethernet Type	Remove
Permit	Any	Any	00-90-cc-94-34-de	ffffffff	Any	Any	Remove

Action	Permit
Source Address Type	Any
Source MAC Address	00-00-00-00-00-00
Source Bitmask	00-00-00-00-00-00
Destination Address Type	Any
Destination MAC Address	00-00-00-00-00-00
Destination Bitmask	00-00-00-00-00-00
VID (1-4094)	Range: [ ] ~ [ ]
Ethernet Type (0-65535)	Range: [ ] ~ [ ]

Note: Ethernet Type 0x0800(IP packet) don't support for MAC ACL

Figure 3-38 ACL Configuration - MAC

**CLI** – This rule permits packets from any source MAC address to the destination address 00-90-cc-94-34-de where the Ethernet type is 0800.

```

Console(config-mac-acl)#permit any host 00-90-cc-94-34-de
ethertype 0800
Console(config-mac-acl)#
    
```

## Binding a Port to an Access Control List

After configuring Access Control Lists (ACL), you should bind them to the ports that need to filter traffic. You can assign one IP access list to any port, but you can only assign one MAC access list to all the ports on the switch.

### Command Usage

- You must configure a mask for an ACL rule before you can bind it to a port.
- This switch only supports ACLs for ingress filtering. You can only bind one IP ACL to any port, and one MAC ACL globally, for ingress filtering.

### Command Attributes

- **Port** – Fixed port or SFP module. (Range: 1-26)
- **IP** – Specifies the IP Access List to enable for a port.
- **MAC** – Specifies the MAC Access List to enable globally.
- **IN** – ACL for ingress packets.
- *ACL Name* – Name of the ACL.

**Web** – Click Security, ACL, Port Binding. Mark the Enabled field for the port you want to bind to an ACL, select the required ACL from the drop-down list, then click Apply.

Port	IP (IN)
1	<input checked="" type="checkbox"/> Enabled david
2	<input type="checkbox"/> Enabled david
3	<input checked="" type="checkbox"/> Enabled david
4	<input type="checkbox"/> Enabled david
5	<input type="checkbox"/> Enabled david
6	<input type="checkbox"/> Enabled david
7	<input type="checkbox"/> Enabled david

Figure 3-39 Binding a Port to an ACL

## 3 Configuring the Switch

**CLI** – This example assigns an IP and MAC access list to port 1, and an IP access list to port 3.

```
Console(config)#interface ethernet 1/1           4-108
Console(config-if)#ip access-group david in      4-94
Console(config-if)#mac access-group jerry in     4-99
Console(config-if)#exit
Console(config)#interface ethernet 1/3
Console(config-if)#ip access-group david in
Console(config-if)#
```

## Port Configuration

### Displaying Connection Status

You can use the Port Information or Trunk Information pages to display the current connection status, including link state, speed/duplex mode, flow control, and auto-negotiation.

#### Field Attributes (Web)

- **Name** – Interface label.
- **Type** – Indicates the port type. (100BASE-TX, 1000BASE-T, or SFP)
- **Admin Status** – Shows if the interface is enabled or disabled.
- **Oper Status** – Indicates if the link is Up or Down.
- **Speed Duplex Status** – Shows the current speed and duplex mode. (Auto, or fixed choice)
- **Flow Control Status** – Indicates the type of flow control currently in use. (IEEE 802.3x, Back-Pressure or None)
- **Autonegotiation** – Shows if auto-negotiation is enabled or disabled.
- **Trunk Member**<sup>3</sup> – Shows if port is a trunk member.
- **Creation**<sup>4</sup> – Shows if a trunk is manually configured or dynamically set via LACP.

---

3. Port information only.

4. Trunk information only.

**Web** – Click Port, Port Information or Trunk Information.

Port Information							
Port Name	Type	Admin Status	Oper Status	Speed Duplex Status	Flow Control Status	Autonegotiation	Trunk Member
1	100Base-TX	Enabled	Up	100full	None	Enabled	
2	100Base-TX	Enabled	Down	100full	None	Enabled	
3	100Base-TX	Enabled	Up	100full	None	Enabled	
4	100Base-TX	Enabled	Down	100full	None	Enabled	
5	100Base-TX	Enabled	Down	100full	None	Enabled	
6	100Base-TX	Enabled	Down	100full	None	Enabled	
7	100Base-TX	Enabled	Down	100full	None	Enabled	
8	100Base-TX	Enabled	Down	100full	None	Enabled	
9	100Base-TX	Enabled	Down	100full	None	Enabled	
10	100Base-TX	Enabled	Down	100full	None	Enabled	
11	100Base-TX	Enabled	Down	100full	None	Enabled	
12	100Base-TX	Enabled	Down	100full	None	Enabled	
13	100Base-TX	Enabled	Down	100full	None	Enabled	

Figure 3-40 Displaying Port/Trunk Information

## Field Attributes (CLI)

### Basic Information:

- **Port type** – Indicates the port type. (100BASE-TX, 1000BASE-T, or SFP)
- **MAC address** – The physical layer address for this port. (To access this item on the web, see “Setting the Switch’s IP Address” on page 3-12.)

### Configuration:

- **Name** – Interface label.
- **Port admin** – Shows if the interface is enabled or disabled (i.e., up or down).
- **Speed-duplex** – Shows the current speed and duplex mode. (Auto, or fixed choice)
- **Capabilities** – Specifies the capabilities to be advertised for a port during auto-negotiation. (To access this item on the web, see “Configuring Interface Connections” on page 3-48.) The following capabilities are supported.
  - **10half** - Supports 10 Mbps half-duplex operation
  - **10full** - Supports 10 Mbps full-duplex operation
  - **100half** - Supports 100 Mbps half-duplex operation
  - **100full** - Supports 100 Mbps full-duplex operation
  - **1000full** - Supports 1000 Mbps full-duplex operation
  - **Sym** - Transmits and receives pause frames for flow control
  - **FC** - Supports flow control
- **Broadcast storm** – Shows if broadcast storm control is enabled or disabled.
- **Broadcast storm limit** – Shows the broadcast storm threshold. (64-95232000 octets per second)
- **Flow control** – Shows if flow control is enabled or disabled.
- **LACP** – Shows if LACP is enabled or disabled.
- **Port Security** – Shows if port security is enabled or disabled.

## 3 Configuring the Switch

- **Max MAC count** – Shows the maximum number of MAC address that can be learned by a port. (0 - 1024 addresses)
- **Port security action** – Shows the response to take when a security violation is detected. (shutdown, trap, trap-and-shutdown, or none)

### Current Status:

- **Link Status** – Indicates if the link is up or down.
- **Port Operation Status** – Provides detailed information on port state. (Displayed only when the link is up.)
- **Operation speed-duplex** – Shows the current speed and duplex mode.
- **Flow control type** – Indicates the type of flow control currently in use. (IEEE 802.3x, Back-Pressure or none)

**CLI** – This example shows the connection status for Port 5.

```
Console#show interfaces status ethernet 1/5 4-115
Information of Eth 1/5
Basic information:
  Port type:          100TX
  Mac address:       00-90-CC-12-34-61
Configuration:
  Name:
  Port admin:       Up
  Speed-duplex:     Auto
  Capabilities:     10half, 10full, 100half, 100full
  Broadcast storm:  Enabled
  Broadcast storm limit: 32000 octets/second
  Flow control:     Disabled
  LACP:             Disabled
  Port security:    Disabled
  Max MAC count:    0
  Port security action: None
Current status:
  Link status:      Down
  Operation speed-duplex: 100full
  Flow control type:  None
Console#
```

## Configuring Interface Connections

You can use the Port Configuration or Trunk Configuration page to enable/disable an interface, set auto-negotiation and the interface capabilities to advertise, or manually fix the speed, duplex mode, and flow control.

### Command Attributes

- **Name** – Allows you to label an interface. (Range: 1-64 characters)
- **Admin** – Allows you to manually disable an interface. You can disable an interface due to abnormal behavior (e.g., excessive collisions), and then reenabling it after the problem has been resolved. You may also disable an interface for security reasons.
- **Speed/Duplex** – Allows you to manually set the port speed and duplex mode. (i.e., with auto-negotiation disabled)

- **Flow Control** – Allows automatic or manual selection of flow control.
- **Autonegotiation** (Port Capabilities) – Allows auto-negotiation to be enabled/disabled. When auto-negotiation is enabled, you need to specify the capabilities to be advertised. When auto-negotiation is disabled, you can force the settings for speed, mode, and flow control. The following capabilities are supported.
  - **10half** - Supports 10 Mbps half-duplex operation
  - **10full** - Supports 10 Mbps full-duplex operation
  - **100half** - Supports 100 Mbps half-duplex operation
  - **100full** - Supports 100 Mbps full-duplex operation
  - **1000full** - Supports 1000 Mbps full-duplex operation
  - **Sym** (Gigabit only) - Check this item to transmit and receive pause frames, or clear it to auto-negotiate the sender and receiver for asymmetric pause frames. (*The current switch chip only supports symmetric pause frames.*)
  - **FC** - Supports flow control  
Flow control can eliminate frame loss by “blocking” traffic from end stations or segments connected directly to the switch when its buffers fill. When enabled, back pressure is used for half-duplex operation and IEEE 802.3x for full-duplex operation. (Avoid using flow control on a port connected to a hub unless it is actually required to solve a problem. Otherwise back pressure jamming signals may degrade overall performance for the segment attached to the hub.)  
(Default: Autonegotiation enabled; Advertised capabilities for 100BASE-TX – 10half, 10full, 100half, 100full; 1000BASE-T – 10half, 10full, 100half, 100full, 1000full; 1000BASE-SX/LX/ZX – 1000full)
- **Trunk** – Indicates if a port is a member of a trunk. To create trunks and select port members, see “Creating Trunk Groups” on page 3-68.

**Note:** Auto-negotiation must be disabled before you can configure or force the interface to use the Speed/Duplex Mode or Flow Control options.

**Web** – Click Port, Port Configuration or Trunk Configuration. Modify the required interface settings, and click Apply.

Port Configuration						
Port	Name	Admin	Speed Duplex	Flow Control	Autonegotiation	Trunk
1		<input checked="" type="checkbox"/> Enabled	100full	<input checked="" type="checkbox"/> Enabled	<input checked="" type="checkbox"/> Enabled <input checked="" type="checkbox"/> 10h <input checked="" type="checkbox"/> 100h <input type="checkbox"/> 1000h <input type="checkbox"/> Sym <input checked="" type="checkbox"/> 10f <input checked="" type="checkbox"/> 100f <input type="checkbox"/> 1000f <input type="checkbox"/> FC	
2		<input checked="" type="checkbox"/> Enabled	100full	<input checked="" type="checkbox"/> Enabled	<input checked="" type="checkbox"/> Enabled <input checked="" type="checkbox"/> 10h <input checked="" type="checkbox"/> 100h <input type="checkbox"/> 1000h <input type="checkbox"/> Sym <input checked="" type="checkbox"/> 10f <input checked="" type="checkbox"/> 100f <input type="checkbox"/> 1000f <input type="checkbox"/> FC	
3		<input checked="" type="checkbox"/> Enabled	100full	<input checked="" type="checkbox"/> Enabled	<input checked="" type="checkbox"/> Enabled <input checked="" type="checkbox"/> 10h <input checked="" type="checkbox"/> 100h <input type="checkbox"/> 1000h <input type="checkbox"/> Sym <input checked="" type="checkbox"/> 10f <input checked="" type="checkbox"/> 100f <input type="checkbox"/> 1000f <input type="checkbox"/> FC	
4		<input checked="" type="checkbox"/> Enabled	100full	<input checked="" type="checkbox"/> Enabled	<input checked="" type="checkbox"/> Enabled <input checked="" type="checkbox"/> 10h <input checked="" type="checkbox"/> 100h <input type="checkbox"/> 1000h <input type="checkbox"/> Sym <input checked="" type="checkbox"/> 10f <input checked="" type="checkbox"/> 100f <input type="checkbox"/> 1000f <input type="checkbox"/> FC	

Figure 3-41 Port/Trunk Configuration

**CLI** – Select the interface, and then enter the required settings.

```
Console(config)#interface ethernet 1/13           4-108
Console(config-if)#description RD SW#13          4-109
Console(config-if)#shutdown                       4-113
.
Console(config-if)#no shutdown
Console(config-if)#no negotiation                4-110
Console(config-if)#speed-duplex 100half          4-109
Console(config-if)#flowcontrol                   4-112
.
Console(config-if)#negotiation
Console(config-if)#capabilities 100half          4-111
Console(config-if)#capabilities 100full
Console(config-if)#capabilities flowcontrol
```

### Creating Trunk Groups

You can create multiple links between devices that work as one virtual, aggregate link. A port trunk offers a dramatic increase in bandwidth for network segments where bottlenecks exist, as well as providing a fault-tolerant link between two devices. You can create up to four trunks at a time.

The switch supports both static trunking and dynamic Link Aggregation Control Protocol (LACP). Static trunks have to be manually configured at both ends of the link, and the switches must comply with the Cisco EtherChannel standard. On the other hand, LACP configured ports can automatically negotiate a trunked link with LACP-configured ports on another device. You can configure any number of ports on the switch as LACP, as long as they are not already configured as part of a static trunk. If ports on another device are also configured as LACP, the switch and the other device will negotiate a trunk link between them. If an LACP trunk consists of more than eight ports, all other ports will be placed in a standby mode. Should one link in the trunk fail, one of the standby ports will automatically be activated to replace it.

#### Command Usage

Besides balancing the load across each port in the trunk, the other ports provide redundancy by taking over the load if a port in the trunk fails. However, before making any physical connections between devices, use the web interface or CLI to specify the trunk on the devices at both ends. When using a port trunk, take note of the following points:

- Finish configuring port trunks before you connect the corresponding network cables between switches to avoid creating a loop.
- You can create up to four trunks on the switch, with up to eight ports per trunk.
- The ports at both ends of a connection must be configured as trunk ports.
- When configuring static trunks on switches of different types, they must be compatible with the Cisco EtherChannel standard.

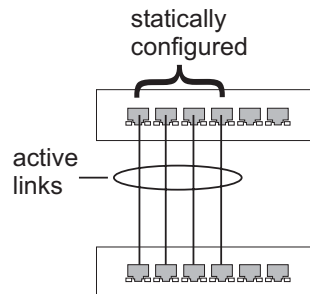


- The ports at both ends of a trunk must be configured in an identical manner, including communication mode (i.e., speed, duplex mode and flow control), VLAN assignments, and CoS settings.
- All the ports in a trunk have to be treated as a whole when moved from/to, added or deleted from a VLAN.
- STP, VLAN, and IGMP settings can only be made for the entire trunk.

## Statically Configuring a Trunk

### Command Usage

- When configuring static trunks, you may not be able to link switches of different types, depending on the manufacturer's implementation. However, note that the static trunks on this switch are Cisco EtherChannel compatible.
- To avoid creating a loop in the network, be sure you add a static trunk via the configuration interface before connecting the ports, and also disconnect the ports before removing a static trunk via the configuration interface.



### Command Attributes

- **Member List** (Current) – Shows configured trunks (Trunk ID, Unit, Port).
- **New** – Includes entry fields for creating new trunks.
  - **Trunk** – Trunk identifier. (Range: 1-4)
  - **Unit** – Stack unit. (Range: 1-8)
  - **Port** – Port identifier. (Range: 1-26)

**Web** – Click Port, Trunk Membership. Enter a trunk ID of 1-4 in the Trunk field, select any of the switch ports from the scroll-down port list, and click Add. After you have completed adding ports to the member list, click Apply.

### Trunk Membership

---

**Member List:**

Current:

Trunk2, Unit1 Port1
Trunk2, Unit1 Port2

New:

Trunk (1-4)	<input type="text" value=""/>
Unit	<input type="text" value="1"/>
Port	<input type="text" value="3"/>

Figure 3-42 Configuring Port Trunks

### 3 Configuring the Switch

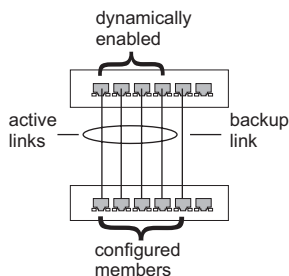
**CLI** – This example creates trunk 2 with ports 1 and 2. Just connect these ports to two static trunk ports on another switch to form a trunk.

```
Console(config)#interface port-channel 2 4-108
Console(config-if)#exit
Console(config)#interface ethernet 1/1 4-108
Console(config-if)#channel-group 2 4-124
Console(config-if)#exit
Console(config)#interface ethernet 1/2
Console(config-if)#channel-group 2
Console(config-if)#end
Console#show interfaces status port-channel 2 4-115
Information of Trunk 2
Basic information:
  Port type:          100TX
  Mac address:       00-90-CC-12-34-84
Configuration:
  Name:
  Port admin:       Up
  Speed-duplex:     Auto
  Capabilities:     10half, 10full, 100half, 100full
  Flow control:     Disabled
  Port security:    Disabled
  Max MAC count:    0
Current status:
  Created by:       User
  Link status:      Up
  Port operation status: Up
  Operation speed-duplex: 100full
  Flow control type:  None
  Member Ports:    Eth1/1, Eth1/2,
Console#
```

## Enabling LACP on Selected Ports

### Command Usage

- To avoid creating a loop in the network, be sure you enable LACP before connecting the ports, and also disconnect the ports before disabling LACP.
- If the target switch has also enabled LACP on the connected ports, the trunk will be activated automatically.
- A trunk formed with another switch using LACP will automatically be assigned the next available trunk ID.
- If more than eight ports attached to the same target switch have LACP enabled, the additional ports will be placed in standby mode, and will only be enabled if one of the active links fails.
- All ports on both ends of an LACP trunk must be configured for full duplex, either by forced mode or auto-negotiation.
- Trunks dynamically established through LACP will also be shown in the Member List on the Trunk Membership menu (see page 3-69).



### Command Attributes

- **Member List (Current)** – Shows configured trunks (Unit, Port).
- **New** – Includes entry fields for creating new trunks.
  - **Unit** – Stack unit. (Range: 1-8)
  - **Port** – Port identifier. (Range: 1-26)

**Web** – Click Port, LACP, Configuration. Select any of the switch ports from the scroll-down port list and click Add. After you have completed adding ports to the member list, click Apply.

The screenshot displays the 'LACP Configuration' window. It features a 'Member List' section with a 'Current' column containing a scrollable list of ports: 'Unit1 Port1', 'Unit1 Port2', 'Unit1 Port3', 'Unit1 Port4', 'Unit1 Port5', and 'Unit1 Port6'. To the right of the list are two buttons: '<<Add' and 'Remove'. Further right, under the 'New:' heading, there are two dropdown menus labeled 'Unit' and 'Port', both currently set to '1'.

Figure 3-43 LACP Configuration

### 3 Configuring the Switch

**CLI** – The following example enables LACP for ports 1 to 6. Just connect these ports to LACP-enabled trunk ports on another switch to form a trunk.

```
Console(config)#interface ethernet 1/1          4-108
Console(config-if)#lACP                        4-125
Console(config-if)#exit
:
Console(config)#interface ethernet 1/6
Console(config-if)#lACP
Console(config-if)#end
Console#show interfaces status port-channel 1   4-115
Information of Trunk 1
Basic information:
  Port type:          100TX
  Mac address:       00-90-CC-12-34-89
Configuration:
Name:
  Port admin:        Up
  Speed-duplex:      Auto
  Capabilities:      10half, 10full, 100half, 100full
  Flow control status: Disabled
  Port security:     Disabled
  Max MAC count:     0
Current status:
  Created by:        LACP
  Link status:       Up
  Port operation status: Up
  Operation speed-duplex: 100full
  Flow control type:  None
  Member Ports:     Eth1/1, Eth1/2, Eth1/3, Eth1/4, Eth1/5, Eth1/6,
Console#
```

## Configuring LACP Parameters

### Dynamically Creating a Port Channel –

Ports assigned to a common port channel must meet the following criteria:

- Ports must have the same LACP System Priority.
- Ports must have the same LACP port Admin Key.
- However, if the “port channel” Admin Key is set (page 4-142), then the port Admin Key must be set to the same value for a port to be allowed to join a channel group.

**Note** – If the port channel admin key (lACP admin key, page 4-128) is not set (through the CLI) when a channel group is formed (i.e., it has a null value of 0), this key is set to the same value as the port admin key used by the interfaces that joined the group (lACP admin key, as described in this section and on page 4-127).

### Command Attributes

*Set Port Actor* – This menu sets the local side of an aggregate link; i.e., the ports on this switch.

- **Port** – Port number. (Range: 1-26)
- **System Priority** – LACP system priority is used to determine link aggregation group (LAG) membership, and to identify this device to other switches during LAG negotiations. (Range: 0-65535; Default: 32768)
  - Ports must be configured with the same system priority to join the same LAG.
  - System priority is combined with the switch’s MAC address to form the LAG identifier. This identifier is used to indicate a specific LAG during LACP negotiations with other systems.
- **Admin Key** – The LACP administration key must be set to the same value for ports that belong to the same LAG. (Range: 0-65535; Default: 1)
- **Port Priority** – If a link goes down, LACP port priority is used to select a backup link. (Range: 0-65535; Default: 32768)

*Set Port Partner* – This menu sets the remote side of an aggregate link; i.e., the ports on the attached device. The command attributes have the same meaning as those used for the port actor. However, configuring LACP settings for the partner only applies to its administrative state, not its operational state, and will only take effect the next time an aggregate link is established with the partner.

### 3 Configuring the Switch

**Web** – Click Port, LACP, Aggregation Port. Set the System Priority, Admin Key, and Port Priority for the Port Actor. You can optionally configure these settings for the Port Partner. (Be aware that these settings only affect the administrative state of the partner, and will not take effect until the next time an aggregate link is formed with this device.) After you have completed setting the port LACP parameters, click Apply.

**Aggregation Port**

**Set Port Actor:**

Port	System Priority (0-65535)	Admin Key (0-65535)	Port Priority (0-65535)
1	3	120	32768
2	3	120	32768
3	3	120	32768
4	3	120	32768
5	3	120	32768
6	3	120	32768
7	3	120	32768
8	3	120	32768
9	3	120	512

Figure 3-44 LACP Port Configuration

**CLI** – The following example configures LACP parameters for ports 1-4. Ports 1-4 are used as active members of the LAG.

```

Console(config)#interface ethernet 1/1                                4-108
Console(config-if)#lACP actor system-priority 3                    4-126
Console(config-if)#lACP actor admin-key 120                       4-127
Console(config-if)#lACP actor port-priority 128                   4-129
Console(config-if)#exit
:
Console(config)#interface ethernet 1/4
Console(config-if)#lACP actor system-priority 3
Console(config-if)#lACP actor admin-key 120
Console(config-if)#lACP actor port-priority 512
Console(config-if)#end
Console#show lACP sysid                                           4-129
Port Channel      System Priority      System MAC Address
-----
          1              3      00-90-CC-31-31-31
          2             32768     00-90-CC-31-31-31
          3             32768     00-90-CC-31-31-31
          4             32768     00-90-CC-31-31-31

Console#show lACP 1 internal                                     4-129
Port channel : 1
-----
Oper Key : 120
Admin Key : 0
Eth 1/1
-----
LACPDUs Internal:      30 sec
LACP System Priority:  3
LACP Port Priority:    128
Admin Key:             120
Oper Key:              120
Admin State : defaulted, aggregation, long timeout, LACP-activity
Oper State:           distributing, collecting, synchronization,
                    aggregation, long timeout, LACP-activity
:
:

```

## Displaying LACP Port Counters

You can display statistics for LACP protocol messages.

Table 3-6 LACP Port Counters

Field	Description
LACPDUs Sent	Number of valid LACPDUs transmitted from this channel group.
LACPDUs Received	Number of valid LACPDUs received on this channel group.
Marker Sent	Number of valid Marker PDUs transmitted from this channel group.
Marker Received	Number of valid Marker PDUs received by this channel group.

Table 3-6 LACP Port Counters (Continued)

Field	Description
LACPDUs Unknown Pkts	Number of frames received that either (1) Carry the Slow Protocols Ethernet Type value, but contain an unknown PDU, or (2) are addressed to the Slow Protocols group MAC Address, but do not carry the Slow Protocols Ethernet Type.
LACPDUs Illegal Pkts	Number of frames that carry the Slow Protocols Ethernet Type value, but contain a badly formed PDU or an illegal value of Protocol Subtype.

**Web** – Click Port, LACP, Port Counters Information. Select a member port to display the corresponding information.

### LACP Port Counters Information

---

Member Port 1 ▾

**Trunk ID : 2**

LACPDUs Sent	307	LACPDUs Receive	296
Marker Sent	0	Marker Receive	0
Marker Unknown Pkts	0	Marker Illegal Pkts	0

Figure 3-45 LACP - Port Counters Information

**CLI** – The following example displays LACP counters.

```

Console#show lacp counters 4-129
Port channel : 1
-----
Eth 1/ 1
-----
LACPDU s Sent :          91
LACPDU s Receive:       43
Marker Sent :           0
Marker Receive:         0
LACPDU s Unknown Pkts: 0
LACPDU s Illegal Pkts: 0
:
:
:

```



## Displaying LACP Settings and Status for the Local Side

You can display configuration settings and the operational state for the local side of an link aggregation.

Table 3-7 LACP Internal Configuration Information

Field	Description
Oper Key	Current operational value of the key for the aggregation port.
Admin Key	Current administrative value of the key for the aggregation port.
LACPDU Internal	Number of seconds before invalidating received LACPDU information.
LACP System Priority	LACP system priority assigned to this port channel.
LACP Port Priority	LACP port priority assigned to this interface within the channel group.
Admin State, Oper State	<p>Administrative or operational values of the actor's state parameters:</p> <ul style="list-style-type: none"> <li>• Expired – The actor's receive machine is in the expired state;</li> <li>• Defaulted – The actor's receive machine is using defaulted operational partner information, administratively configured for the partner.</li> <li>• Distributing – If false, distribution of outgoing frames on this link is disabled; i.e., distribution is currently disabled and is not expected to be enabled in the absence of administrative changes or changes in received protocol information.</li> <li>• Collecting – Collection of incoming frames on this link is enabled; i.e., collection is currently enabled and is not expected to be disabled in the absence of administrative changes or changes in received protocol information.</li> <li>• Synchronization – The System considers this link to be IN_SYNC; i.e., it has been allocated to the correct Link Aggregation Group, the group has been associated with a compatible Aggregator, and the identity of the Link Aggregation Group is consistent with the System ID and operational Key information transmitted.</li> <li>• Aggregation – The system considers this link to be aggregatable; i.e., a potential candidate for aggregation.</li> <li>• Long timeout – Periodic transmission of LACPDU uses a slow transmission rate.</li> <li>• LACP-Activity – Activity control value with regard to this link. (0: Passive; 1: Active)</li> </ul>

### 3 Configuring the Switch

**Web** – Click Port, LACP, Port Internal Information. Select a port channel to display the corresponding information.

#### LACP Port Internal Information

Interface Port **3**

Trunk ID : 1

LACP System Priority	32768	LACP Port Priority	32768
Admin Key	3	Oper Key	3
LACPDUS Interval (secs)	30 seconds		
Admin State : Expired		Oper State : Expired	
Admin State : Defaulted	✓	Oper State : Defaulted	
Admin State : Distributing		Oper State : Distributing	✓
Admin State : Collecting		Oper State : Collecting	✓
Admin State : Synchronization		Oper State : Synchronization	✓
Admin State : Aggregation	✓	Oper State : Aggregation	✓
Admin State : Timeout	Long	Oper State : Timeout	Long
Admin State : LACP-Activity	✓	Oper State : LACP-Activity	✓

Figure 3-46 LACP - Port Internal Information

**CLI** – The following example displays the LACP configuration settings and operational state for the local side of port channel 1.

```
Console#show lacp 1 internal 4-129
Port channel : 1
-----
Oper Key : 120
Admin Key : 0
Eth 1/1
-----
LACPDUs Internal:      30 sec
LACP System Priority:  3
LACP Port Priority:    128
Admin Key:             120
Oper Key:              120
Admin State : defaulted, aggregation, long timeout, LACP-activity
Oper State:            distributing, collecting, synchronization,
                      aggregation, long timeout, LACP-activity
:
:
```

## Displaying LACP Settings and Status for the Remote Side

You can display configuration settings and the operational state for the remote side of an link aggregation.

Table 3-8 LACP Neighbor Configuration Information

Field	Description
Partner Admin System ID	LAG partner's system ID assigned by the user.
Partner Oper System ID	LAG partner's system ID assigned by the LACP protocol.
Partner Admin Port Number	Current administrative value of the port number for the protocol Partner.
Partner Oper Port Number	Operational port number assigned to this aggregation port by the port's protocol partner.
Port Admin Priority	Current administrative value of the port priority for the protocol partner.
Port Oper Priority	Priority value assigned to this aggregation port by the partner.
Admin Key	Current administrative value of the Key for the protocol partner.
Oper Key	Current operational value of the Key for the protocol partner.
Admin State	Administrative values of the partner's state parameters. (See preceding table.)
Oper State	Operational values of the partner's state parameters. (See preceding table.)

**Web** – Click Port, LACP, Port Neighbors Information. Select a port channel to display the corresponding information.

### LACP Port Neighbors Information

---

Interface Port 3

**Trunk ID : 1**

Partner Admin System ID	32768, 00-00-00-00-00-00	Partner Oper System ID	32768, 00-90-CC-CE-26-E0
Partner Admin Port Number	3	Partner Oper Port Number	13
Port Admin Priority	32768	Port Oper Priority	32768
Admin Key	0	Oper Key	3
Admin State : Expired		Oper State : Expired	
Admin State : Defaulted	✓	Oper State : Defaulted	
Admin State : Distributing	✓	Oper State : Distributing	✓
Admin State : Collecting	✓	Oper State : Collecting	✓
Admin State : Synchronization	✓	Oper State : Synchronization	✓
Admin State : Aggregation		Oper State : Aggregation	✓
Admin State : Timeout	Long	Oper State : Timeout	Long
Admin State : LACP-Activity		Oper State : LACP-Activity	✓

Figure 3-47 LACP - Port Neighbors Information

### 3 Configuring the Switch

**CLI** – The following example displays the LACP configuration settings and operational state for the remote side of port channel 1.

```
Console#show lacp 1 neighbors 4-129
Port channel 1 neighbors
-----
Eth 1/1
-----
Partner Admin System ID: 32768, 00-00-00-00-00-00
Partner Oper System ID: 3, 00-90-CC-CE-2A-20
Partner Admin Port Number: 5
Partner Oper Port Number: 3
Port Admin Priority: 32768
Port Oper Priority: 128
Admin Key: 0
Oper Key: 120
Admin State: defaulted, distributing, collecting,
synchronization, long timeout,
Oper State: distributing, collecting, synchronization,
aggregation, long timeout, LACP-activity
:
:
```

## Setting Broadcast Storm Thresholds

Broadcast storms may occur when a device on your network is malfunctioning, or if application programs are not well designed or properly configured. If there is too much broadcast traffic on your network, performance can be severely degraded or everything can come to complete halt.

You can protect your network from broadcast storms by setting a threshold for broadcast traffic. Any broadcast packets exceeding the specified threshold will then be dropped.

### Command Usage

- Broadcast Storm Control is enabled by default.
- Broadcast control does not effect IP multicast traffic.
- The specified threshold applies to all ports on the switch.

### Command Attributes

- **Port**<sup>5</sup> - Port number.
- **Trunk**<sup>6</sup> - Trunk number
- **Threshold** – Threshold as percentage of port bandwidth.  
(Range: 64-95232000; Default: 32000 octets per second)
- **Protect Status** – Shows whether or not broadcast storm control has been enabled.  
(Default: Enabled)

**Web** – Click Port, Port/Trunk Broadcast Control. Set the threshold, mark the Enabled field for the desired interface and click Apply.

### Port Broadcast Control

---

Threshold (64-95232000)  octets/sec

Port	Type	Protect Status	Trunk
1	100Base-TX	<input checked="" type="checkbox"/> Enabled	
2	100Base-TX	<input checked="" type="checkbox"/> Enabled	
3	100Base-TX	<input checked="" type="checkbox"/> Enabled	
4	100Base-TX	<input checked="" type="checkbox"/> Enabled	
5	100Base-TX	<input checked="" type="checkbox"/> Enabled	
6	100Base-TX	<input checked="" type="checkbox"/> Enabled	
7	100Base-TX	<input checked="" type="checkbox"/> Enabled	

Figure 3-48 Port Broadcast Control

5. Port broadcast control.

6. Trunk broadcast control.

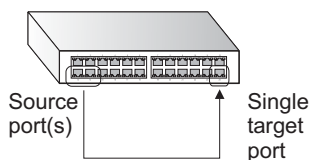
### 3 Configuring the Switch

**CLI** – Specify any interface, and then enter the threshold. The following disables broadcast storm control for port 1, and then sets broadcast suppression at 600 octets per second for port 2 (which applies to all ports).

```
Console(config)#interface ethernet 1/1 4-108
Console(config-if)#no switchport broadcast 4-114
Console(config-if)#exit
Console(config)#interface ethernet 1/2
Console(config-if)#switchport broadcast octet-rate 600 4-114
Console(config-if)#end
Console#show interfaces switchport ethernet 1/2 4-117
Information of Eth 1/2
Broadcast threshold: Enabled, 600 octets/second
Lacp status: Enabled
Ingress rate limit: disable, Level: 30
Egress rate limit: disable, Level: 30
VLAN membership mode: Hybrid
Ingress rule: Disabled
Acceptable frame type: All frames
Native VLAN: 1
Priority for untagged traffic: 0
Gvrp status: Disabled
Allowed Vlan: 1(u),
Forbidden Vlan:
Private-VLAN mode: NONE
Private-VLAN host-association: NONE
Private-VLAN mapping: NONE
Console#
```

## Configuring Port Mirroring

You can mirror traffic from any source port to a target port for real-time analysis. You can then attach a logic analyzer or RMON probe to the target port and study the traffic crossing the source port in a completely unobtrusive manner.



### Command Usage

- Monitor port speed should match or exceed source port speed, otherwise traffic may be dropped from the monitor port.
- All mirror sessions have to share the same destination port.
- When mirroring port traffic, the target port must be included in the same VLAN as the source port.

### Command Attributes

- **Mirror Sessions** – Displays a list of current mirror sessions.
- **Source Unit** – The unit whose port traffic will be monitored.
- **Source Port** – The port whose traffic will be monitored.
- **Type** – Allows you to select which traffic to mirror to the target port, Rx (receive), or Tx (transmit).

- **Target Unit** – The unit whose port will “duplicate” or “mirror” the traffic on the source port.
- **Target Port** – The port that will mirror the traffic on the source port.

**Web** – Click Port, Mirror Port Configuration. Specify the source port/unit, the traffic type to be mirrored, and the monitor port/unit, then click Add.

### Mirror Port Configuration

---

Mirror Sessions:

Source: 1/10 Rx Destination: 1/4

<<Add

Remove

New:

Source Unit	1 ▾
Source Port	1 ▾
Type	Rx ▾
Target Unit	1 ▾
Target Port	1 ▾

Figure 3-49 Mirror Port Configuration

**CLI** – Use the interface command to select the monitor port, then use the port monitor command to specify the source port and traffic type.

```

Console(config)#interface ethernet 1/10           4-108
Console(config-if)#port monitor ethernet 1/13 tx  4-119
Console(config-if)#

```

## Configuring Rate Limits

This function allows the network manager to control the maximum rate for traffic transmitted or received on a port. Rate limiting is configured on ports at the edge of a network to limit traffic coming into or out of the network. Traffic that falls within the rate limit is transmitted, while packets that exceed the acceptable amount of traffic are dropped.

Rate limiting can be applied to individual ports or trunks. When an interface is configured with this feature, the traffic rate will be monitored by the hardware to verify conformity. Non-conforming traffic is dropped, conforming traffic is forwarded without any changes.

## Rate Limit Granularity

Rate limit granularity is an additional feature enabling the network manager greater control over traffic on the network. The “rate limit granularity” is multiplied by the “rate limit level” (page 3-84) to set the actual rate limit for an interface. Granularity is a global setting that applies to Fast Ethernet or Gigabit Ethernet interfaces.

### Command Usage

- For Fast Ethernet interfaces, the rate limit granularity can be set to 512 Kbps, 1 Mbps, or 3.3 Mbps
- For Gigabit Ethernet interfaces, the rate limit granularity is 33.3 Mbps.

**Web** – Click Port, Rate Limit, Granularity. Select the required rate limit granularity for Fast Ethernet and Gigabit Ethernet, and click apply.

### Rate Limit Granularity

Fast Ethernet Granularity	3.3 Mbps ▾
Gigabit Ethernet Granularity	33.3 Mbps ▾

Figure 3-50 Rate Limit Granularity Configuration

**CLI** - This example sets and displays Fast Ethernet and Gigabit Ethernet granularity.

```
Console(config)#rate-limit fastethernet granularity 512          4-122
Console(config)#rate-limit gigabitethernet granularity 33300    4-122
console#show rate-limit                                          4-122

Fast ethernet granularity:  512

Gigabit ethernet granularity: 33300
Console#
```

## Rate Limit Configuration

Use the rate limit configuration pages to apply rate limiting.

### Command Usage

- Input and output rate limit can be enabled or disabled for individual interfaces.

### Command Attributes

- **Port/Trunk** – Displays the port number.
- **Rate Limit Status** – Enables or disables the rate limit. (Default: Disabled)
- **Rate Limit Level** – Sets the rate limit level. (Range: 1-30; Default: 30)

**Note:** Actual rate limit = Rate Limit Level \* Granularity



**Web** – Click Port, Rate Limit, Input/Output Port/Trunk Configuration. Enable the Rate Limit Status for the required interfaces, set the Rate Limit Level, and click Apply.

### Output Rate Limit Port Configuration

Port	Output Rate Limit Status	Output Rate Limit Level (1-30)	Trunk
1	<input type="checkbox"/> Enabled	<input type="text" value="30"/>	
2	<input type="checkbox"/> Enabled	<input type="text" value="30"/>	
3	<input checked="" type="checkbox"/> Enabled	<input type="text" value="25"/>	
4	<input type="checkbox"/> Enabled	<input type="text" value="30"/>	
5	<input type="checkbox"/> Enabled	<input type="text" value="30"/>	
6	<input type="checkbox"/> Enabled	<input type="text" value="30"/>	
7	<input type="checkbox"/> Enabled	<input type="text" value="30"/>	
8	<input type="checkbox"/> Enabled	<input type="text" value="30"/>	

Figure 3-51 Output Rate Limit Port Configuration

**CLI** - This example sets the rate limit level for input and output traffic passing through port 3.

```

Console(config)#interface ethernet 1/3          4-108
Console(config-if)#rate-limit input level 25    4-121
Console(config-if)#rate-limit output level 25   4-121
Console(config-if)#

```

## Showing Port Statistics

You can display standard statistics on network traffic from the Interfaces Group and Ethernet-like MIBs, as well as a detailed breakdown of traffic based on the RMON MIB. Interfaces and Ethernet-like statistics display errors on the traffic passing through each port. This information can be used to identify potential problems with the switch (such as a faulty port or unusually heavy loading). RMON statistics provide access to a broad range of statistics, including a total count of different frame types and sizes passing through each port. All values displayed have been accumulated since the last system reboot, and are shown as counts per second. Statistics are refreshed every 60 seconds by default.

**Note:** RMON groups 2, 3 and 9 can only be accessed using SNMP management software such as HP OpenView.

Table 3-9 Port Statistics

Parameter	Description
<i>Interface Statistics</i>	
Received Octets	The total number of octets received on the interface, including framing characters.
Received Unicast Packets	The number of subnetwork-unicast packets delivered to a higher-layer protocol.
Received Multicast Packets	The number of packets, delivered by this sub-layer to a higher (sub-)layer, which were addressed to a multicast address at this sub-layer.
Received Broadcast Packets	The number of packets, delivered by this sub-layer to a higher (sub-)layer, which were addressed to a broadcast address at this sub-layer.
Received Discarded Packets	The number of inbound packets which were chosen to be discarded even though no errors had been detected to prevent their being deliverable to a higher-layer protocol. One possible reason for discarding such a packet could be to free up buffer space.
Received Unknown Packets	The number of packets received via the interface which were discarded because of an unknown or unsupported protocol.
Received Errors	The number of inbound packets that contained errors preventing them from being deliverable to a higher-layer protocol.
Transmit Octets	The total number of octets transmitted out of the interface, including framing characters.
Transmit Unicast Packets	The total number of packets that higher-level protocols requested be transmitted to a subnetwork-unicast address, including those that were discarded or not sent.
Transmit Multicast Packets	The total number of packets that higher-level protocols requested be transmitted, and which were addressed to a multicast address at this sub-layer, including those that were discarded or not sent.
Transmit Broadcast Packets	The total number of packets that higher-level protocols requested be transmitted, and which were addressed to a broadcast address at this sub-layer, including those that were discarded or not sent.
Transmit Discarded Packets	The number of outbound packets which were chosen to be discarded even though no errors had been detected to prevent their being transmitted. One possible reason for discarding such a packet could be to free up buffer space.
Transmit Errors	The number of outbound packets that could not be transmitted because of errors.
<i>Etherlike Statistics</i>	
Alignment Errors	The number of alignment errors (missynchronized data packets).
Late Collisions	The number of times that a collision is detected later than 512 bit-times into the transmission of a packet.
FCS Errors	A count of frames received on a particular interface that are an integral number of octets in length but do not pass the FCS check. This count does not include frames received with frame-too-long or frame-too-short error.

Table 3-9 Port Statistics (Continued)

Parameter	Description
Excessive Collisions	A count of frames for which transmission on a particular interface fails due to excessive collisions. This counter does not increment when the interface is operating in full-duplex mode.
Single Collision Frames	The number of successfully transmitted frames for which transmission is inhibited by exactly one collision.
Internal MAC Transmit Errors	A count of frames for which transmission on a particular interface fails due to an internal MAC sublayer transmit error.
Multiple Collision Frames	A count of successfully transmitted frames for which transmission is inhibited by more than one collision.
Carrier Sense Errors	The number of times that the carrier sense condition was lost or never asserted when attempting to transmit a frame.
SQE Test Errors	A count of times that the SQE TEST ERROR message is generated by the PLS sublayer for a particular interface.
Frames Too Long	A count of frames received on a particular interface that exceed the maximum permitted frame size.
Deferred Transmissions	A count of frames for which the first transmission attempt on a particular interface is delayed because the medium was busy.
Internal MAC Receive Errors	A count of frames for which reception on a particular interface fails due to an internal MAC sublayer receive error.
<i>RMON Statistics</i>	
Drop Events	The total number of events in which packets were dropped due to lack of resources.
Jabbers	The total number of frames received that were longer than 1518 octets (excluding framing bits, but including FCS octets), and had either an FCS or alignment error.
Received Bytes	Total number of bytes of data received on the network. This statistic can be used as a reasonable indication of Ethernet utilization.
Collisions	The best estimate of the total number of collisions on this Ethernet segment.
Received Frames	The total number of frames (bad, broadcast and multicast) received.
Broadcast Frames	The total number of good frames received that were directed to the broadcast address. Note that this does not include multicast packets.
Multicast Frames	The total number of good frames received that were directed to this multicast address.
CRC/Alignment Errors	The number of CRC/alignment errors (FCS or alignment errors).
Undersize Frames	The total number of frames received that were less than 64 octets long (excluding framing bits, but including FCS octets) and were otherwise well formed.
Oversize Frames	The total number of frames received that were longer than 1518 octets (excluding framing bits, but including FCS octets) and were otherwise well formed.

**Table 3-9 Port Statistics (Continued)**

Parameter	Description
Fragments	The total number of frames received that were less than 64 octets in length (excluding framing bits, but including FCS octets) and had either an FCS or alignment error.
64 Bytes Frames	The total number of frames (including bad packets) received and transmitted that were 64 octets in length (excluding framing bits but including FCS octets).
65-127 Byte Frames 128-255 Byte Frames 256-511 Byte Frames 512-1023 Byte Frames 1024-1518 Byte Frames 1519-1536 Byte Frames	The total number of frames (including bad packets) received and transmitted where the number of octets fall within the specified range (excluding framing bits but including FCS octets).

**Web** – Click Port, Port Statistics. Select the required interface, and click Query. You can also use the Refresh button at the bottom of the page to update the screen.

### Port Statistics

---

Interface  Port 1  Trunk

**Interface Statistics:**

Received Octets	15020	Received Unicast Packets	0
Received Multicast Packets	177	Received Broadcast Packets	0
Received Discarded Packets	0	Received Unknown Packets	0
Received Errors	0	Transmit Octets	168087
Transmit Unicast Packets	0	Transmit Multicast Packets	2420
Transmit Broadcast Packets	47	Transmit Discarded Packets	0
Transmit Errors	0		

---

**Etherlike Statistics:**

Alignment Errors	0	Late Collisions	0
FCS Errors	0	Excessive Collisions	0
Single Collision Frames	0	Internal MAC Transmit Errors	0
Multiple Collision Frames	0	Carrier Sense Errors	0
SQE Test Errors	0	Frames Too Long	0
Deferred Transmissions	0	Internal MAC Receive Errors	0

---

**RMON Statistics:**

Drop Events	0	Jabbers	0
Received Bytes	188155	Collisions	0
Received Frames	0	64 Bytes Frames	2249
Broadcast Frames	47	65-127 Bytes Frames	459
Multicast Frames	2672	128-255 Bytes Frames	11
CRC/Alignment Errors	0	256-511 Bytes Frames	0
Undersize Frames	0	512-1023 Bytes Frames	0
Oversize Frames	0	1024-1518 Bytes Frames	0
Fragments	0		

Figure 3-52 Port Statistics

CLI – This example shows statistics for port 13.

```
Console#show interfaces counters ethernet 1/13 4-116
Ethernet 1/13
Iftable stats:
  Octets input: 868453, Octets output: 3492122
  Unicast input: 7315, Unicast output: 6658
  Discard input: 0, Discard output: 0
  Error input: 0, Error output: 0
  Unknown protos input: 0, QLen output: 0
Extended iftable stats:
  Multi-cast input: 0, Multi-cast output: 17027
  Broadcast input: 231, Broadcast output: 7
Ether-like stats:
  Alignment errors: 0, FCS errors: 0
  Single Collision frames: 0, Multiple collision frames: 0
  SQE Test errors: 0, Deferred transmissions: 0
  Late collisions: 0, Excessive collisions: 0
  Internal mac transmit errors: 0, Internal mac receive errors: 0
  Frame too longs: 0, Carrier sense errors: 0
  Symbol errors: 0
RMON stats:
  Drop events: 0, Octets: 4422579, Packets: 31552
  Broadcast pkts: 238, Multi-cast pkts: 17033
  Undersize pkts: 0, Oversize pkts: 0
  Fragments: 0, Jabbers: 0
  CRC align errors: 0, Collisions: 0
  Packet size <= 64 octets: 25568, Packet size 65 to 127 octets: 1616
  Packet size 128 to 255 octets: 1249, Packet size 256 to 511 octets: 1449
  Packet size 512 to 1023 octets: 802, Packet size 1024 to 1518 octets: 871
Console#
```

## Address Table Settings

Switches store the addresses for all known devices. This information is used to pass traffic directly between the inbound and outbound ports. All the addresses learned by monitoring traffic are stored in the dynamic address table. You can also manually configure static addresses that are bound to a specific port.

## Setting Static Addresses

A static address can be assigned to a specific interface on this switch. Static addresses are bound to the assigned interface and will not be moved. When a static address is seen on another interface, the address will be ignored and will not be written to the address table.

### Command Attributes

- **Static Address Counts**<sup>7</sup> – The number of manually configured addresses.
- **Current Static Address Table** – Lists all the static addresses.
- **Interface** – Port or trunk associated with the device assigned a static address.
- **MAC Address** – Physical address of a device mapped to this interface.
- **VLAN** – ID of configured VLAN (1-4094).

---

7. Web only.

**Web** – Click Address Table, Static Addresses. Specify the interface, the MAC address and VLAN, then click Add Static Address.

### Static Addresses

---

Static Address Counts	<input type="text" value="1"/>	
Current Static Address Table	00-90-CC-94-34-DE, VLAN 1,Unit 1, Port 1, Permanent	
Interface	<input checked="" type="radio"/> Port <input type="text" value="1"/>	<input type="radio"/> Trunk <input type="text" value="1"/>
MAC Address (XX-XX-XX-XX-XX-XX)	<input type="text"/>	
VLAN	<input type="text" value="1"/>	

Add Static Address
Remove Static Address

Figure 3-53 Configuring a Static Address Table

**CLI** – This example adds an address to the static address table, but sets it to be deleted when the switch is reset.

```

Console(config)#mac-address-table static 00-90-cc-94-34-de interface
 ethernet 1/1 vlan 1 delete-on-reset
Console(config)#
  
```

## Displaying the Address Table

The Dynamic Address Table contains the MAC addresses learned by monitoring the source address for traffic entering the switch. When the destination address for inbound traffic is found in the database, the packets intended for that address are forwarded directly to the associated port. Otherwise, the traffic is flooded to all ports.

### Command Attributes

- **Interface** – Indicates a port or trunk.
- **MAC Address** – Physical address associated with this interface.
- **VLAN** – ID of configured VLAN (1-4094).
- **Address Table Sort Key** – You can sort the information displayed based on MAC address, VLAN or interface (port or trunk).
- **Dynamic Address Counts** – The number of addresses dynamically learned.
- **Current Dynamic Address Table** – Lists all the dynamic addresses.

### 3 Configuring the Switch

**Web** – Click Address Table, Dynamic Addresses. Specify the search type (i.e., mark the Interface, MAC Address, or VLAN checkbox), select the method of sorting the displayed addresses, and then click Query.

## Dynamic Addresses

---

**Query by:**

<input type="checkbox"/> Interface	<input type="radio"/> Port <b>1</b> ▼	<input type="radio"/> Trunk <b>1</b> ▼
<input type="checkbox"/> MAC Address	<input type="text"/>	
<input type="checkbox"/> VLAN	<b>1</b> ▼	
Address Table Sort Key	Address ▼	

Dynamic Address Table	
Dynamic Address Counts	<b>2</b>
Current Dynamic Address Table	00-90-CC-CE-28-E0, VLAN 1, Trunk 1, Dynamic 00-90-CC-CE-28-ED, VLAN 1, Trunk 1, Dynamic

Figure 3-54 Configuring a Dynamic Address Table

**CLI** – This example also displays the address table entries for port 1.

```
Console#show mac-address-table interface ethernet 1/1 4-135
Interface Mac Address          Vlan Type
-----
Eth 1/ 1 00-90-CC-94-34-DE     1 Delete-on-reset
Eth 1/ 1 00-90-CC-23-CD-60     2 Learned
Console#
```



## Changing the Aging Time

You can set the aging time for entries in the dynamic address table.

### Command Attributes

- **Aging Status** – Enables/disables the function.
- **Aging Time** – The time after which a learned entry is discarded. (Range: 10-30000 seconds; Default: 300 seconds)

**Web** – Click Address Table, Address Aging. Specify the new aging time, click Apply.

### Address Aging

---

Aging Status	<input checked="" type="checkbox"/> Enabled
Aging Time (10-30000):	<input style="width: 50px;" type="text" value="300"/> seconds

Figure 3-55 Setting the Address Aging Time

**CLI** – This example sets the aging time to 300 seconds.

```
Console(config)#mac-address-table aging-time 300
Console(config)#
```

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## Spanning Tree Algorithm Configuration

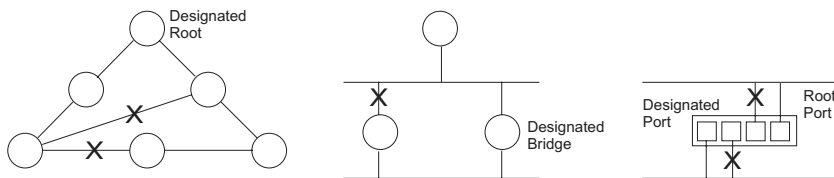
The Spanning Tree Algorithm (STA) can be used to detect and disable network loops, and to provide backup links between switches, bridges or routers. This allows the switch to interact with other bridging devices (that is, an STA-compliant switch, bridge or router) in your network to ensure that only one route exists between any two stations on the network, and provide backup links which automatically take over when a primary link goes down.

The spanning tree algorithms supported by this switch include these versions:

- STP – Spanning Tree Protocol (IEEE 802.1D)
- RSTP – Rapid Spanning Tree Protocol (IEEE 802.1w)

STA uses a distributed algorithm to select a bridging device (STA-compliant switch, bridge or router) that serves as the root of the spanning tree network. It selects a root port on each bridging device (except for the root device) which incurs the lowest path cost when forwarding a packet from that device to the root device. Then it selects a designated bridging device from each LAN which incurs the lowest path cost when forwarding a packet from that LAN to the root device. All ports connected to designated bridging devices are assigned as designated ports. After determining the lowest cost spanning tree, it enables all root ports and designated ports, and disables all other ports. Network packets are therefore only forwarded between root ports and designated ports, eliminating any possible network loops.

## 3 Configuring the Switch



Once a stable network topology has been established, all bridges listen for Hello BPDUs (Bridge Protocol Data Units) transmitted from the Root Bridge. If a bridge does not get a Hello BPDU after a predefined interval (Maximum Age), the bridge assumes that the link to the Root Bridge is down. This bridge will then initiate negotiations with other bridges to reconfigure the network to reestablish a valid network topology.

RSTP is designed as a general replacement for the slower, legacy STP. RSTP achieves much faster reconfiguration (i.e., around 1 to 3 seconds, compared to 30 seconds or more for STP) by reducing the number of state changes before active ports start learning, predefining an alternate route that can be used when a node or port fails, and retaining the forwarding database for ports insensitive to changes in the tree structure when reconfiguration occurs.

### Displaying Global Settings

You can display a summary of the current bridge STA information that applies to the entire switch using the STA Information screen.

#### Field Attributes

- **Spanning Tree State** – Shows if the switch is enabled to participate in an STA-compliant network.
- **Bridge ID** – A unique identifier for this bridge, consisting of the bridge priority and MAC address (where the address is taken from the switch system).
- **Max Age** – The maximum time (in seconds) a device can wait without receiving a configuration message before attempting to reconfigure. All device ports (except for designated ports) should receive configuration messages at regular intervals. Any port that ages out STA information (provided in the last configuration message) becomes the designated port for the attached LAN. If it is a root port, a new root port is selected from among the device ports attached to the network. (References to “ports” in this section mean “interfaces,” which includes both ports and trunks.)
- **Hello Time** – Interval (in seconds) at which the root device transmits a configuration message.
- **Forward Delay** – The maximum time (in seconds) the root device will wait before changing states (i.e., discarding to learning to forwarding). This delay is required because every device must receive information about topology changes before it starts to forward frames. In addition, each port needs time to listen for conflicting

information that would make it return to a discarding state; otherwise, temporary data loops might result.

- **Designated Root** – The priority and MAC address of the device in the Spanning Tree that this switch has accepted as the root device.
  - **Root Port** – The number of the port on this switch that is closest to the root. This switch communicates with the root device through this port. If there is no root port, then this switch has been accepted as the root device of the Spanning Tree network.
  - **Root Path Cost** – The path cost from the root port on this switch to the root device.
- **Configuration Changes** – The number of times the Spanning Tree has been reconfigured.
- **Last Topology Change** – Time since the Spanning Tree was last reconfigured.

These additional parameters are only displayed for the CLI:

- **Spanning tree mode** – Specifies the type of spanning tree used on this switch:
  - **STP**: Spanning Tree Protocol (IEEE 802.1D)
  - **RSTP**: Rapid Spanning Tree (IEEE 802.1w)
- **Priority** – Bridge priority is used in selecting the root device, root port, and designated port. The device with the highest priority becomes the STA root device. However, if all devices have the same priority, the device with the lowest MAC address will then become the root device.
- **Root Hello Time** – Interval (in seconds) at which this device transmits a configuration message.
- **Root Maximum Age** – The maximum time (in seconds) this device can wait without receiving a configuration message before attempting to reconfigure. All device ports (except for designated ports) should receive configuration messages at regular intervals. If the root port ages out STA information (provided in the last configuration message), a new root port is selected from among the device ports attached to the network. (References to “ports” in this section means “interfaces,” which includes both ports and trunks.)
- **Root Forward Delay** – The maximum time (in seconds) this device will wait before changing states (i.e., discarding to learning to forwarding). This delay is required because every device must receive information about topology changes before it starts to forward frames. In addition, each port needs time to listen for conflicting information that would make it return to a discarding state; otherwise, temporary data loops might result.
- **Transmission limit** – The minimum interval between the transmission of consecutive RSTP BPDUs.
- **Path Cost Method** – The path cost is used to determine the best path between devices. The path cost method is used to determine the range of values that can be assigned to each interface.

### 3 Configuring the Switch

**Web** – Click Spanning Tree, STA, Information.

STA Information			
<b>Spanning Tree:</b>			
Spanning Tree State	Enabled	Designated Root	32768.0000ABCD0000
Bridge ID	32768.0000ABCD0000	Root Port	0
Max Age	20	Root Path Cost	0
Hello Time	2	Configuration Changes	2
Forward Delay	15	Last Topology Change	0 d 0 h 0 min 35 s

Figure 3-56 Displaying Spanning Tree Information

**CLI** – This command displays global STA settings, followed by settings for each port.

```
Console#show spanning-tree 4-147
Spanning-tree information
-----
Spanning tree mode                :RSTP
Spanning tree enable/disable     :enabled
Priority                          :32768
Bridge Hello Time (sec.)         :2
Bridge Max Age (sec.)            :20
Bridge Forward Delay (sec.)      :15
Root Hello Time (sec.)           :2
Root Max Age (sec.)              :20
Root Forward Delay (sec.)        :15
Designated Root                  :32768.0.0000ABCD0000
Current root port                 :1
Current root cost                 :200000
Number of topology changes       :1
Last topology changes time (sec.):13380
Transmission limit               :3
Path Cost Method                  :long
:
```

**Note:** The current root port and current root cost display as zero when this device is not connected to the network.

## Configuring Global Settings

Global settings apply to the entire switch.

### Command Usage

- **Spanning Tree Protocol\***  
Uses RSTP for the internal state machine, but sends only 802.1D BPDUs.
- **Rapid Spanning Tree Protocol\*<sup>8</sup>**  
RSTP supports connections to either STP or RSTP nodes by monitoring the incoming protocol messages and dynamically adjusting the type of protocol messages the RSTP node transmits, as described below:
  - **STP Mode** – If the switch receives an 802.1D BPDU (i.e., STP BPDU) after a port's migration delay timer expires, the switch assumes it is connected to an 802.1D bridge and starts using only 802.1D BPDUs.
  - **RSTP Mode** – If RSTP is using 802.1D BPDUs on a port and receives an RSTP BPDU after the migration delay expires, RSTP restarts the migration delay timer and begins using RSTP BPDUs on that port.

### Command Attributes

#### *Basic Configuration of Global Settings*

- **Spanning Tree State** – Enables/disables STA on this switch. (Default: Enabled)
- **Spanning Tree Type** – Specifies the type of spanning tree used on this switch:
  - **STP**: Spanning Tree Protocol (IEEE 802.1D); i.e., when this option is selected, the switch will use RSTP set to STP forced compatibility mode).
  - **RSTP**: Rapid Spanning Tree (IEEE 802.1w); RSTP is the default.
- **Priority** – Bridge priority is used in selecting the root device, root port, and designated port. The device with the highest priority becomes the STA root device. However, if all devices have the same priority, the device with the lowest MAC address will then become the root device. (Note that lower numeric values indicate higher priority.)
  - Default: 32768
  - Range: 0-61440, in steps of 4096
  - Options: 0, 4096, 8192, 12288, 16384, 20480, 24576, 28672, 32768, 36864, 40960, 45056, 49152, 53248, 57344, 61440

#### *Root Device Configuration*

- **Hello Time** – Interval (in seconds) at which the root device transmits a configuration message.
  - Default: 2
  - Minimum: 1
  - Maximum: The lower of 10 or  $[(\text{Max. Message Age} / 2) - 1]$

---

8. STP and RSTP BPDUs are transmitted as untagged frames, and will cross any VLAN boundaries.

- **Maximum Age** – The maximum time (in seconds) a device can wait without receiving a configuration message before attempting to reconfigure. All device ports (except for designated ports) should receive configuration messages at regular intervals. Any port that ages out STA information (provided in the last configuration message) becomes the designated port for the attached LAN. If it is a root port, a new root port is selected from among the device ports attached to the network. (References to “ports” in this section mean “interfaces,” which includes both ports and trunks.)
  - Default: 20
  - Minimum: The higher of 6 or  $[2 \times (\text{Hello Time} + 1)]$ .
  - Maximum: The lower of 40 or  $[2 \times (\text{Forward Delay} - 1)]$
- **Forward Delay** – The maximum time (in seconds) this device will wait before changing states (i.e., discarding to learning to forwarding). This delay is required because every device must receive information about topology changes before it starts to forward frames. In addition, each port needs time to listen for conflicting information that would make it return to a discarding state; otherwise, temporary data loops might result.
  - Default: 15
  - Minimum: The higher of 4 or  $[(\text{Max. Message Age} / 2) + 1]$
  - Maximum: 30

#### *Configuration Settings for RSTP*

- **Path Cost Method** – The path cost is used to determine the best path between devices. The path cost method is used to determine the range of values that can be assigned to each interface.
  - Long: Specifies 32-bit based values that range from 1-200,000,000. (This is the default.)
  - Short: Specifies 16-bit based values that range from 1-65535.
- **Transmission Limit** – The maximum transmission rate for BPDUs is specified by setting the minimum interval between the transmission of consecutive protocol messages. (Range: 1-10; Default: 3)

**Web** – Click Spanning Tree, STA, Configuration. Modify the required attributes, and click Apply.

## STA Configuration

---

**Switch:**

Spanning Tree State	<input checked="" type="checkbox"/> Enabled
Spanning Tree Type	RSTP
Priority (0-61440)	32768

---

**When the Switch Becomes Root:**

Input Format:  $2 * (\text{hello time} + 1) \leq \text{max age} \leq 2 * (\text{forward delay} - 1)$

Hello Time (1-10)	2	seconds
Maximum Age (6-40)	20	seconds
Forward Delay (4-30)	15	seconds

---

**Advanced:**

Path Cost Method	Long
Transmission Limit (1-10)	3

Figure 3-57 Configuring Spanning Tree

**CLI** – This example enables Spanning Tree Protocol, sets the mode to RSTP, and then configures the STA and RSTP parameters.

```

Console (config)#spanning-tree                               4-137
Console (config)#spanning-tree mode rstp                   4-138
Console (config)#spanning-tree priority 45056              4-141
Console (config)#spanning-tree hello-time 5                4-139
Console (config)#spanning-tree max-age 38                  4-140
Console (config)#spanning-tree forward-time 20             4-139
Console (config)#spanning-tree pathcost method long        4-141
Console (config)#spanning-tree transmission-limit 4        4-142
Console (config)#
  
```

## Displaying Interface Settings

The STA Port Information and STA Trunk Information pages display the current status of ports and trunks in the Spanning Tree.

### Field Attributes

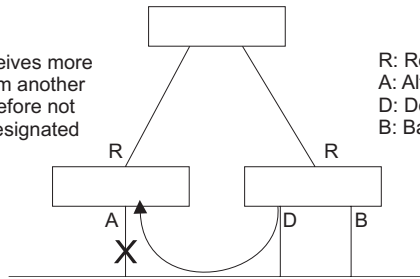
- **Spanning Tree** – Shows if STA has been enabled on this interface.
- **STA Status** – Displays current state of this port within the Spanning Tree:
  - **Discarding** - Port receives STA configuration messages, but does not forward packets.
  - **Learning** - Port has transmitted configuration messages for an interval set by the Forward Delay parameter without receiving contradictory information. Port address table is cleared, and the port begins learning addresses.
  - **Forwarding** - Port forwards packets, and continues learning addresses.

The rules defining port status are:

- A port on a network segment with no other STA compliant bridging device is always forwarding.
- If two ports of a switch are connected to the same segment and there is no other STA device attached to this segment, the port with the smaller ID forwards packets and the other is discarding.
- All ports are discarding when the switch is booted, then some of them change state to learning, and then to forwarding.
- **Forward Transitions** – The number of times this port has transitioned from the Learning state to the Forwarding state.
- **Designated Cost** – The cost for a packet to travel from this port to the root in the current Spanning Tree configuration. The slower the media, the higher the cost.
- **Designated Bridge** – The bridge priority and MAC address of the device through which this port must communicate to reach the root of the Spanning Tree.
- **Designated Port** – The port priority and number of the port on the designated bridging device through which this switch must communicate with the root of the Spanning Tree.
- **Oper Link Type** – The operational point-to-point status of the LAN segment attached to this interface. This parameter is determined by manual configuration or by auto-detection, as described for Admin Link Type in STA Port Configuration on page 3-103.
- **Oper Edge Port** – This parameter is initialized to the setting for Admin Edge Port in STA Port Configuration on page 3-103 (i.e., true or false), but will be set to false if a BPDU is received, indicating that another bridge is attached to this port.
- **Port Role** – Roles are assigned according to whether the port is part of the active topology connecting the bridge to the root bridge (i.e., **root** port), connecting a LAN through the bridge to the root bridge (i.e., **designated** port), or is an **alternate** or **backup** port that may provide connectivity if other bridges, bridge ports, or LANs fail or are removed. The role is set to disabled (i.e., **disabled** port) if a port has no role within the spanning tree.

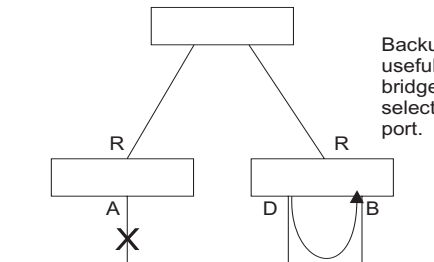


Alternate port receives more useful BPDUs from another bridge and is therefore not selected as the designated port.



R: Root Port  
A: Alternate Port  
D: Designated Port  
B: Backup Port

Backup port receives more useful BPDUs from the same bridge and is therefore not selected as the designated port.



- **Trunk Member** – Indicates if a port is a member of a trunk. (STA Port Information only)

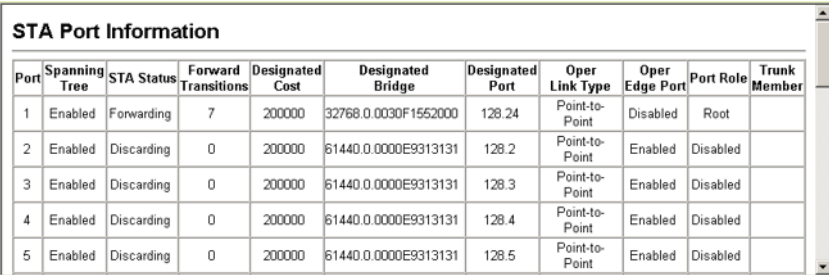
These additional parameters are only displayed for the CLI:

- **Admin status** – Shows if this interface is enabled.
- **Path cost** – This parameter is used by the STA to determine the best path between devices. Therefore, lower values should be assigned to ports attached to faster media, and higher values assigned to ports with slower media. (Path cost takes precedence over port priority.)
- **Priority** – Defines the priority used for this port in the Spanning Tree Algorithm. If the path cost for all ports on a switch is the same, the port with the highest priority (i.e., lowest value) will be configured as an active link in the Spanning Tree. This makes a port with higher priority less likely to be blocked if the Spanning Tree Algorithm is detecting network loops. Where more than one port is assigned the highest priority, the port with the lowest numeric identifier will be enabled.
- **Designated root** – The priority and MAC address of the device in the Spanning Tree that this switch has accepted as the root device.
- **Fast forwarding** – This field provides the same information as Admin Edge port, and is only included for backward compatibility with earlier products.

### 3 Configuring the Switch

- **Admin Edge Port** – You can enable this option if an interface is attached to a LAN segment that is at the end of a bridged LAN or to an end node. Since end nodes **cannot** cause forwarding loops, they can pass directly through to the spanning tree forwarding state. Specifying Edge Ports provides quicker convergence for devices such as workstations or servers, retains the current forwarding database to reduce the amount of frame flooding required to rebuild address tables during reconfiguration events, does not cause the spanning tree to reconfigure when the interface changes state, and also overcomes other STA-related timeout problems. However, remember that Edge Port should only be enabled for ports connected to an end-node device.
- **Admin Link Type** – The link type attached to this interface.
  - Point-to-Point – A connection to exactly one other bridge.
  - Shared – A connection to two or more bridges.
  - Auto – The switch automatically determines if the interface is attached to a point-to-point link or to shared media.

**Web** – Click Spanning Tree, STA, Port Information or STA Trunk Information.



The screenshot shows a window titled "STA Port Information" containing a table with 11 columns: Port, Spanning Tree, STA Status, Forward Transitions, Designated Cost, Designated Bridge, Designated Port, Oper Link Type, Oper Edge Port, Port Role, and Trunk Member. The table lists five ports, all with "Enabled" spanning tree status and "Discarding" STA status. The designated bridge for all ports is "61440.0.0000E9313131".

Port	Spanning Tree	STA Status	Forward Transitions	Designated Cost	Designated Bridge	Designated Port	Oper Link Type	Oper Edge Port	Port Role	Trunk Member
1	Enabled	Forwarding	7	200000	32768.0.0030F1552000	128.24	Point-to-Point	Disabled	Root	
2	Enabled	Discarding	0	200000	61440.0.0000E9313131	128.2	Point-to-Point	Enabled	Disabled	
3	Enabled	Discarding	0	200000	61440.0.0000E9313131	128.3	Point-to-Point	Enabled	Disabled	
4	Enabled	Discarding	0	200000	61440.0.0000E9313131	128.4	Point-to-Point	Enabled	Disabled	
5	Enabled	Discarding	0	200000	61440.0.0000E9313131	128.5	Point-to-Point	Enabled	Disabled	

Figure 3-58 Displaying Spanning Tree Information

**CLI** – This example shows the STA attributes for port 5.

```
Console#show spanning-tree ethernet 1/5                               4-147
Eth 1/ 5 information
-----
Admin status           : enabled
Role                   : designate
State                  : discarding
Path cost              : 10000
Priority                : 128
Designated cost       : 0
Designated port       : 128.5
Designated root       : 61440.0.0000E9313131
Designated bridge     : 61440.0.0000E9313131
Fast forwarding       : disabled
Forward transitions   : 0
Admin edge port       : disabled
Oper edge port        : disabled
Admin Link type       : auto
Oper Link type        : point-to-point
Spanning Tree Status : enabled
Console#
```

## Configuring Interface Settings

You can configure RSTP attributes for specific interfaces, including port priority, path cost, link type, and edge port. You may use a different priority or path cost for ports of the same media type to indicate the preferred path, link type to indicate a point-to-point connection or shared-media connection, and edge port to indicate if the attached device can support fast forwarding. (References to “ports” in this section means “interfaces,” which includes both ports and trunks.)

### Command Attributes

The following attributes are read-only and cannot be changed:

- **STA State** – Displays current state of this port within the Spanning Tree. (See Displaying Interface Settings on page 3-100 for additional information.)
  - **Discarding** - Port receives STA configuration messages, but does not forward packets.
  - **Learning** - Port has transmitted configuration messages for an interval set by the Forward Delay parameter without receiving contradictory information. Port address table is cleared, and the port begins learning addresses.
  - **Forwarding** - Port forwards packets, and continues learning addresses.
- **Trunk** – Indicates if a port is a member of a trunk. (STA Port Configuration only)

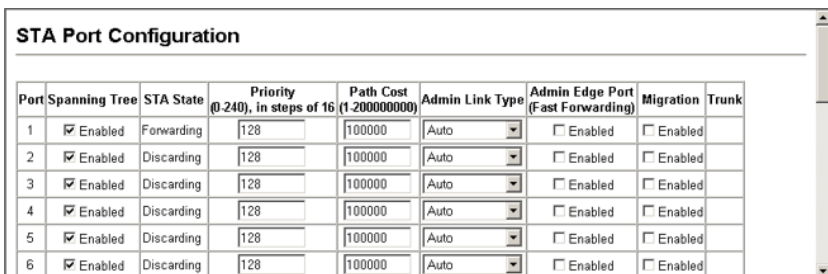
The following interface attributes can be configured:

- **Spanning Tree** – Enables/disables STA on this interface. (Default: Enabled).
- **Priority** – Defines the priority used for this port in the Spanning Tree Protocol. If the path cost for all ports on a switch are the same, the port with the highest priority (i.e., lowest value) will be configured as an active link in the Spanning Tree. This makes a port with higher priority less likely to be blocked if the Spanning Tree Protocol is detecting network loops. Where more than one port is assigned the highest priority, the port with lowest numeric identifier will be enabled.
  - Default: 128
  - Range: 0-240, in steps of 16
- **Path Cost** – This parameter is used by the STP to determine the best path between devices. Therefore, lower values should be assigned to ports attached to faster media, and higher values assigned to ports with slower media. (Path cost takes precedence over port priority.) Note that when the Path Cost Method is set to short (page 3-63), the maximum path cost is 65,535.
  - Range –
    - Ethernet: 200,000-20,000,000
    - Fast Ethernet: 20,000-2,000,000
    - Gigabit Ethernet: 2,000-200,000
  - Default –
    - Ethernet – Half duplex: 2,000,000; full duplex: 1,000,000; trunk: 500,000
    - Fast Ethernet – Half duplex: 200,000; full duplex: 100,000; trunk: 50,000
    - Gigabit Ethernet – Full duplex: 10,000; trunk: 5,000

### 3 Configuring the Switch

- **Admin Link Type** – The link type attached to this interface.
  - Point-to-Point – A connection to exactly one other bridge.
  - Shared – A connection to two or more bridges.
  - Auto – The switch automatically determines if the interface is attached to a point-to-point link or to shared media. (This is the default setting.)
- **Admin Edge Port (Fast Forwarding)** – You can enable this option if an interface is attached to a LAN segment that is at the end of a bridged LAN or to an end node. Since end nodes **cannot** cause forwarding loops, they can pass directly through to the spanning tree forwarding state. Specifying Edge Ports provides quicker convergence for devices such as workstations or servers, retains the current forwarding database to reduce the amount of frame flooding required to rebuild address tables during reconfiguration events, does not cause the spanning tree to initiate reconfiguration when the interface changes state, and also overcomes other STA-related timeout problems. However, remember that Edge Port should only be enabled for ports connected to an end-node device. (Default: Disabled)
- **Migration** – If at any time the switch detects STP BPDUs, including Configuration or Topology Change Notification BPDUs, it will automatically set the selected interface to forced STP-compatible mode. However, you can also use the Protocol Migration button to manually re-check the appropriate BPDU format (RSTP or STP-compatible) to send on the selected interfaces. (Default: Disabled)

**Web** – Click Spanning Tree, STA, Port Configuration or Trunk Configuration. Modify the required attributes, then click Apply.



Port	Spanning Tree	STA State	Priority (0-240), in steps of 16	Path Cost (1-200000000)	Admin Link Type	Admin Edge Port (Fast Forwarding)	Migration	Trunk
1	<input checked="" type="checkbox"/> Enabled	Forwarding	128	100000	Auto	<input type="checkbox"/> Enabled	<input type="checkbox"/> Enabled	
2	<input checked="" type="checkbox"/> Enabled	Discarding	128	100000	Auto	<input type="checkbox"/> Enabled	<input type="checkbox"/> Enabled	
3	<input checked="" type="checkbox"/> Enabled	Discarding	128	100000	Auto	<input type="checkbox"/> Enabled	<input type="checkbox"/> Enabled	
4	<input checked="" type="checkbox"/> Enabled	Discarding	128	100000	Auto	<input type="checkbox"/> Enabled	<input type="checkbox"/> Enabled	
5	<input checked="" type="checkbox"/> Enabled	Discarding	128	100000	Auto	<input type="checkbox"/> Enabled	<input type="checkbox"/> Enabled	
6	<input checked="" type="checkbox"/> Enabled	Discarding	128	100000	Auto	<input type="checkbox"/> Enabled	<input type="checkbox"/> Enabled	

Figure 3-59 Configuring Spanning Tree per Port

**CLI** – This example sets STA attributes for port 7.

```
Console(config)#interface ethernet 1/7 4-108
Console(config-if)#spanning-tree port-priority 0 4-143
Console(config-if)#spanning-tree cost 50 4-142
Console(config-if)#spanning-tree link-type auto 4-145
Console(config-if)#no spanning-tree edge-port 4-144
Console(config-if)#
```

# VLAN Configuration

## IEEE 802.1Q VLANs

In large networks, routers are used to isolate broadcast traffic for each subnet into separate domains. This switch provides a similar service at Layer 2 by using VLANs to organize any group of network nodes into separate broadcast domains. VLANs confine broadcast traffic to the originating group, and can eliminate broadcast storms in large networks. This also provides a more secure and cleaner network environment.

An IEEE 802.1Q VLAN is a group of ports that can be located anywhere in the network, but communicate as though they belong to the same physical segment.

VLANs help to simplify network management by allowing you to move devices to a new VLAN without having to change any physical connections. VLANs can be easily organized to reflect departmental groups (such as Marketing or R&D), usage groups (such as e-mail), or multicast groups (used for multimedia applications such as videoconferencing).

VLANs provide greater network efficiency by reducing broadcast traffic, and allow you to make network changes without having to update IP addresses or IP subnets. VLANs inherently provide a high level of network security since traffic must pass through a configured Layer 3 link to reach a different VLAN.

This switch supports the following VLAN features:

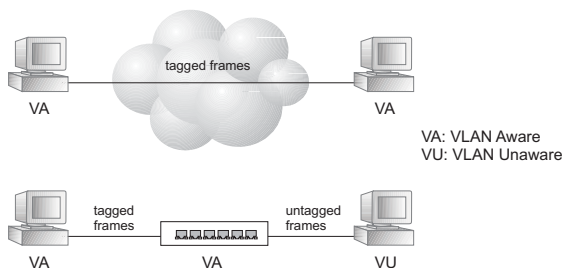
- Up to 255 VLANs based on the IEEE 802.1Q standard
- Distributed VLAN learning across multiple switches using explicit or implicit tagging and GVRP protocol
- Port overlapping, allowing a port to participate in multiple VLANs
- End stations can belong to multiple VLANs
- Passing traffic between VLAN-aware and VLAN-unaware devices
- Priority tagging

## Assigning Ports to VLANs

Before enabling VLANs for the switch, you must first assign each port to the VLAN group(s) in which it will participate. By default all ports are assigned to VLAN 1 as untagged ports. Add a port as a tagged port if you want it to carry traffic for one or more VLANs, and any intermediate network devices or the host at the other end of the connection supports VLANs. Then assign ports on the other VLAN-aware network devices along the path that will carry this traffic to the same VLAN(s), either manually or dynamically using GVRP. However, if you want a port on this switch to participate in one or more VLANs, but none of the intermediate network devices nor the host at the other end of the connection supports VLANs, then you should add this port to the VLAN as an untagged port.

### 3 Configuring the Switch

**Note:** VLAN-tagged frames can pass through VLAN-aware or VLAN-unaware network interconnection devices, but the VLAN tags should be stripped off before passing it on to any end-node host that does not support VLAN tagging.



**VLAN Classification** – When the switch receives a frame, it classifies the frame in one of two ways. If the frame is untagged, the switch assigns the frame to an associated VLAN (based on the default VLAN ID of the receiving port). But if the frame is tagged, the switch uses the tagged VLAN ID to identify the port broadcast domain of the frame.

**Port Overlapping** – Port overlapping can be used to allow access to commonly shared network resources among different VLAN groups, such as file servers or printers. Note that if you implement VLANs which do not overlap, but still need to communicate, you can connect them by enabled routing on this switch.

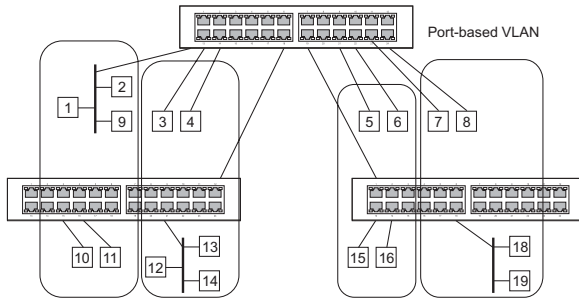
**Untagged VLANs** – Untagged (or static) VLANs are typically used to reduce broadcast traffic and to increase security. A group of network users assigned to a VLAN form a broadcast domain that is separate from other VLANs configured on the switch. Packets are forwarded only between ports that are designated for the same VLAN. Untagged VLANs can be used to manually isolate user groups or subnets. However, you should use IEEE 802.3 tagged VLANs with GVRP whenever possible to fully automate VLAN registration.

**Automatic VLAN Registration** – GVRP (GARP VLAN Registration Protocol) defines a system whereby the switch can automatically learn the VLANs to which each end station should be assigned. If an end station (or its network adapter) supports the IEEE 802.1Q VLAN protocol, it can be configured to broadcast a message to your network indicating the VLAN groups it wants to join. When this switch receives these messages, it will automatically place the receiving port in the specified VLANs, and then forward the message to all other ports. When the message arrives at another switch that supports GVRP, it will also place the receiving port in the specified VLANs, and pass the message on to all other ports. VLAN requirements are propagated in this way throughout the network. This allows GVRP-compliant devices to be automatically configured for VLAN groups based solely on endstation requests.

To implement GVRP in a network, first add the host devices to the required VLANs (using the operating system or other application software), so that these VLANs can be propagated onto the network. For both the edge switches attached directly to

these hosts, and core switches in the network, enable GVRP on the links between these devices. You should also determine security boundaries in the network and disable GVRP on the boundary ports to prevent advertisements from being propagated, or forbid those ports from joining restricted VLANs.

**Note:** If you have host devices that do not support GVRP, you should configure static or untagged VLANs for the switch ports connected to these devices (as described in “Adding Static Members to VLANs (VLAN Index)” on page 3-112). But you can still enable GVRP on these edge switches, as well as on the core switches in the network.



## Forwarding Tagged/Untagged Frames

If you want to create a small port-based VLAN for devices attached directly to a single switch, you can assign ports to the same untagged VLAN. However, to participate in a VLAN group that crosses several switches, you should create a VLAN for that group and enable tagging on all ports.

Ports can be assigned to multiple tagged or untagged VLANs. Each port on the switch is therefore capable of passing tagged or untagged frames. When forwarding a frame from this switch along a path that contains any VLAN-aware devices, the switch should include VLAN tags. When forwarding a frame from this switch along a path that does not contain any VLAN-aware devices (including the destination host), the switch must first strip off the VLAN tag before forwarding the frame. When the switch receives a tagged frame, it will pass this frame onto the VLAN(s) indicated by the frame tag. However, when this switch receives an untagged frame from a VLAN-unaware device, it first decides where to forward the frame, and then inserts a VLAN tag reflecting the ingress port's default VID.

### 3 Configuring the Switch

#### Enabling or Disabling GVRP (Global Setting)

GARP VLAN Registration Protocol (GVRP) defines a way for switches to exchange VLAN information in order to register VLAN members on ports across the network. VLANs are dynamically configured based on join messages issued by host devices and propagated throughout the network. GVRP must be enabled to permit automatic VLAN registration, and to support VLANs which extend beyond the local switch. (Default: Disabled)

**Web** – Click VLAN, 802.1Q VLAN, GVRP Status. Enable or disable GVRP, and click Apply.



**GVRP Status**

GVRP  Enable

Figure 3-60 Enabling GVRP

**CLI** – This example enables GVRP for the switch.

```
Console(config)#bridge-ext gvrp 4-164
Console(config)#
```

#### Displaying Basic VLAN Information

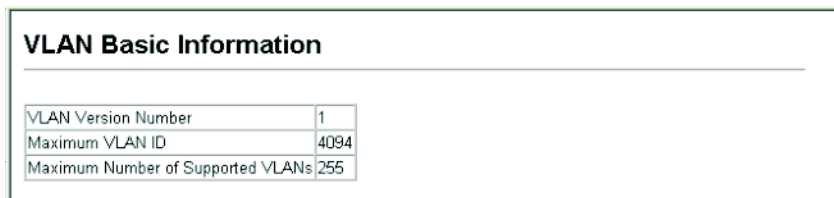
The VLAN Basic Information page displays basic information on the VLAN type supported by the switch.

##### Field Attributes

- **VLAN Version Number\*** – The VLAN version used by this switch as specified in the IEEE 802.1Q standard.
- **Maximum VLAN ID** – Maximum VLAN ID recognized by this switch.
- **Maximum Number of Supported VLANs** – Maximum number of VLANs that can be configured on this switch.

\* Web Only

**Web** – Click VLAN, 802.1Q VLAN, Basic Information.



**VLAN Basic Information**

VLAN Version Number	1
Maximum VLAN ID	4094
Maximum Number of Supported VLANs	255

Figure 3-61 Displaying Basic VLAN Information



**CLI** – Enter the following command.

```
Console#show bridge-ext 4-165
Max support vlan numbers:      255
Max support vlan ID:           4094
Extended multicast filtering services: No
Static entry individual port:  Yes
VLAN learning:                 IVL
Configurable PVID tagging:     Yes
Local VLAN capable:           No
Traffic classes:               Enabled
Global GVRP status:           Enabled
GMRP:                          Disabled
Console#
```

## Displaying Current VLANs

The VLAN Current Table shows the current port members of each VLAN and whether or not the port supports VLAN tagging. Ports assigned to a large VLAN group that crosses several switches should use VLAN tagging. However, if you just want to create a small port-based VLAN for one or two switches, you can disable tagging.

### Command Attributes (Web)

- **VLAN ID** – ID of configured VLAN (1-4094).
- **Up Time at Creation** – Time this VLAN was created (i.e., System Up Time).
- **Status** – Shows how this VLAN was added to the switch.
  - **Dynamic GVRP**: Automatically learned via GVRP.
  - **Permanent**: Added as a static entry.
- **Egress Ports** – Shows all the VLAN port members.
- **Untagged Ports** – Shows the untagged VLAN port members.

### 3 Configuring the Switch

**Web** – Click VLAN, 802.1Q VLAN, Current Table. Select any ID from the scroll-down list.



Figure 3-62 Displaying Current VLANs

#### Command Attributes (CLI)

- **VLAN** – ID of configured VLAN (1-4094, no leading zeroes).
- **Type** – Shows how this VLAN was added to the switch.
  - **Dynamic**: Automatically learned via GVRP.
  - **Static**: Added as a static entry.
- **Name** – Name of the VLAN (1 to 32 characters).
- **Status** – Shows if this VLAN is enabled or disabled.
  - **Active**: VLAN is operational.
  - **Suspend**: VLAN is suspended; i.e., does not pass packets.
- **Ports / Channel groups** – Shows the VLAN interface members.

**CLI** – Current VLAN information can be displayed with the following command.

```
Console#show vlan id 1 4-157
Vlan ID:                1
Type:                   Static
Name:                   DefaultVlan
Status:                 Active
Ports/Port Channel:    Eth1/ 1(S) Eth1/ 2(S) Eth1/ 3(S) Eth1/ 4(S) Eth1/ 5(S)
                       Eth1/ 6(S) Eth1/ 7(S) Eth1/ 8(S) Eth1/ 9(S) Eth1/10(S)
                       Eth1/11(S) Eth1/12(S) Eth1/13(S) Eth1/14(S) Eth1/15(S)
                       Eth1/16(S) Eth1/17(S) Eth1/18(S) Eth1/19(S) Eth1/20(S)
                       Eth1/21(S) Eth1/22(S) Eth1/23(S) Eth1/24(S) Eth1/25(S)
                       Eth1/26(S)
Console#
```

## Creating VLANs

Use the VLAN Static List to create or remove VLAN groups. To propagate information about VLAN groups used on this switch to external network devices, you must specify a VLAN ID for each of these groups.

### Command Attributes

- **Current** – Lists all the current VLAN groups created for this system. Up to 255 VLAN groups can be defined. VLAN 1 is the default untagged VLAN.
- **New** – Allows you to specify the name and numeric identifier for a new VLAN group. (The VLAN name is only used for management on this system; it is not added to the VLAN tag.)
- **VLAN ID** – ID of configured VLAN (1-4094, no leading zeroes).
- **VLAN Name** – Name of the VLAN (1 to 32 characters).
- **Status (Web)** – Enables or disables the specified VLAN.
  - **Enabled:** VLAN is operational.
  - **Disabled:** VLAN is suspended; i.e., does not pass packets.
- **State (CLI)** – Enables or disables the specified VLAN.
  - **Active:** VLAN is operational.
  - **Suspend:** VLAN is suspended; i.e., does not pass packets.
- **Add** – Adds a new VLAN group to the current list.
- **Remove** – Removes a VLAN group from the current list. If any port is assigned to this group as untagged, it will be reassigned to VLAN group 1 as untagged.

**Web** – Click VLAN, 802.1Q VLAN, Static List. To create a new VLAN, enter the VLAN ID and VLAN name, mark the Enable checkbox to activate the VLAN, and then click Add.

### VLAN Static List

---

**Current:**

1. DefaultVlan, Enabled
-------------------------

**New:**

VLAN ID (1-4094):	2
VLAN Name	R&D
Status	<input checked="" type="checkbox"/> Enabled

<<Add
Remove

Figure 3-63 Configuring a VLAN Static List

**CLI** – This example creates a new VLAN.

```

Console(config)#vlan database                               4-149
Console(config-vlan)#vlan 2 name R&D media ethernet state active 4-150
Console(config-vlan)#end
Console#show vlan                                          4-157
Vlan ID:          1
Type:             Static
Name:            DefaultVlan
Status:          Active
Ports/Port Channel:  Eth1/ 1(S) Eth1/ 2(S) Eth1/ 3(S) Eth1/ 4(S) Eth1/ 5(S)
                    Eth1/ 6(S) Eth1/ 7(S) Eth1/ 8(S) Eth1/ 9(S) Eth1/10(S)
                    Eth1/11(S) Eth1/12(S) Eth1/13(S) Eth1/14(S) Eth1/15(S)
                    Eth1/16(S) Eth1/17(S) Eth1/18(S) Eth1/19(S) Eth1/20(S)
                    Eth1/21(S) Eth1/22(S) Eth1/23(S) Eth1/24(S) Eth1/25(S)
                    Eth1/26(S)

Vlan ID:          2
Type:             Static
Name:            R&D
Status:          Active
Ports/Port Channel:

Console#

```

## Adding Static Members to VLANs (VLAN Index)

Use the VLAN Static Table to configure port members for the selected VLAN index. Assign ports as tagged if they are connected to 802.1Q VLAN compliant devices, or untagged they are not connected to any VLAN-aware devices. Or configure a port as forbidden to prevent the switch from automatically adding it to a VLAN via the GVRP protocol.

- Notes:**
1. You can also use the VLAN Static Membership by Port page to configure VLAN groups based on the port index (page 3-114). However, note that this configuration page can only add ports to a VLAN as tagged members.
  2. VLAN 1 is the default untagged VLAN containing all ports on the switch, and can only be modified by first reassigning the default port VLAN ID as described under “Configuring VLAN Behavior for Interfaces” on page 3-115.

## Command Attributes

- **VLAN** – ID of configured VLAN (1-4094).
- **Name** – Name of the VLAN (1 to 32 characters).
- **Status** – Enables or disables the specified VLAN.
  - **Enable:** VLAN is operational.
  - **Disable:** VLAN is suspended; i.e., does not pass packets.
- **Port** – Port identifier.

- **Membership Type** – Select VLAN membership for each interface by marking the appropriate radio button for a port or trunk:
  - **Tagged:** Interface is a member of the VLAN. All packets transmitted by the port will be tagged, that is, carry a tag and therefore carry VLAN or CoS information.
  - **Untagged:** Interface is a member of the VLAN. All packets transmitted by the port will be untagged, that is, not carry a tag and therefore not carry VLAN or CoS information. Note that an interface must be assigned to at least one group as an untagged port.
  - **Forbidden:** Interface is forbidden from automatically joining the VLAN via GVRP. For more information, see “Automatic VLAN Registration” on page 3-106.
  - **None:** Interface is not a member of the VLAN. Packets associated with this VLAN will not be transmitted by the interface.
- **Trunk Member** – Indicates if a port is a member of a trunk. To add a trunk to the selected VLAN, use the last table on the VLAN Static Table page.

**Web** – Click VLAN, 802.1Q VLAN, Static Table. Select a VLAN ID from the scroll-down list. Modify the VLAN name and status if required. Select the membership type by marking the appropriate radio button in the list of ports or trunks. Click Apply.

### VLAN Static Table

---

VLAN: 2

Name	<input style="width: 90%;" type="text" value="R&amp;D"/>
Status	<input checked="" type="checkbox"/> Enable

---

Port	Tagged	Untagged	Forbidden	None	Trunk Member
1	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
2	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	

Figure 3-64 Configuring a VLAN Static Table

**CLI** – The following example adds tagged and untagged ports to VLAN 2.

```

Console(config)#interface ethernet 1/1                               4-108
Console(config-if)#switchport allowed vlan add 2 tagged           4-155
Console(config-if)#exit
Console(config)#interface ethernet 1/2
Console(config-if)#switchport allowed vlan add 2 untagged
Console(config-if)#exit
Console(config)#interface ethernet 1/13
Console(config-if)#switchport allowed vlan add 2 tagged
  
```

### 3 Configuring the Switch

#### Adding Static Members to VLANs (Port Index)

Use the VLAN Static Membership by Port menu to assign VLAN groups to the selected interface as a tagged member.

##### Command Attributes

- **Interface** – Port or trunk identifier.
- **Member** – VLANs for which the selected interface is a tagged member.
- **Non-Member** – VLANs for which the selected interface is not a tagged member.

**Web** – Open VLAN, 802.1Q VLAN, Static Membership by Port. Select an interface from the scroll-down box (Port or Trunk). Click Query to display membership information for the interface. Select a VLAN ID, and then click Add to add the interface as a tagged member, or click Remove to remove the interface. After configuring VLAN membership for each interface, click Apply.



Figure 3-65 VLAN Static Membership by Port

**CLI** – This example adds Port 3 to VLAN 1 as a tagged port, and removes Port 3 from VLAN 2.

```
Console(config)#interface ethernet 1/3 4-108
Console(config-if)#switchport allowed vlan add 1 tagged 4-155
Console(config-if)#switchport allowed vlan remove 2
```

## Configuring VLAN Behavior for Interfaces

You can configure VLAN behavior for specific interfaces, including the default VLAN identifier (PVID), accepted frame types, ingress filtering, GVRP status, and GARP timers.

### Command Usage

- **GVRP** – GARP VLAN Registration Protocol defines a way for switches to exchange VLAN information in order to automatically register VLAN members on interfaces across the network.
- **GARP** – Group Address Registration Protocol is used by GVRP to register or deregister client attributes for client services within a bridged LAN. The default values for the GARP timers are independent of the media access method or data rate. These values should not be changed unless you are experiencing difficulties with GVRP registration/deregistration.

### Command Attributes

- **PVID** – VLAN ID assigned to untagged frames received on the interface. (Default: 1)
  - If an interface is not a member of VLAN 1 and you assign its PVID to this VLAN, the interface will automatically be added to VLAN 1 as an untagged member. For all other VLANs, an interface must first be configured as an untagged member before you can assign its PVID to that group.
- **Acceptable Frame Type** – Sets the interface to accept all frame types, including tagged or untagged frames, or only tagged frames. When set to receive all frame types, any received frames that are untagged are assigned to the default VLAN. (Options: All, Tagged; Default: All)
- **Ingress Filtering** – Determines how to process frames tagged for VLANs for which the ingress port is not a member. (Default: Disabled)
  - Ingress filtering only affects tagged frames.
  - If ingress filtering is disabled and a port receives frames tagged for VLANs for which it is not a member, these frames will be flooded to all other ports (except for those VLANs explicitly forbidden on this port).
  - If ingress filtering is enabled and a port receives frames tagged for VLANs for which it is not a member, these frames will be discarded.
  - Ingress filtering does not affect VLAN independent BPDU frames, such as GVRP or STP. However, they do affect VLAN dependent BPDU frames, such as GMRP.
- **GVRP Status** – Enables/disables GVRP for the interface. GVRP must be globally enabled for the switch before this setting can take effect. (See “Displaying Bridge Extension Capabilities” on page 3-11.) When disabled, any GVRP packets received on this port will be discarded and no GVRP registrations will be propagated from other ports. (Default: Disabled)
- **GARP Join Timer**<sup>9</sup> – The interval between transmitting requests/queries to participate in a VLAN group. (Range: 20-1000 centiseconds; Default: 20)

---

9. Timer settings must follow this rule: 2 x (join timer) < leave timer < leaveAll timer

### 3 Configuring the Switch

- **GARP Leave Timer**<sup>10</sup> – The interval a port waits before leaving a VLAN group. This time should be set to more than twice the join time. This ensures that after a Leave or LeaveAll message has been issued, the applicants can rejoin before the port actually leaves the group. (Range: 60-3000 centiseconds; Default: 60)
- **GARP LeaveAll Timer**<sup>11</sup> – The interval between sending out a LeaveAll query message for VLAN group participants and the port leaving the group. This interval should be considerably larger than the Leave Time to minimize the amount of traffic generated by nodes rejoining the group. (Range: 500-18000 centiseconds; Default: 1000)
- **Mode** – Indicates VLAN membership mode for an interface. (Default: Hybrid)
  - **1Q Trunk** – Specifies a port as an end-point for a VLAN trunk. A trunk is a direct link between two switches, so the port transmits tagged frames that identify the source VLAN. Note that frames belonging to the port's default VLAN (i.e., associated with the PVID) are also transmitted as tagged frames.
  - **Hybrid** – Specifies a hybrid VLAN interface. The port may transmit tagged or untagged frames.
- **Trunk Member** – Indicates if a port is a member of a trunk. To add a trunk to the selected VLAN, use the last table on the VLAN Static Table page.

**Web** – Click VLAN, 802.1Q VLAN, Port Configuration or VLAN Trunk Configuration. Fill in the required settings for each interface, click Apply.

Port	PVID	Acceptable Frame Type	Ingress Filtering	GVRP Status	GARP Join Timer (Centi Seconds) (20-1000)	GARP Leave Timer (Centi Seconds) (60-3000)	GARP LeaveAll Timer (Centi Seconds) (500-18000)	Mode	Trunk Member
1	1	ALL	<input type="checkbox"/> Enabled	<input type="checkbox"/> Enabled	20	60	1000	Hybrid	
2	1	ALL	<input type="checkbox"/> Enabled	<input type="checkbox"/> Enabled	20	60	1000	Hybrid	
3	3	Tagged	<input type="checkbox"/> Enabled	<input type="checkbox"/> Enabled	20	60	1000	Hybrid	
4	1	ALL	<input type="checkbox"/> Enabled	<input type="checkbox"/> Enabled	20	60	1000	Hybrid	
5	1	ALL	<input checked="" type="checkbox"/> Enabled	<input checked="" type="checkbox"/> Enabled	30	90	2000	Hybrid	
6	1	ALL	<input type="checkbox"/> Enabled	<input type="checkbox"/> Enabled	20	60	1000	Hybrid	

Figure 3-66 Configuring VLANs per Port

10. Timer settings must follow this rule: 2 x (join timer) < leave timer < leaveAll timer

11. Timer settings must follow this rule: 2 x (join timer) < leave timer < leaveAll timer



**CLI** – This example sets port 3 to accept only tagged frames, assigns PVID 3 as the native VLAN ID, enables GVRP, sets the GARP timers, and then sets the switchport mode to hybrid.

```
Console(config)#interface ethernet 1/3 4-108
Console(config-if)#switchport acceptable-frame-types tagged 4-152
Console(config-if)#switchport ingress-filtering 4-153
Console(config-if)#switchport native vlan 3 4-154
Console(config-if)#switchport gvrp 4-165
Console(config-if)#garp timer join 20 4-166
Console(config-if)#garp timer leave 90 4-166
Console(config-if)#garp timer leaveall 2000 4-166
Console(config-if)#switchport mode hybrid 4-152
Console(config-if)#
```

## Private VLANs

Private VLANs provide port-based security and isolation between ports within the assigned VLAN. This switch supports two types of private VLANs: primary/secondary associated groups, and stand-alone isolated VLANs. A primary VLAN contains promiscuous ports that can communicate with all other ports in the private VLAN group, while a secondary (or community) VLAN contains community ports that can only communicate with other hosts within the secondary VLAN and with any of the promiscuous ports in the associated primary VLAN. Isolated VLANs, on the other hand, consist a single stand-alone VLAN that contains one promiscuous port and one or more isolated (or host) ports. In all cases, the promiscuous ports are designed to provide open access to an external network such as the Internet, while the community or isolated ports provide restricted access to local users.

Multiple primary VLANs can be configured on this switch, and multiple community VLANs can be associated with each primary VLAN. One or more isolated VLANs can also be configured. (Note that private VLANs and normal VLANs can exist simultaneously within the same switch.)

To configure primary/secondary associated groups, follow these steps:

1. Use the Private VLAN Configuration menu (page 3-119) to designate one or more community VLANs, and the primary VLAN that will channel traffic outside of the VLAN groups.
2. Use the Private VLAN Association menu (page 3-119) to map the secondary (i.e., community) VLAN(s) to the primary VLAN.
3. Use the Private VLAN Port Configuration menu (page 3-121) to set the port type to promiscuous (i.e., having access to all ports in the primary VLAN), or host (i.e., having access restricted to community VLAN members, and channeling all other traffic through promiscuous ports). Then assign any promiscuous ports to a primary VLAN and any host ports a community VLAN.

To configure an isolated VLAN, follow these steps:

1. Use the Private VLAN Configuration menu (page 3-119) to designate an isolated VLAN that will channel all traffic through a single promiscuous port.

### 3 Configuring the Switch

2. Use the Private VLAN Port Configuration menu (page 3-121) to set the port type to promiscuous (i.e., the single channel to the external network), or isolated (i.e., having access only to the promiscuous port in its own VLAN). Then assign the promiscuous port and all host ports to an isolated VLAN.

#### Displaying Current Private VLANs

The Private VLAN Information page displays information on the private VLANs configured on the switch, including primary, community, and isolated VLANs, and their assigned interfaces.

#### Command Attributes

- **VLAN ID** – ID of configured VLAN (1-4094), and VLAN type.
- **Primary VLAN** – The VLAN with which the selected VLAN ID is associated. A primary VLAN displays its own ID, a community VLAN displays the associated primary VLAN, and an isolated VLAN displays the stand-alone VLAN.
- **Ports List** – The list of ports (and assigned port type) in the selected private VLAN.

**Web** – Click VLAN, Private VLAN, Information. Select the desired port from the VLAN ID drop-down menu.

**Private VLAN Information**

VLAN ID: 5, Primary VLAN

Primary VLAN/VLAN 5

**Ports List**

Unit 1, Port 3, Promiscuous  
Unit 1, Port 4, Host  
Unit 1, Port 5, Host

Figure 3-67 Private VLAN Information

**CLI** – This example shows the switch configured with primary VLAN 5 and secondary VLAN 6. Port 3 has been configured as a promiscuous port and mapped to VLAN 5, while ports 4 and 5 have been configured as a host ports and are associated with VLAN 6. This means that traffic for port 4 and 5 can only pass through port 3.

```
Console#show vlan private-vlan 4-153
```

Primary	Secondary	Type	Interfaces
5		primary	Eth1/ 3
5	6	community	Eth1/ 4 Eth1/ 5

## Configuring Private VLANs

The Private VLAN Configuration page is used to create/remove primary, community, or isolated VLANs.

### Command Attributes

- **VLAN ID** – ID of configured VLAN (1-4094).
- **Type** – There are three types of private VLANs:
  - **Primary VLANs** – Conveys traffic between promiscuous ports, and to community ports within secondary (or community) VLANs.
  - **Community VLANs** - Conveys traffic between community ports, and to their promiscuous ports in the associated primary VLAN.
  - **Isolated VLANs** – Conveys traffic only between the VLAN's isolated ports and the promiscuous port. Traffic between isolated ports within the VLAN is blocked.
- **Current** – Displays a list of the currently configured VLANs.

**Web** – Click VLAN, Private VLAN, Configuration. Enter the VLAN ID number, select Primary, Isolated or Community type, then click Add. To remove a private VLAN from the switch, highlight an entry in the Current list box and then click Remove. Note that all member ports must be removed from the VLAN before it can be deleted.

The screenshot shows the 'Private VLAN Configuration' web page. On the left, under 'Current:', there is a list box containing three entries: '5, Primary VLAN', '6, Community VLAN', and '7, Community VLAN'. The first entry is highlighted. To the right of this list are two buttons: '<<Add' and 'Remove'. On the right side of the page, under 'New:', there is a 'VLAN ID (1-4094)' input field, a 'Type' dropdown menu currently set to 'Primary', and another '<<Add' button.

Figure 3-68 Private VLAN Configuration

**CLI** – This example configures VLAN 5 as a primary VLAN, and VLAN 6 as a community VLAN and VLAN 7 as an isolated VLAN.

```

Console(config)#vlan database           4-149
Console(config-vlan)#private-vlan 5 primary  4-159
Console(config-vlan)#private-vlan 6 community
Console(config-vlan)#private-vlan 7 isolated
Console(config-vlan)#

```

## Associating VLANs

Each community VLAN must be associated with a primary VLAN.

### Command Attributes

- **Primary VLAN ID** – ID of primary VLAN (1-4094).
- **Association** – Community VLANs associated with the selected primary VLAN.
- **Non-Association** – Community VLANs not associated with the selected VLAN.

### 3 Configuring the Switch

**Web** – Click VLAN, Private VLAN, Association. Select the required primary VLAN from the scroll-down box, highlight one or more community VLANs in the Non-Association list box, and click Add to associate these entries with the selected primary VLAN. (A community VLAN can only be associated with one primary VLAN.)



Figure 3-69 Private VLAN Association

**CLI** – This example associates community VLANs 6 and 7 with primary VLAN 5.

```
Console (config)#vlan database 4-149
Console (config-vlan) #private-vlan 5 association 6 4-160
Console (config-vlan) #private-vlan 5 association 7 4-160
Console (config)#
```

#### Displaying Private VLAN Interface Information

Use the Private VLAN Port Information and Private VLAN Trunk Information menus to display the interfaces associated with private VLANs.

#### Command Attributes

- **Port/Trunk** – The switch interface.
- **PVLAN Port Type** – Displays private VLAN port types.
  - **Normal** – The port is not configured in a private VLAN.
  - **Host** – The port is a community port and can only communicate with other ports in its own community VLAN, and with the designated promiscuous port(s). Or the port is an isolated port that can only communicate with the lone promiscuous port within its own isolated VLAN.
  - **Promiscuous** – A promiscuous port can communicate with all the interfaces within a private VLAN.
- **Primary VLAN** – Conveys traffic between promiscuous ports, and between promiscuous ports and community ports within the associated secondary VLANs.
- **Community VLAN** – A community VLAN conveys traffic between community ports, and from community ports to their designated promiscuous ports.
- **Isolated VLAN** – Conveys traffic only between the VLAN's isolated ports and the promiscuous port. Traffic between isolated ports within the VLAN is blocked.
- **Trunk** – The trunk identifier. (Port Information only)

**Web** – Click VLAN, Private VLAN, Port Information or Trunk Information.

Private VLAN Port Information					
Port	PVLAN Port Type	Primary VLAN	Community VLAN	Isolated VLAN	Trunk
1	Normal				
2	Normal				
3	Promiscuous	5			
4	Host		6		
5	Host		6		
6	Normal				
7	Normal				
8	Normal				

Figure 3-70 Private VLAN Port Information

**CLI** – This example shows the switch configured with primary VLAN 5 and community VLAN 6. Port 3 has been configured as a promiscuous port and mapped to VLAN 5, while ports 4 and 5 have been configured as host ports and associated with VLAN 6. This means that traffic for port 4 and 5 can only pass through port 3.

```

Console#show vlan private-vlan                                     4-163
Primary      Secondary      Type           Interfaces
-----
      5
      5          6          primary      Eth1/ 3
      5          6          community   Eth1/ 4 Eth1/ 5
Console#
  
```

## Configuring Private VLAN Interfaces

Use the Private VLAN Port Configuration and Private VLAN Trunk Configuration menus to set the private VLAN interface type, and assign the interfaces to a private VLAN.

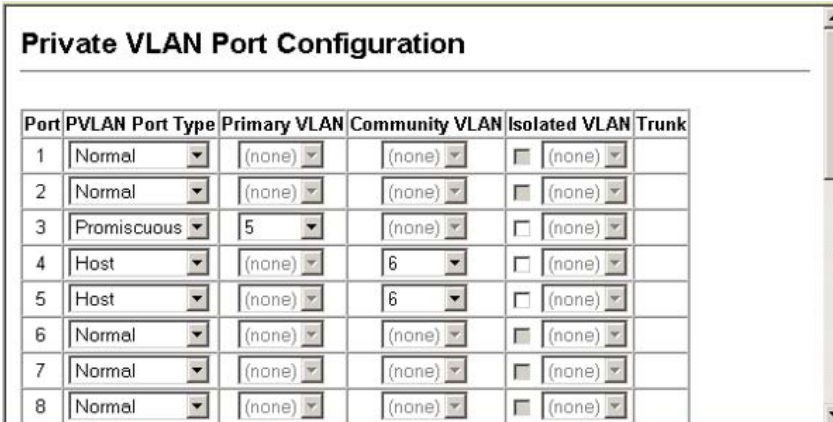
### Command Attributes

- **Port/Trunk** – The switch interface.
- **PVLAN Port Type** – Sets the private VLAN port types.
  - **Normal** – The port is not assigned to a private VLAN.
  - **Host** – The port is a community port or an isolated port. A community port can communicate with other ports in its own community VLAN and with designated promiscuous port(s). An isolated port can only communicate with the single designated promiscuous port in the isolated VLAN; it cannot communicate with any other host ports.
  - **Promiscuous** – A promiscuous port can communicate with all interfaces within a private VLAN.
- **Primary VLAN** – Conveys traffic between promiscuous ports, and between promiscuous ports and community ports within the associated secondary VLANs. If PVLAN type is "Promiscuous," then specify the associated primary VLAN.

### 3 Configuring the Switch

- **Community VLAN** – A community VLAN conveys traffic between community ports, and from community ports to their designated promiscuous ports. Set PVLAN Port Type to “Host,” and then specify the associated Community VLAN.
- **Isolated VLAN** – Conveys traffic only between the VLAN’s isolated ports and the promiscuous port. Traffic between isolated ports within the VLAN is blocked. Set the PVLAN Port Type to “Host,” then specify an isolated VLAN by marking the check box for an “Isolated VLAN,” and selecting the required VLAN from the drop-down box.

**Web** – Click VLAN, Private VLAN, Port Configuration or Trunk Configuration. Set the PVLAN Port Type for each port that will join a private VLAN. Assign promiscuous ports to a primary or isolated VLAN. Assign host ports to a community or isolated VLAN. After all the ports have been configured, click Apply.



Port	PVLAN Port Type	Primary VLAN	Community VLAN	Isolated VLAN	Trunk
1	Normal	(none)	(none)	<input type="checkbox"/> (none)	
2	Normal	(none)	(none)	<input checked="" type="checkbox"/> (none)	
3	Promiscuous	5	(none)	<input type="checkbox"/> (none)	
4	Host	(none)	6	<input type="checkbox"/> (none)	
5	Host	(none)	6	<input type="checkbox"/> (none)	
6	Normal	(none)	(none)	<input checked="" type="checkbox"/> (none)	
7	Normal	(none)	(none)	<input checked="" type="checkbox"/> (none)	
8	Normal	(none)	(none)	<input checked="" type="checkbox"/> (none)	

Figure 3-71 Private VLAN Port Configuration

**CLI** – This example shows the switch configured with primary VLAN 5 and secondary VLAN 6. Port 3 has been configured as a promiscuous port and mapped to VLAN 5, while ports 4 and 5 have been configured as a host ports and associated with VLAN 6. This means that traffic for port 4 and 5 can only pass through port 3.

```
Console(config)#interface ethernet 1/3
Console(config-if)#switchport mode private-vlan promiscuous           4-161
Console(config-if)#switchport private-vlan mapping 5                 4-163
Console(config-if)#exit
Console(config)#interface ethernet 1/4
Console(config-if)#switchport mode private-vlan host                 4-161
Console(config-if)#switchport private-vlan host-association 6       4-161
Console(config-if)#exit
Console(config)#interface ethernet 1/5
Console(config-if)#switchport mode private-vlan host
Console(config-if)#switchport private-vlan host-association 6
Console(config-if)#
```

# Class of Service Configuration

Class of Service (CoS) allows you to specify which data packets have greater precedence when traffic is buffered in the switch due to congestion. This switch supports CoS with four priority queues for each port. Data packets in a port's high-priority queue will be transmitted before those in the lower-priority queues. You can set the default priority for each interface, and configure the mapping of frame priority tags to the switch's priority queues.

## Layer 2 Queue Settings

### Setting the Default Priority for Interfaces

You can specify the default port priority for each interface on the switch. All untagged packets entering the switch are tagged with the specified default port priority, and then sorted into the appropriate priority queue at the output port.

#### Command Usage

- This switch provides four priority queues for each port. It uses Weighted Round Robin to prevent head-of-queue blockage.
- The default priority applies for an untagged frame received on a port set to accept all frame types (i.e., receives both untagged and tagged frames). This priority does not apply to IEEE 802.1Q VLAN tagged frames. If the incoming frame is an IEEE 802.1Q VLAN tagged frame, the IEEE 802.1p User Priority bits will be used.
- If the output port is an untagged member of the associated VLAN, these frames are stripped of all VLAN tags prior to transmission.

#### Command Attributes

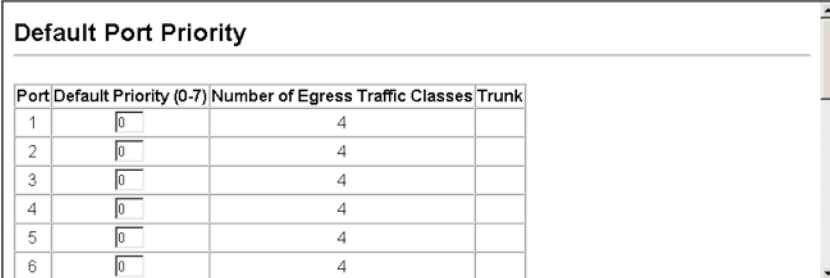
- **Default Priority**<sup>12</sup> – The priority that is assigned to untagged frames received on the specified interface. (Range: 0-7; Default: 0)
- **Number of Egress Traffic Classes** – The number of queue buffers provided for each port.

---

12. CLI displays this information as "Priority for untagged traffic."

### 3 Configuring the Switch

**Web** – Click Priority, Default Port Priority or Default Trunk Priority. Modify the default priority for any interface, then click Apply.



Port	Default Priority (0-7)	Number of Egress Traffic Classes	Trunk
1	0	4	
2	0	4	
3	0	4	
4	0	4	
5	0	4	
6	0	4	

Figure 3-72 Port Priority Configuration

**CLI** – This example assigns a default priority of 5 to port 3.

```
Console(config)#interface ethernet 1/3 4-108
Console(config-if)#switchport priority default 5 4-169
Console(config-if)#end
Console#show interfaces switchport ethernet 1/3 4-117
Information of Eth 1/3
Broadcast threshold: Disabled
LACP status: Disabled
Ingress rate limit: disable, Level: 30
Egress rate limit: disable, Level: 30
VLAN membership mode: Hybrid
Ingress rule: Enabled
Acceptable frame type: Tagged frames only
Native VLAN: 1
Priority for untagged traffic: 5
GVRP status: Disabled
Allowed VLAN: 1(u),
Forbidden VLAN:
Private-VLAN mode: NONE
Private-VLAN host-association: NONE
Private-VLAN mapping: NONE
Console#
```

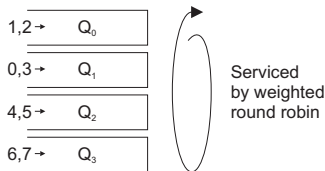


## Mapping CoS Values to Egress Queues

This switch processes Class of Service (CoS) priority tagged traffic by using four priority queues for each port, with service schedules based on strict or Weighted Round Robin (WRR). Up to eight separate traffic priorities are defined in IEEE 802.1p. The default priority levels are assigned according to recommendations in the IEEE 802.1p standard as shown in the following table.

Table 3-10 Mapping CoS Values to Egress Queues

Queue	0	1	2	3
Priority	1,2	0,3	4,5	6,7



The priority levels recommended in the IEEE 802.1p standard for various network applications are shown in the following table. However, you can map the priority levels to the switch's output queues in any way that benefits application traffic for your own network.

Table 3-11 CoS Priority Levels

Priority Level	Traffic Type
1	Background
2	(Spare)
0 (default)	Best Effort
3	Excellent Effort
4	Controlled Load
5	Video, less than 100 milliseconds latency and jitter
6	Voice, less than 10 milliseconds latency and jitter
7	Network Control

### Command Attributes

- **Priority** – CoS value. (Range: 0-7, where 7 is the highest priority)
- **Traffic Class**<sup>13</sup> – Output queue buffer. (Range: 0-3, where 3 is the highest CoS priority queue)

13. CLI shows Queue ID.

### 3 Configuring the Switch

**Web** – Click Priority, Traffic Classes. The current mapping of CoS values to output queues is displayed. Assign priorities to the traffic classes (i.e., output queues), then click Apply.



Figure 3-73 Traffic Classes

**CLI** – The following example shows how to change the CoS assignments to a one-to-one mapping.

```
Console(config)#interface ethernet 1/1 4-108
Console(config-if)#queue cos-map 0 0 4-171
Console(config-if)#queue cos-map 1 1
Console(config-if)#queue cos-map 2 2
Console(config-if)#end
Console#show queue cos-map ethernet 1/1 4-173
Information of Eth 1/1
CoS Value : 0 1 2 3 4 5 6 7
Priority Queue: 0 1 2 1 2 2 3 3
Console#
```

\* Mapping specific values for CoS priorities is implemented as an interface configuration command, but any changes will apply to the all interfaces on the switch.

## Selecting the Queue Mode

You can set the switch to service the queues based on a strict rule that requires all traffic in a higher priority queue to be processed before lower priority queues are serviced, or use Weighted Round-Robin (WRR) queuing that specifies a relative weight of each queue. WRR uses a predefined relative weight for each queue that determines the percentage of service time the switch services each queue before moving on to the next queue. This prevents the head-of-line blocking that can occur with strict priority queuing.

### Command Attributes

- **WRR** - Weighted Round-Robin shares bandwidth at the egress ports by using scheduling weights 1, 2, 4, 6 for queues 0 through 3 respectively. (This is the default selection.)
- **Strict** - Services the egress queues in sequential order, transmitting all traffic in the higher priority queues before servicing lower priority queues.

**Web** – Click Priority, Queue Mode. Select Strict or WRR, then click Apply.



Figure 3-74 Queue Mode

**CLI** – The following sets the queue mode to strict priority service mode.

```

Console(config)#queue mode wrr          4-169
Console(config)#exit
Console#show queue mode                 4-172
Queue mode: wrr
Console#

```

## Setting the Service Weight for Traffic Classes

This switch uses the Weighted Round Robin (WRR) algorithm to determine the frequency at which it services each priority queue. As described in “Mapping CoS Values to Egress Queues” on page 3-125, the traffic classes are mapped to one of the four egress queues provided for each port. You can assign a weight to each of these queues (and thereby to the corresponding traffic priorities). This weight sets the frequency at which each queue will be polled for service, and subsequently affects the response time for software applications assigned a specific priority value.

### Command Attributes

- **WRR Setting Table<sup>14</sup>** – Displays a list of weights for each traffic class (i.e., queue).
- **Weight Value** – Set a new weight for the selected traffic class. However, note that Queue 0 is fixed at a weight of 1, and cannot be configured. (Range: 1-31)

14. CLI shows Queue ID.

### 3 Configuring the Switch

**Web** – Click Priority, Queue Scheduling. Highlight a traffic class (i.e., output queue), enter a weight, then click Apply.

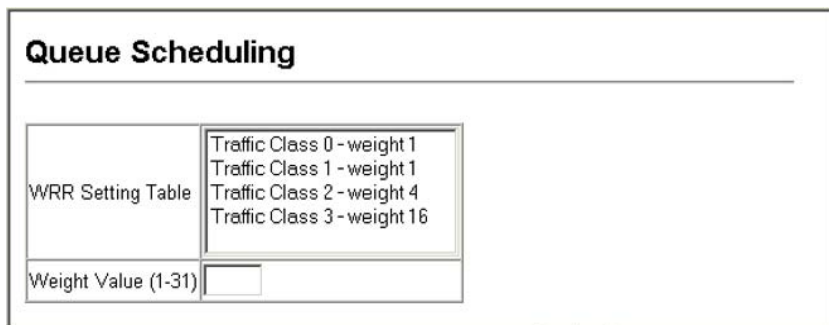


Figure 3-75 Configuring Queue Scheduling

**CLI** – The following example shows how to assign WRR weights to each of the priority queues.

```
Console(config)#queue bandwidth 6 9 12 4-170
Console(config)#exit
Console#show queue bandwidth 4-172
Queue ID Weight
-----
0          1
1          6
2          9
3         12
Console
```

## Layer 3/4 Priority Settings

### Mapping Layer 3/4 Priorities to CoS Values

This switch supports several common methods of prioritizing layer 3/4 traffic to meet application requirements. Traffic priorities can be specified in the IP header of a frame, using the priority bits in the Type of Service (ToS) octet or the number of the TCP port. If priority bits are used, the ToS octet may contain three bits for IP Precedence or six bits for Differentiated Services Code Point (DSCP) service. When these services are enabled, the priorities are mapped to a Class of Service value by the switch, and the traffic then sent to the corresponding output queue.

Because different priority information may be contained in the traffic, this switch maps priority values to the output queues in the following manner:

- The precedence for priority mapping is IP Port Priority, IP Precedence or DSCP Priority, and then Default Port Priority.
- IP Precedence and DSCP Priority cannot both be enabled. Enabling one of these priority types will automatically disable the other.

## Selecting IP Precedence/DSCP Priority

The switch allows you to choose between using IP Precedence or DSCP priority. Select one of the methods or disable this feature.

### Command Attributes

- **Disabled** – Disables both priority services. (This is the default setting.)
- **IP Precedence** – Maps layer 3/4 priorities using IP Precedence.
- **IP DSCP** – Maps layer 3/4 priorities using Differentiated Services Code Point Mapping.

**Web** – Click Priority, IP Precedence/DSCP Priority Status. Select Disabled, IP Precedence or IP DSCP from the scroll-down menu, then click Apply.

Figure 3-76 IP Precedence/DSCP Priority Status

**CLI** – The following example enables IP Precedence service on the switch.

```
Console(config)#map ip precedence
Console(config)#
```

4 - 174

## Mapping IP Precedence

The Type of Service (ToS) octet in the IPv4 header includes three precedence bits defining eight different priority levels ranging from highest priority for network control packets to lowest priority for routine traffic. The default IP Precedence values are mapped one-to-one to Class of Service values (i.e., Precedence value 0 maps to CoS value 0, and so forth). Bits 6 and 7 are used for network control, and the other bits for various application types. ToS bits are defined in the following table.

Table 3-12 Mapping IP Precedence

Priority Level	Traffic Type	Priority Level	Traffic Type
7	Network Control	3	Flash
6	Internetwork Control	2	Immediate
5	Critical	1	Priority
4	Flash Override	0	Routine

### Command Attributes

- **IP Precedence Priority Table** – Shows the IP Precedence to CoS map.
- **Class of Service Value** – Maps a CoS value to the selected IP Precedence value. Note that “0” represents low priority and “7” represent high priority.

### 3 Configuring the Switch

**Web** – Click Priority, IP Precedence Priority. Select an entry from the IP Precedence Priority Table, enter a value in the Class of Service Value field, and then click Apply.

IP Precedence Priority

IP Precedence Priority Table

- IP Precedence 0 - CoS 0
- IP Precedence 1 - CoS 1
- IP Precedence 2 - CoS 2
- IP Precedence 3 - CoS 3
- IP Precedence 4 - CoS 4
- IP Precedence 5 - CoS 5
- IP Precedence 6 - CoS 6
- IP Precedence 7 - CoS 7

Class of Service Value (0-7)

Restore Default

Figure 3-77 IP Precedence Priority

**CLI** – The following example globally enables IP Precedence service on the switch, maps IP Precedence value 1 to CoS value 0 (on port 1), and then displays the IP Precedence settings.

```
Console(config)#map ip precedence 4-174
Console(config)#interface ethernet 1/1 4-108
Console(config-if)#map ip precedence 1 cos 0 4-176
Console(config-if)#end
Console#show map ip precedence ethernet 1/1 4-179
Precedence mapping status: enabled

Port      Precedence COS
-----
Eth 1/ 1  0      0
Eth 1/ 1  1      0
Eth 1/ 1  2      2
Eth 1/ 1  3      3
Eth 1/ 1  4      4
Eth 1/ 1  5      5
Eth 1/ 1  6      6
Eth 1/ 1  7      7
Console#
```

\* Mapping specific values for IP Precedence is implemented as an interface configuration command, but any changes will apply to the all interfaces on the switch.

## Mapping DSCP Priority

The DSCP is six bits wide, allowing coding for up to 64 different forwarding behaviors. The DSCP replaces the ToS bits, but it retains backward compatibility with the three precedence bits so that non-DSCP compliant, ToS-enabled devices, will not conflict with the DSCP mapping. Based on network policies, different kinds of traffic can be marked for different kinds of forwarding. The DSCP default values are defined in the following table. Note that all the DSCP values that are not specified are mapped to CoS value 0.

Table 3-13 Mapping DSCP Priority Values

IP DSCP Value	CoS Value
0	0
8	1
10, 12, 14, 16	2
18, 20, 22, 24	3
26, 28, 30, 32, 34, 36	4
38, 40, 42	5
48	6
46, 56	7

### Command Attributes

- **DSCP Priority Table** – Shows the DSCP Priority to CoS map.
- **Class of Service Value** – Maps a CoS value to the selected DSCP Priority value. Note that “0” represents low priority and “7” represent high priority.

**Note:** IP DSCP settings apply to all interfaces.

**Web** – Click Priority, IP DSCP Priority. Select an entry from the DSCP table, enter a value in the Class of Service Value field, then click Apply.

### IP DSCP Priority

---

DSCP Priority Table

DSCP 0 - CoS 0

DSCP 1 - CoS 0

DSCP 2 - CoS 0

DSCP 3 - CoS 0

DSCP 4 - CoS 0

DSCP 5 - CoS 0

DSCP 6 - CoS 0

Class of Service Value (0-7)

Figure 3-78 IP DSCP Priority

### 3 Configuring the Switch

**CLI** – The following example globally enables DSCP Priority service on the switch, maps DSCP value 0 to CoS value 1 (on port 1), and then displays the DSCP Priority settings.

```
Console(config)#map ip dscp 4-177
Console(config)#interface ethernet 1/1 4-108
Console(config-if)#map ip dscp 1 cos 0 4-177
Console(config-if)#end
Console#show map ip dscp ethernet 1/1 4-180
DSCP mapping status: disabled

Port      DSCP COS
-----
Eth 1/ 1  0  0
Eth 1/ 1  1  0
Eth 1/ 1  2  0
Eth 1/ 1  3  0
:
Eth 1/ 1  61 0
Eth 1/ 1  62 0
Eth 1/ 1  63 0
Console#
```

\* Mapping specific values for IP DSCP is implemented as an interface configuration command, but any changes will apply to the all interfaces on the switch.

### Mapping IP Port Priority

You can also map network applications to Class of Service values based on the IP port number (i.e., TCP/UDP port number) in the frame header. Some of the more common TCP service ports include: HTTP: 80, FTP: 21, Telnet: 23 and POP3: 110.

#### Command Attributes

- **IP Port Priority Status** – Enables or disables the IP port priority.
- **IP Port Priority Table** – Shows the IP port to CoS map.
- **IP Port Number (TCP/UDP)** – Set a new IP port number.
- **Class of Service Value** – Sets a CoS value for a new IP port. Note that “0” represents low priority and “7” represent high priority.

**Note:** IP Port Priority settings apply to all interfaces.

**Web** – Click Priority, IP Port Priority Status. Set IP Port Priority Status to Enabled.

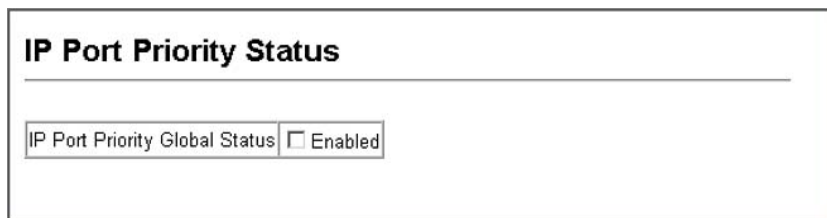


Figure 3-79 IP Port Priority Status



Click Priority, IP Port Priority. Enter the port number for a network application in the IP Port Number box and the new CoS value in the Class of Service box, and then click Apply.

Figure 3-80 IP Port Priority

**CLI** – The following example globally enables IP Port Priority service on the switch, maps HTTP traffic on port 5 to CoS value 0, and then displays all the IP Port Priority settings for that port.

```

Console(config)#map ip port                                4-174
Console(config)#interface ethernet 1/5
Console(config-if)#map ip port 80 cos 0                  4-175
Console(config-if)#end
Console#show map ip port ethernet 1/5                    4-175
TCP port mapping status: disabled

  Port      Port no. COS
  -----  -
  Eth 1/ 5      80  0
Console#

```

\* Mapping specific values for IP Port Priority is implemented as an interface configuration command, but any changes will apply to the all interfaces on the switch.

## Mapping CoS Values to ACLs

Use the ACL CoS Mapping page to set the output queue for packets matching an ACL rule as shown in the following table. Note that the specified CoS value is only used to map the matching packet to an output queue; it is not written to the packet itself. For information on mapping the CoS values to output queues, see page 3-125.

Table 3-14 Egress Queue Priority Mapping

<b>Queue</b>	0	1	2	3
<b>Priority</b>	1,2	0,3	4,5	6,7

### 3 Configuring the Switch

#### Command Attributes

- **Port** – Port identifier.
- **Name<sup>15</sup>** – Name of ACL.
- **Type** – Type of ACL (IP or MAC).
- **CoS Priority** – CoS value used for packets matching an IP ACL rule. (Range: 0-7)
- **ACL CoS Priority Mapping** – Displays the configured information.

**Web** – Click Priority, ACL CoS Priority. Enable mapping for any port, select an ACL from the scroll-down list, then click Add.

### ACL CoS Priority

---

ACL CoS Priority Configure

Port	Name, Type	CoS Priority (0-7)	
1	bill, IP	<input type="text"/>	Add

---

ACL CoS Priority Mapping

Port	Name	Type	CoS Priority	
1	bill	IP	0	Remove

Figure 3-81 ACL CoS Priority

**CLI** – This example assigns a CoS value of zero to packets matching rules within the specified ACL on port 24.

```
Console(config)#interface ethernet 1/24 4-108
Console(config-if)#map access-list ip bill cos 0 4-95
Console(config-if)#
```

15. For information on configuring ACLs, see page 3-57.

## Multicast Filtering

Multicasting is used to support real-time applications such as videoconferencing or streaming audio. A multicast server does not have to establish a separate connection with each client. It merely broadcasts its service to the network, and any hosts that want to receive the multicast register with their local multicast switch/router. Although this approach reduces the network overhead required by a multicast server, the broadcast traffic must be carefully pruned at every multicast switch/router it passes through to ensure that traffic is only passed on to the hosts which subscribed to this service.

This switch uses IGMP (Internet Group Management Protocol) to query for any attached hosts that want to receive a specific multicast service. It identifies the ports containing hosts requesting to join the service and sends data out to those ports only. It then propagates the service request up to any neighboring multicast switch/router to ensure that it will continue to receive the multicast service. This procedure is called multicast filtering.

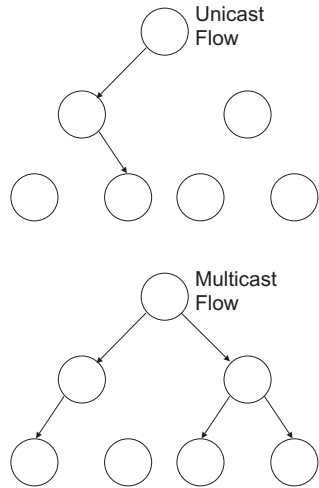
The purpose of IP multicast filtering is to optimize a switched network's performance, so multicast packets will only be forwarded to those ports containing multicast group hosts or multicast routers/switches, instead of flooding traffic to all ports in the subnet (VLAN).

### Layer 2 IGMP (Snooping and Query)

**IGMP Snooping and Query** – If multicast routing is not supported on other switches in your network, you can use IGMP Snooping and Query (page 3-136) to monitor IGMP service requests passing between multicast clients and servers, and dynamically configure the switch ports which need to forward multicast traffic.

**Static IGMP Router Interface** – If IGMP snooping cannot locate the IGMP querier, you can manually designate a known IGMP querier (i.e., a multicast router/switch) connected over the network to an interface on your switch (page 3-138). This interface will then join all the current multicast groups supported by the attached router/switch to ensure that multicast traffic is passed to all appropriate interfaces within the switch.

**Static IGMP Host Interface** – For multicast applications that you need to control more carefully, you can manually assign a multicast service to specific interfaces on the switch (page 3-141).



## Configuring IGMP Snooping and Query Parameters

You can configure the switch to forward multicast traffic intelligently. Based on the IGMP query and report messages, the switch forwards traffic only to the ports that request multicast traffic. This prevents the switch from broadcasting the traffic to all ports and possibly disrupting network performance.

### Command Usage

- **IGMP Snooping** – This switch can passively snoop on IGMP Query and Report packets transferred between IP multicast routers/switches and IP multicast host groups to identify the IP multicast group members. It simply monitors the IGMP packets passing through it, picks out the group registration information, and configures the multicast filters accordingly.
- **IGMP Querier** – A router, or multicast-enabled switch, can periodically ask their hosts if they want to receive multicast traffic. If there is more than one router/switch on the LAN performing IP multicasting, one of these devices is elected “querier” and assumes the role of querying the LAN for group members. It then propagates the service requests on to any upstream multicast switch/router to ensure that it will continue to receive the multicast service.

**Note:** Multicast routers use this information, along with a multicast routing protocol such as DVMRP or PIM, to support IP multicasting across the Internet.

### Command Attributes

- **IGMP Status** — When enabled, the switch will monitor network traffic to determine which hosts want to receive multicast traffic. This is also referred to as IGMP Snooping. (Default: Enabled)
- **Act as IGMP Querier** — When enabled, the switch can serve as the Querier, which is responsible for asking hosts if they want to receive multicast traffic. (Default: Enabled)
- **IGMP Query Count** — Sets the maximum number of queries issued for which there has been no response before the switch takes action to drop a client from the multicast group. (Range: 2-10; Default: 2)
- **IGMP Query Interval** — Sets the frequency at which the switch sends IGMP host-query messages. (Range: 60-125 seconds; Default: 125)
- **IGMP Report Delay** — Sets the time between receiving an IGMP Report for an IP multicast address on a port before the switch sends an IGMP Query out of that port and removes the entry from its list. (Range: 5-25 seconds; Default: 10)
- **IGMP Query Timeout** — The time the switch waits after the previous querier stops before it considers the router port (i.e., the interface which had been receiving query packets) to have expired. (Range: 300-500 seconds; Default: 300)
- **IGMP Version** — Sets the protocol version for compatibility with other devices on the network. (Range: 1-2; Default: 2)

**Notes:**

1. All systems on the subnet must support the same version.
2. Some attributes are only enabled for IGMPv2, including IGMP Report Delay and IGMP Query Timeout.

**Web** – Click IGMP Snooping, IGMP Configuration. Adjust the IGMP settings as required, and then click Apply. (The default settings are shown below.)

### IGMP Configuration

---

IGMP Status	<input checked="" type="checkbox"/> Enabled
Act as IGMP Querier	<input checked="" type="checkbox"/> Enabled
IGMP Query Count (2-10)	<input type="text" value="2"/>
IGMP Query Interval (60-125)	<input type="text" value="125"/> seconds
IGMP Report Delay (5-25)	<input type="text" value="10"/> seconds
IGMP Query Timeout (300-500)	<input type="text" value="300"/> seconds
IGMP Version (1,2)	<input type="text" value="2"/>

Figure 3-82 IGMP Configuration

**CLI** – This example modifies the settings for multicast filtering, and then displays the current status.

```

Console(config)#ip igmp snooping                               4-182
Console(config)#ip igmp snooping querier                     4-185
Console(config)#ip igmp snooping query-count 10             4-185
Console(config)#ip igmp snooping query-interval 100         4-186
Console(config)#ip igmp snooping query-max-response-time 20 4-187
Console(config)#ip igmp snooping router-port-expire-time 300 4-187
Console(config)#ip igmp snooping version 2                  4-183
Console(config)#exit
Console#show ip igmp snooping                                4-183
Service status:      Enabled
Querier status:      Enabled
Query count:         10
Query interval:      100 sec
Query max response time: 20 sec
Router port expire time: 300 sec
IGMP snooping version: Version 2
Console#

```

### Displaying Interfaces Attached to a Multicast Router

Multicast routers that are attached to ports on the switch use information obtained from IGMP, along with a multicast routing protocol such as DVMRP or PIM, to support IP multicasting across the Internet. These routers may be dynamically discovered by the switch or statically assigned to an interface on the switch.

You can use the Multicast Router Port Information page to display the ports on this switch attached to a neighboring multicast router/switch for each VLAN ID.

### 3 Configuring the Switch

#### Command Attributes

- **VLAN ID** – ID of configured VLAN (1-4094).
- **Multicast Router List** – Multicast routers dynamically discovered by this switch or those that are statically assigned to an interface on this switch.

**Web** – Click IGMP Snooping, Multicast Router Port Information. Select the required VLAN ID from the scroll-down list to display the associated multicast routers.

**Multicast Router Port Information**

VLAN ID: 1

Multicast Router List:

Unit1 Port11, Static

Figure 3-83 Multicast Router Port Information

**CLI** – This example shows that Port 11 has been statically configured as a port attached to a multicast router.

```
Console#show ip igmp snooping mrouter vlan 1                               4-189
VLAN M'cast Router Port Type
-----
  1                Eth 1/11 Static
Console#
```

#### Specifying Static Interfaces for a Multicast Router

Depending on your network connections, IGMP snooping may not always be able to locate the IGMP querier. Therefore, if the IGMP querier is a known multicast router/switch connected over the network to an interface (port or trunk) on your switch, you can manually configure the interface (and a specified VLAN) to join all the current multicast groups supported by the attached router. This can ensure that multicast traffic is passed to all the appropriate interfaces within the switch.

#### Command Attributes

- **Interface** – Activates the Port or Trunk scroll down list.
- **VLAN ID** – Selects the VLAN to propagate all multicast traffic coming from the attached multicast router.
- **Unit** – Stack unit. (Range: 1-8)
- **Port or Trunk** – Specifies the interface attached to a multicast router.

**Web** – Click IGMP Snooping, Static Multicast Router Port Configuration. Specify the interfaces attached to a multicast router, indicate the VLAN which will forward all the corresponding multicast traffic, and then click Add. After you have finished adding interfaces to the list, click Apply.

### Static Multicast Router Port Configuration

---

Current:

Vlan1, Unit1 Port1

New:

Interface	Port
VLAN ID	1
Unit	1
Port	1
Trunk	<input type="checkbox"/>

<<Add
Remove

Figure 3-84 Static Multicast Router Port Configuration

**CLI** – This example configures port 11 as a multicast router port within VLAN 1.

```

Console(config)#ip igmp snooping vlan 1 mrouter ethernet 1/11      4-188
Console(config)#exit
Console#show ip igmp snooping mrouter vlan 1                      4-189
  VLAN M'cast Router Port Type
  -----
    1           Eth 1/11  Static
Console#
  
```

## Displaying Port Members of Multicast Services

You can display the port members associated with a specified VLAN and multicast service.

### Command Attributes

- **VLAN ID** – Selects the VLAN for which to display port members.
- **Multicast IP Address** – The IP address for a specific multicast service.
- **Multicast Group Port List** – Shows the interfaces that have already been assigned to the selected VLAN to propagate a specific multicast service.

**Web** – Click IGMP Snooping, IP Multicast Registration Table. Select a VLAN ID and the IP address for a multicast service from the scroll-down lists. The switch will display all the interfaces that are propagating this multicast service.

### IP Multicast Registration Table

---

VLAN ID:

Multicast IP Address:

Multicast Group Port List:

Unit1 Port1, User

Figure 3-85 IP Multicast Registration Table

**CLI** – This example displays all the known multicast services supported on VLAN 1, along with the ports propagating the corresponding services. The Type field shows if this entry was learned dynamically or was statically configured.

```

Console#show bridge 1 multicast vlan 1                                     4-184
VLAN M'cast IP addr. Member ports Type
-----
  1      224.1.1.12      Eth1/12  USER
  1      224.1.1.2.3    Eth1/12  IGMP
Console#
  
```



## Assigning Ports to Multicast Services

Multicast filtering can be dynamically configured using IGMP Snooping and IGMP Query messages as described in “Configuring IGMP snooping and Query Parameters” on page 3-133. For certain applications that require tighter control, you may need to statically configure a multicast service on the switch. First add all the ports attached to participating hosts to a common VLAN, and then assign the multicast service to that VLAN group.

### Command Usage

- Static multicast addresses are never aged out.
- When a multicast address is assigned to an interface in a specific VLAN, the corresponding traffic can only be forwarded to ports within that VLAN.

### Command Attributes

- **Interface** – Activates the Port or Trunk scroll down list.
- **VLAN ID** – Selects the VLAN to propagate all multicast traffic coming from the attached multicast router/switch.
- **Multicast IP** – The IP address for a specific multicast service
- **Unit** – Stack unit. (Range: 1-8)
- **Port or Trunk** – Specifies the interface attached to a multicast router/switch.

**Web** – Click IGMP Snooping, IGMP Member Port Table. Specify the interface attached to a multicast service (via an IGMP-enabled switch or multicast router), indicate the VLAN that will propagate the multicast service, specify the multicast IP address, and click Add. After you have completed adding ports to the member list, click Apply.

### IGMP Member Port Table

---

IGMP Member Port List:

VLAN 1, 224.1.1.12, Unit 1, Port 1

<<Add
Remove

New Static IGMP Member Port:

Interface	Port ▾
VLAN ID	1 ▾
Multicast IP	<input style="width: 90%;" type="text"/>
Unit	1 ▾
Port	1 ▾
Trunk	▾

Figure 3-86 IGMP Member Port Table

### 3 Configuring the Switch

**CLI** – This example assigns a multicast address to VLAN 1, and then displays all the known multicast services supported on VLAN 1.

```
Console(config)#ip igmp snooping vlan 1 static 224.1.1.1.12      4-182
 ethernet 1/12
Console(config)#exit
Console#show mac-address-table multicast vlan 1                   4-184
 VLAN M'cast IP addr. Member ports Type
-----
   1      224.1.1.1.2      Eth1/12   USER
   1      224.1.1.2.3      Eth1/12   IGMP
Console#
```

# Chapter 4: Command Line Interface

---

This chapter describes how to use the Command Line Interface (CLI).

## Using the Command Line Interface

### Accessing the CLI

When accessing the management interface for the switch over a direct connection to the server's console port, or via a Telnet connection, the switch can be managed by entering command keywords and parameters at the prompt. Using the switch's command-line interface (CLI) is very similar to entering commands on a UNIX system.

### Console Connection

To access the switch through the console port, perform these steps:

1. At the console prompt, enter the user name and password. (The default user names are "admin" and "guest" with corresponding passwords of "admin" and "guest.") When the administrator user name and password is entered, the CLI displays the "Console#" prompt and enters privileged access mode (i.e., Privileged Exec). But when the guest user name and password is entered, the CLI displays the "Console>" prompt and enters normal access mode (i.e., Normal Exec).
2. Enter the necessary commands to complete your desired tasks.
3. When finished, exit the session with the "quit" or "exit" command.

After connecting to the system through the console port, the login screen displays:

```
User Access Verification
Username: admin
Password:

      CLI session with the GSW-2692 24-Port 10/100M + 2G Combo L2
Stackable Switchis opened.
      To end the CLI session, enter [Exit].
Console#
```

### Telnet Connection

Telnet operates over the IP transport protocol. In this environment, your management station and any network device you want to manage over the network must have a valid IP address. Valid IP addresses consist of four numbers, 0 to 255, separated by periods. Each address consists of a network portion and host portion. For example, the IP address assigned to this switch, 10.1.0.1, with subnet mask 255.255.255.0, consists of a network portion (10.1.0) and a host portion (1).

**Note:** The IP address for this switch is obtained via DHCP by default.

To access the switch through a Telnet session, you must first set the IP address for the Master unit, and set the default gateway if you are managing the switch from a different IP subnet. For example,

```
Console(config)#interface vlan 1
Console(config-if)#ip address 10.1.0.254 255.255.255.0
Console(config-if)#exit
Console(config)#ip default-gateway 10.1.0.254
```

If your corporate network is connected to another network outside your office or to the Internet, you need to apply for a registered IP address. However, if you are attached to an isolated network, then you can use any IP address that matches the network segment to which you are attached.

After you configure the switch with an IP address, you can open a Telnet session by performing these steps:

1. From the remote host, enter the Telnet command and the IP address of the device you want to access.
2. At the prompt, enter the user name and system password. The CLI will display the “Vty-*n*” prompt for the administrator to show that you are using privileged access mode (i.e., Privileged Exec), or “Vty-*n*>” for the guest to show that you are using normal access mode (i.e., Normal Exec), where *n* indicates the number of the current Telnet session.
3. Enter the necessary commands to complete your desired tasks.
4. When finished, exit the session with the “quit” or “exit” command.

After entering the Telnet command, the login screen displays:

```
Username: admin
Password:

      CLI session with the GSW-2692 24-Port 10/100M + 2G Combo L2
Stackable Switch is opened.
      To end the CLI session, enter [Exit].

Vty-0#
```

**Note:** You can open up to four sessions to the device via Telnet.

## Entering Commands

This section describes how to enter CLI commands.

### Keywords and Arguments

A CLI command is a series of keywords and arguments. Keywords identify a command, and arguments specify configuration parameters. For example, in the command “show interfaces status ethernet 1/5,” **show interfaces** and **status** are keywords, **ethernet** is an argument that specifies the interface type, and **1/5** specifies the unit/port.

You can enter commands as follows:

- To enter a simple command, enter the command keyword.
- To enter multiple commands, enter each command in the required order. For example, to enable Privileged Exec command mode, and display the startup configuration, enter:

```
Console>enable  
Console#show startup-config
```

- To enter commands that require parameters, enter the required parameters after the command keyword. For example, to set a password for the administrator, enter:

```
Console (config)#username admin password 0 smith
```

### Minimum Abbreviation

The CLI will accept a minimum number of characters that uniquely identify a command. For example, the command “configure” can be entered as **con**. If an entry is ambiguous, the system will prompt for further input.

### Command Completion

If you terminate input with a Tab key, the CLI will print the remaining characters of a partial keyword up to the point of ambiguity. In the “logging history” example, typing **log** followed by a tab will result in printing the command up to “**logging**.”

### Getting Help on Commands

You can display a brief description of the help system by entering the **help** command. You can also display command syntax by using the “?” character to list keywords or parameters.

## Showing Commands

If you enter a “?” at the command prompt, the system will display the first level of keywords for the current command class (Normal Exec or Privileged Exec) or configuration class (Global, ACL, Interface, Line or VLAN Database). You can also display a list of valid keywords for a specific command. For example, the command “**show ?**” displays a list of possible show commands:

```
Console#show ?
access-group      Access groups
access-list       Access lists
bridge-ext        Bridge extension information
calendar          Date and time information
dot1x             Show 802.1X content
garp              GARP properties
gvrp              GVRP interface information
history           History information
interfaces        Interface information
ip                IP information
lacp              LACP statistics
line              TTY line information
log               Login records
logging           Login setting
mac               MAC access lists
mac-address-table Configuration of the address table
management        Management IP filter
map               Maps priority
port              Port Characteristics
public-key        Public Key information
queue             Priority queue information
radius-server     RADIUS server information
rate-limit        Configures rate-limits
running-config    Information on the running configuration
snmp              Simple Network Management Protocol statistics
snmp              Simple Network Time Protocol configuration
spanning-tree     Spanning-tree configuration
ssh               Secure shell server connections
startup-config    Startup system configuration
system            System Information
tacacs-server     TACACS server settings
users             Information about terminal lines
version           System hardware and software versions
vlan              Virtual LAN settings
Console#show
```

The command “**show interfaces ?**” will display the following information:

```
Console#show interfaces ?
counters          Interface counters information
status            Interface status information
switchport        Interface switchport information
Console#show interfaces
```

## Partial Keyword Lookup

If you terminate a partial keyword with a question mark, alternatives that match the initial letters are provided. (Remember not to leave a space between the command and question mark.) For example “**s?**” shows all the keywords starting with “s.”

```
Console#show s?
snmp          snmp          spanning-tree  ssh          startup-config
system
Console#show s
```

## Negating the Effect of Commands

For many configuration commands you can enter the prefix keyword “**no**” to cancel the effect of a command or reset the configuration to the default value. For example, the **logging** command will log system messages to a host server. To disable logging, specify the **no logging** command. This guide describes the negation effect for all applicable commands.

## Using Command History

The CLI maintains a history of commands that have been entered. You can scroll back through the history of commands by pressing the up arrow key. Any command displayed in the history list can be executed again, or first modified and then executed.

Using the **show history** command displays a longer list of recently executed commands.

## Understanding Command Modes

The command set is divided into Exec and Configuration classes. Exec commands generally display information on system status or clear statistical counters. Configuration commands, on the other hand, modify interface parameters or enable certain switching functions. These classes are further divided into different modes. Available commands depend on the selected mode. You can always enter a question mark “**?**” at the prompt to display a list of the commands available for the current mode. The command classes and associated modes are displayed in the following table:

Table 4-1 Command Modes

Class	Mode	
Exec	Normal Privileged	
Configuration	Global*	Access Control List Interface Line VLAN Database

\* You must be in Privileged Exec mode to access the Global configuration mode.  
You must be in Global Configuration mode to access any of the other configuration modes.

## Exec Commands

When you open a new console session on the switch with the user name and password “guest,” the system enters the Normal Exec command mode (or guest mode), displaying the “Console>” command prompt. Only a limited number of the commands are available in this mode. You can access all commands only from the Privileged Exec command mode (or administrator mode). To access Privilege Exec mode, open a new console session with the user name and password “admin.” The system will now display the “Console#” command prompt. You can also enter Privileged Exec mode from within Normal Exec mode, by entering the **enable** command, followed by the privileged level password “super” (page 4-27).

To enter Privileged Exec mode, enter the following user names and passwords:

```
Username: admin
Password: [admin login password]

      CLI session with the GSW-2692 24-Port 10/100M + 2G Combo L2
Stackable Switchis opened.
      To end the CLI session, enter [Exit].
Console#
```

```
Username: guest
Password: [guest login password]

      CLI session with the GSW-2692 24-Port 10/100M + 2G Combo L2
Stackable Switchis opened.
      To end the CLI session, enter [Exit].
Console>enable
Password: [privileged level password]
Console#
```

## Configuration Commands

Configuration commands are privileged level commands used to modify switch settings. These commands modify the running configuration only and are not saved when the switch is rebooted. To store the running configuration in non-volatile storage, use the **copy running-config startup-config** command.

The configuration commands are organized into different modes:

- Global Configuration - These commands modify the system level configuration, and include commands such as **hostname** and **snmp-server community**.
- Access Control List Configuration - These commands are used for packet filtering.
- Interface Configuration - These commands modify the port configuration such as **speed-duplex** and **negotiation**.
- Line Configuration - These commands modify the console port and Telnet configuration, and include command such as **parity** and **databits**.
- VLAN Configuration - Includes the command to create VLAN groups.



To enter the Global Configuration mode, enter the command **configure** in Privileged Exec mode. The system prompt will change to "Console(config)#" which gives you access privilege to all Global Configuration commands.

```
Console#configure
Console(config)#
```

To enter the other modes, at the configuration prompt type one of the following commands. Use the **exit** or **end** command to return to the Privileged Exec mode.

Table 4-2 Configuration Modes

Mode	Command	Prompt	Page
Line	line {console   vty}	Console(config-line)#	4-10
Access Control List	access-list ip standard access-list ip extended access-list mac	Console(config-std-acl)# Console(config-ext-acl)# Console(config-mac-acl)#	4-89
Interface	interface {ethernet <i>port</i>   port-channel <i>id</i>   vlan <i>id</i> }	Console(config-if)#	4-108
VLAN	vlan database	Console(config-vlan)#	4-149

For example, you can use the following commands to enter interface configuration mode, and then return to Privileged Exec mode

```
Console(config)#interface ethernet 1/5
:
:
Console(config-if)#exit
Console(config)#
```

## Command Line Processing

Commands are not case sensitive. You can abbreviate commands and parameters as long as they contain enough letters to differentiate them from any other currently available commands or parameters. You can use the Tab key to complete partial commands, or enter a partial command followed by the “?” character to display a list of possible matches. You can also use the following editing keystrokes for command-line processing:

Table 4-3 Command Line Processing

Keystroke	Function
Ctrl-A	Shifts cursor to start of command line.
Ctrl-B	Shifts cursor to the left one character.
Ctrl-C	Terminates the current task and displays the command prompt.
Ctrl-E	Shifts cursor to end of command line.
Ctrl-F	Shifts cursor to the right one character.
Ctrl-K	Deletes all characters from the cursor to the end of the line.
Ctrl-L	Repeats current command line on a new line.
Ctrl-N	Enters the next command line in the history buffer.
Ctrl-P	Enters the last command.
Ctrl-R	Repeats current command line on a new line.
Ctrl-U	Deletes from the cursor to the beginning of the line.
Ctrl-W	Deletes the last word typed.
Esc-B	Moves the cursor back one word.
Esc-D	Deletes from the cursor to the end of the word.
Esc-F	Moves the cursor forward one word.
Delete key or backspace key	Erases a mistake when entering a command.

## Command Groups

The system commands can be broken down into the functional groups shown below.

Table 4-4 Command Groups

Command Group	Description	Page
Line	Sets communication parameters for the serial port and Telnet, including baud rate and console time-out	4-10
General	Basic commands for entering privileged access mode, restarting the system, or quitting the CLI	4-19
System Management	Controls system logs, system passwords, user name, browser management options, and a variety of other system information	4-24
Flash/File	Manages code image or switch configuration files	4-65
Authentication	Configures logon access using local or remote authentication; also configures port security and IEEE 802.1X port access control	4-71
Access Control List	Provides filtering for IP frames (based on address, protocol, TCP/UDP port number or TCP control code) or non-IP frames (based on MAC address or Ethernet type)	4-89
SNMP	Activates authentication failure traps; configures community access strings, and trap managers; also configures IP address filtering	4-103
Interface	Configures the connection parameters for all Ethernet ports, aggregated links, and VLANs	4-108
Mirror Port	Mirrors data to another port for analysis without affecting the data passing through or the performance of the monitored port	4-119
Rate Limiting	Controls the maximum rate for traffic transmitted or received on a port	4-121
Link Aggregation	Statically groups multiple ports into a single logical trunk; configures Link Aggregation Control Protocol for port trunks	4-122
Address Table	Configures the address table for filtering specified addresses, displays current entries, clears the table, or sets the aging time	4-133
Spanning Tree	Configures Spanning Tree settings for the switch	4-137
VLANs	Configures VLAN settings, and defines port membership for VLAN groups; also enables or configures private VLANs	4-149
GVRP and Bridge Extension	Configures GVRP settings that permit automatic VLAN learning; shows the configuration for the bridge extension MIB	4-164
Priority	Sets port priority for untagged frames, selects strict priority or weighted round robin, relative weight for each priority queue, also sets priority for TCP traffic types, IP precedence, and DSCP	4-168
Multicast Filtering	Configures IGMP multicast filtering, query parameters, and specifies ports attached to a multicast router	4-181
IP Interface	Configures IP address for the switch	4-190

The access mode shown in the following tables is indicated by these abbreviations:

**NE** (Normal Exec)

**IC** (Interface Configuration)

**PE** (Privileged Exec)

**LC** (Line Configuration)

**GC** (Global Configuration)

**VC** (VLAN Database Configuration)

**ACL** (Access Control List Configuration)

## Line Commands

You can access the onboard configuration program by attaching a VT100 compatible device to the server's serial port. These commands are used to set communication parameters for the serial port or Telnet (i.e., a virtual terminal).

Table 4-5 Line Commands

Command	Function	Mode	Page
line	Identifies a specific line for configuration and starts the line configuration mode	GC	4-10
login	Enables password checking at login	LC	4-11
password	Specifies a password on a line	LC	4-12
timeout login response	Sets the interval that the system waits for a user to log into the CLI	LC	4-13
exec-timeout	Sets the interval that the command interpreter waits until user input is detected	LC	4-13
password-thresh	Sets the password intrusion threshold, which limits the number of failed logon attempts	LC	4-14
silent-time*	Sets the amount of time the management console is inaccessible after the number of unsuccessful logon attempts exceeds the threshold set by the <b>password-thresh</b> command	LC	4-15
databits*	Sets the number of data bits per character that are interpreted and generated by hardware	LC	4-15
parity*	Defines the generation of a parity bit	LC	4-16
speed*	Sets the terminal baud rate	LC	4-17
stopbits*	Sets the number of the stop bits transmitted per byte	LC	4-17
disconnect	Terminates a line connection	PE	4-18
show line	Displays a terminal line's parameters	NE, PE	4-18

\* These commands only apply to the serial port.

### line

This command identifies a specific line for configuration, and to process subsequent line configuration commands.

### Syntax

**line** {console | vty}

- **console** - Console terminal line.
- **vty** - Virtual terminal for remote console access (i.e., Telnet).

### Default Setting

There is no default line.

### Command Mode

Global Configuration

## Command Usage

Telnet is considered a virtual terminal connection and will be shown as “Vty” in screen displays such as **show users**. However, the serial communication parameters (e.g., databits) do not affect Telnet connections.

## Example

To enter console line mode, enter the following command:

```
Console(config)#line console
Console(config-line)#
```

## Related Commands

show line (4-18)  
show users (4-62)

## login

This command enables password checking at login. Use the **no** form to disable password checking and allow connections without a password.

## Syntax

**login [local]**  
**no login**

**local** - Selects local password checking. Authentication is based on the user name specified with the **username** command.

## Default Setting

login local

## Command Mode

Line Configuration

## Command Usage

- There are three authentication modes provided by the switch itself at login:
  - **login** selects authentication by a single global password as specified by the **password** line configuration command. When using this method, the management interface starts in Normal Exec (NE) mode.
  - **login local** selects authentication via the user name and password specified by the **username** command (i.e., default setting). When using this method, the management interface starts in Normal Exec (NE) or Privileged Exec (PE) mode, depending on the user's privilege level (0 or 15 respectively).
  - **no login** selects no authentication. When using this method, the management interface starts in Normal Exec (NE) mode.
- This command controls login authentication via the switch itself. To configure user names and passwords for remote authentication servers, you must use the RADIUS or TACACS software installed on those servers.

## Example

```
Console(config-line)#login local
Console(config-line)#
```

## Related Commands

username (4-26)

password (4-12)

## password

This command specifies the password for a line. Use the **no** form to remove the password.

## Syntax

**password** {0 | 7} *password*  
**no password**

- {0 | 7} - 0 means plain password, 7 means encrypted password
- *password* - Character string that specifies the line password.  
(Maximum length: 8 characters plain text, 32 encrypted, case sensitive)

## Default Setting

No password is specified.

## Command Mode

Line Configuration

## Command Usage

- When a connection is started on a line with password protection, the system prompts for the password. If you enter the correct password, the system shows a prompt. You can use the **password-thresh** command to set the number of times a user can enter an incorrect password before the system terminates the line connection and returns the terminal to the idle state.
- The encrypted password is required for compatibility with legacy password settings (i.e., plain text or encrypted) when reading the configuration file during system bootup or when downloading the configuration file from a TFTP server. There is no need for you to manually configure encrypted passwords.

## Example

```
Console(config-line)#password 0 secret
Console(config-line)#
```

## Related Commands

login (4-11)

password-thresh (4-14)

### timeout login response

This command sets the interval that the system waits for a user to log into the CLI. Use the **no** form to restore the default.

#### Syntax

**timeout login response** [*seconds*]  
**no timeout login response**

*seconds* - Integer that specifies the timeout interval.  
(Range: 0 - 300 seconds; 0: disabled)

#### Default Setting

- CLI: Disabled (0 seconds)
- Telnet: 600 seconds

#### Command Mode

Line Configuration

#### Command Usage

- If a login attempt is not detected within the timeout interval, the connection is terminated for the session.
- This command applies to both the local console and Telnet connections.
- The timeout for Telnet cannot be disabled.
- Using the command without specifying a timeout restores the default setting.

#### Example

To set the timeout to two minutes, enter this command:

```
Console(config-line)#timeout login response 120
Console(config-line)#
```

#### Related Commands

silent-time (4-15)  
exec-timeout (4-14)

### exec-timeout

This command sets the interval that the system waits until user input is detected. Use the **no** form to restore the default.

#### Syntax

**exec-timeout** [*seconds*]  
**no exec-timeout**

*seconds* - Integer that specifies the number of seconds.  
(Range: 0-65535 seconds; 0: no timeout)

#### Default Setting

CLI: No timeout  
Telnet: 10 minutes

## Command Mode

Line Configuration

## Command Usage

- If user input is detected within the timeout interval, the session is kept open; otherwise the session is terminated.
- This command applies to both the local console and Telnet connections.
- The timeout for Telnet cannot be disabled.
- Using the command without specifying a timeout restores the default setting.

## Example

To set the timeout to two minutes, enter this command:

```
Console(config-line)#exec-timeout 120
Console(config-line)#
```

## Related Commands

silent-time (4-15)  
timeout login response (4-13)

## password-thresh

This command sets the password intrusion threshold which limits the number of failed logon attempts. Use the **no** form to remove the threshold value.

## Syntax

**password-thresh** [*threshold*]  
**no password-thresh**

*threshold* - The number of allowed password attempts.  
(Range: 1-120; 0: no threshold)

## Default Setting

The default value is three attempts.

## Command Mode

Line Configuration

## Command Usage

- When the logon attempt threshold is reached, the system interface becomes silent for a specified amount of time before allowing the next logon attempt. (Use the **silent-time** command to set this interval.) When this threshold is reached for Telnet, the Telnet logon interface shuts down.
- This command applies to both the local console and Telnet connections.

## Example

To set the password threshold to five attempts, enter this command:

```
Console(config-line)#password-thresh 5
Console(config-line)#
```



## Related Commands

silent-time (4-15)  
timeout login response (4-13)

### silent-time

This command sets the amount of time the management console is inaccessible after the number of unsuccessful logon attempts exceeds the threshold set by the **password-thresh** command. Use the **no** form to remove the silent time value.

### Syntax

**silent-time** [*seconds*]  
**no silent-time**

*seconds* - The number of seconds to disable console response.  
(Range: 0-65535; 0: no silent-time)

### Default Setting

The default value is no silent-time.

### Command Mode

Line Configuration

### Example

To set the silent time to 60 seconds, enter this command:

```
Console(config-line)#silent-time 60  
Console(config-line)#
```

## Related Commands

password-thresh (4-14)

### databits

This command sets the number of data bits per character that are interpreted and generated by the console port. Use the **no** form to restore the default value.

### Syntax

**databits** {**7** | **8**}  
**no databits**

- 7 - Seven data bits per character.
- 8 - Eight data bits per character.

### Default Setting

8 data bits per character

### Command Mode

Line Configuration

## Command Usage

The **databits** command can be used to mask the high bit on input from devices that generate 7 data bits with parity. If parity is being generated, specify 7 data bits per character. If no parity is required, specify 8 data bits per character.

## Example

To specify 7 data bits, enter this command:

```
Console(config-line)#databits 7
Console(config-line)#
```

## Related Commands

parity (4-16)

## parity

This command defines the generation of a parity bit. Use the **no** form to restore the default setting.

## Syntax

**parity** {**none** | **even** | **odd**}  
**no parity**

- **none** - No parity
- **even** - Even parity
- **odd** - Odd parity

## Default Setting

No parity

## Command Mode

Line Configuration

## Command Usage

Communication protocols provided by devices such as terminals and modems often require a specific parity bit setting.

## Example

To specify no parity, enter this command:

```
Console(config-line)#parity none
Console(config-line)#
```

## speed

This command sets the terminal line's baud rate. This command sets both the transmit (to terminal) and receive (from terminal) speeds. Use the **no** form to restore the default setting.

### Syntax

**speed** *bps*  
**no speed**

*bps* - Baud rate in bits per second.  
(Options: 9600, 19200, 38400, 57600, 115200 bps)

### Default Setting

9600

### Command Mode

Line Configuration

### Command Usage

Set the speed to match the baud rate of the device connected to the serial port. Some baud rates available on devices connected to the port might not be supported. The system indicates if the speed you selected is not supported.

### Example

To specify 57600 bps, enter this command:

```
Console(config-line)#speed 57600
Console(config-line)#
```

## stopbits

This command sets the number of the stop bits transmitted per byte. Use the **no** form to restore the default setting.

### Syntax

**stopbits** {1 | 2}

- 1 - One stop bit
- 2 - Two stop bits

### Default Setting

1 stop bit

### Command Mode

Line Configuration

### Example

To specify 2 stop bits, enter this command:

```
Console(config-line)#stopbits 2
Console(config-line)#
```

### disconnect

This command terminates an SSH, Telnet, or console connection.

#### Syntax

**disconnect** *session-id*

*session-id* – The session identifier for an SSH, Telnet or console connection. (Range: 0-4)

#### Command Mode

Privileged Exec

#### Command Usage

Specifying session identifier "0" will disconnect the console connection. Specifying any other identifiers for an active session will disconnect an SSH or Telnet connection.

#### Example

```
Console#disconnect 1
Console#
```

#### Related Commands

show ssh (4-41)  
show users (4-62)

### show line

This command displays the terminal line's parameters.

#### Syntax

**show line** [**console** | **vtty**]

- **console** - Console terminal line.
- **vtty** - Virtual terminal for remote console access (i.e., Telnet).

#### Default Setting

Shows all lines

#### Command Mode

Normal Exec, Privileged Exec

**Example**

To show all lines, enter this command:

```

Console#show line
Console configuration:
  Password threshold: 3 times
  Interactive timeout: Disabled
  Login timeout: Disabled
  Silent time: Disabled
  Baudrate: 9600
  Databits: 8
  Parity: none
  Stopbits: 1

VTY configuration:
  Password threshold: 3 times
  Interactive timeout: 600 sec
  Login timeout: 300 sec
console#

```

**General Commands**

Table 4-6 General Commands

Command	Function	Mode	Page
enable	Activates privileged mode	NE	4-19
disable	Returns to normal mode from privileged mode	PE	4-20
configure	Activates global configuration mode	PE	4-21
show history	Shows the command history buffer	NE, PE	4-21
reload	Restarts the system	PE	4-22
end	Returns to Privileged Exec mode	any config. mode	4-22
exit	Returns to the previous configuration mode, or exits the CLI	any	4-23
quit	Exits a CLI session	NE, PE	4-23
help	Shows how to use help	any	NA
?	Shows options for command completion (context sensitive)	any	NA

**enable**

This command activates Privileged Exec mode. In privileged mode, additional commands are available, and certain commands display additional information. See “Understanding Command Modes” on page 4-5.

**Syntax**

**enable** [*level*]

*level* - Privilege level to log into the device.

The device has two predefined privilege levels: 0: Normal Exec, 15: Privileged Exec. Enter level 15 to access Privileged Exec mode.

## Default Setting

Level 15

## Command Mode

Normal Exec

## Command Usage

- “super” is the default password required to change the command mode from Normal Exec to Privileged Exec. (To set this password, see the **enable password** command on page 4-27.)
- The “#” character is appended to the end of the prompt to indicate that the system is in privileged access mode.

## Example

```
Console>enable
Password: [privileged level password]
Console#
```

## Related Commands

disable (4-20)

enable password (4-27)

## disable

This command returns to Normal Exec mode from privileged mode. In normal access mode, you can only display basic information on the switch's configuration or Ethernet statistics. To gain access to all commands, you must use the privileged mode. See “Understanding Command Modes” on page 4-5.

## Default Setting

None

## Command Mode

Privileged Exec

## Command Usage

The “>” character is appended to the end of the prompt to indicate that the system is in normal access mode.

## Example

```
Console#disable
Console>
```

## Related Commands

enable (4-19)

**configure**

This command activates Global Configuration mode. You must enter this mode to modify any settings on the switch. You must also enter Global Configuration mode prior to enabling some of the other configuration modes, including Interface Configuration, Line Configuration, and VLAN Database Configuration. See "Understanding Command Modes" on page 4-5.

**Default Setting**

None

**Command Mode**

Privileged Exec

**Example**

```
Console#configure
Console(config)#
```

**Related Commands**

end (4-22)

**show history**

This command shows the contents of the command history buffer.

**Default Setting**

None

**Command Mode**

Normal Exec, Privileged Exec

**Command Usage**

The history buffer size is fixed at 10 Execution commands and 10 Configuration commands.

**Example**

In this example, the show history command lists the contents of the command history buffer:

```
Console#show history
Execution command history:
 2 config
 1 show history

Configuration command history:
 4 interface vlan 1
 3 exit
 2 interface vlan 1
 1 end

Console#
```

## 4 Command Line Interface

The **!** command repeats commands from the Execution command history buffer when you are in Normal Exec or Privileged Exec Mode, and commands from the Configuration command history buffer when you are in any of the configuration modes. In this example, the **!2** command repeats the second command in the Execution history buffer (**config**).

```
Console#!2
Console#config
Console(config)#
```

### reload

This command restarts the system.

**Note:** When the system is restarted, it will always run the Power-On Self-Test. It will also retain all configuration information stored in non-volatile memory by the **copy running-config startup-config** command.

### Default Setting

None

### Command Mode

Privileged Exec

### Command Usage

This command resets the entire system.

### Example

This example shows how to reset the switch:

```
Console#reload
System will be restarted, continue <y/n>? y
```

### end

This command returns to Privileged Exec mode.

### Default Setting

None

### Command Mode

Global Configuration, Interface Configuration, Line Configuration, and VLAN Database Configuration.

### Example

This example shows how to return to the Privileged Exec mode from the Interface Configuration mode:

```
Console(config-if)#end
Console#
```



**exit**

This command returns to the previous configuration mode or exit the configuration program.

**Default Setting**

None

**Command Mode**

Any

**Example**

This example shows how to return to the Privileged Exec mode from the Global Configuration mode, and then quit the CLI session:

```
Console(config)#exit
Console#exit

Press ENTER to start session
User Access Verification

Username:
```

**quit**

This command exits the configuration program.

**Default Setting**

None

**Command Mode**

Normal Exec, Privileged Exec

**Command Usage**

The **quit** and **exit** commands can both exit the configuration program.

**Example**

This example shows how to quit a CLI session:

```
Console#quit

Press ENTER to start session

User Access Verification

Username:
```

## System Management Commands

These commands are used to control system logs, passwords, user names, browser configuration options, and display or configure a variety of other system information.

Table 4-7 System Management Commands

Command Group	Function	Page
Device Designation	Configures information that uniquely identifies this switch	4-24
User Access	Configures the basic user names and passwords for management access	4-25
IP Filter	Configures IP addresses that are allowed management access	4-28
Web Server	Enables management access via a web browser	4-30
Telnet Server	Enables management access via Telnet	4-33
Secure Shell	Provides secure replacement for Telnet	4-34
Event Logging	Controls logging of error messages	4-43
Time (System Clock)	Sets the system clock automatically via NTP/SNTP server or manually	4-53
System Status	Displays system configuration, active managers, and version information	4-57
Frame Size	Enables support for jumbo frames	4-64

## Device Designation Commands

Table 4-8 Device Designation Commands

Command	Function	Mode	Page
prompt	Customizes the prompt used in PE and NE mode	GC	4-24
hostname	Specifies the host name for the switch	GC	4-25
snmp-server contact	Sets the system contact string	GC	4-104
snmp-server location	Sets the system location string	GC	4-104

### prompt

This command customizes the CLI prompt. Use the **no** form to restore the default prompt.

### Syntax

**prompt** *string*

**no prompt**

*string* - Any alphanumeric string to use for the CLI prompt. (Maximum length: 255 characters)

### Default Setting

Console

### Command Mode

Global Configuration

**Example**

```
Console(config)#prompt RD2
RD2(config)#
```

**hostname**

This command specifies or modifies the host name for this device. Use the **no** form to restore the default host name.

**Syntax**

**hostname** *name*  
**no hostname**

*name* - The name of this host. (Maximum length: 255 characters)

**Default Setting**

None

**Command Mode**

Global Configuration

**Example**

```
Console(config)#hostname RD#1
Console(config)#
```

**User Access Commands**

The basic commands required for management access are listed in this section. This switch also includes other options for password checking via the console or a Telnet connection (page 4-10), user authentication via a remote authentication server (page 4-71), and host access authentication for specific ports (page 4-81).

Table 4-9 User Access Commands

Command	Function	Mode	Page
username	Establishes a user name-based authentication system at login	GC	4-26
enable password	Sets a password to control access to the Privileged Exec level	GC	4-27

## username

This command adds named users, requires authentication at login, specifies or changes a user's password (or specify that no password is required), or specifies or changes a user's access level. Use the **no** form to remove a user name.

## Syntax

```
username name {access-level level | nopassword |
password {0 | 7} password}
no username name
```

- *name* - The name of the user.  
(Maximum length: 8 characters, case sensitive. Maximum users: 16)
- **access-level level** - Specifies the user level.  
The device has two predefined privilege levels:  
**0**: Normal Exec, **15**: Privileged Exec.
- **nopassword** - No password is required for this user to log in.
- **{0 | 7}** - 0 means plain password, 7 means encrypted password.
- **password password** - The authentication password for the user.  
(Maximum length: 8 characters plain text, 32 encrypted, case sensitive)

## Default Setting

- The default access level is Normal Exec.
- The factory defaults for the user names and passwords are:

Table 4-10 Default Login Settings

username	access-level	password
guest	0	guest
admin	15	admin

## Command Mode

Global Configuration

## Command Usage

The encrypted password is required for compatibility with legacy password settings (i.e., plain text or encrypted) when reading the configuration file during system bootup or when downloading the configuration file from a TFTP server. There is no need for you to manually configure encrypted passwords.

## Example

This example shows how to set the access level and password for a user.

```
Console(config)#username bob access-level 15
Console(config)#username bob password 0 smith
Console(config)#
```

## enable password

After initially logging onto the system, you should set the Privileged Exec password. Remember to record it in a safe place. This command controls access to the Privileged Exec level from the Normal Exec level. Use the **no** form to reset the default password.

### Syntax

**enable password** [*level level*] {**0** | **7**} *password*  
**no enable password** [*level level*]

- **level level** - Level 15 for Privileged Exec. (Levels 0-14 are not used.)
- {**0** | **7**} - 0 means plain password, 7 means encrypted password.
- *password* - password for this privilege level.  
(Maximum length: 8 characters plain text, 32 encrypted, case sensitive)

### Default Setting

- The default is level 15.
- The default password is “super”

### Command Mode

Global Configuration

### Command Usage

- You cannot set a null password. You will have to enter a password to change the command mode from Normal Exec to Privileged Exec with the **enable** command (page 4-19).
- The encrypted password is required for compatibility with legacy password settings (i.e., plain text or encrypted) when reading the configuration file during system bootup or when downloading the configuration file from a TFTP server. There is no need for you to manually configure encrypted passwords.

### Example

```
Console(config)#enable password level 15 0 admin
Console(config)#
```

### Related Commands

enable (4-19)  
authentication enable (4-72)

## IP Filter Commands

Table 4-11 IP Filter Commands

Command	Function	Mode	Page
management	Configures IP addresses that are allowed management access	GC	4-28
show management	Displays the switch to be monitored or configured from a browser	PE	4-29

### management

This command specifies the client IP addresses that are allowed management access to the switch through various protocols. Use the **no** form to restore the default setting.

### Syntax

```
[no] management {all-client | http-client | snmp-client | telnet-client}
start-address [end-address]
```

- **all-client** - Adds IP address(es) to the SNMP, web and Telnet groups.
- **http-client** - Adds IP address(es) to the web group.
- **snmp-client** - Adds IP address(es) to the SNMP group.
- **telnet-client** - Adds IP address(es) to the Telnet group.
- *start-address* - A single IP address, or the starting address of a range.
- *end-address* - The end address of a range.

### Default Setting

All addresses

### Command Mode

Global Configuration

### Command Usage

- If anyone tries to access a management interface on the switch from an invalid address, the switch will reject the connection, enter an event message in the system log, and send a trap message to the trap manager.
- IP address can be configured for SNMP, web and Telnet access respectively. Each of these groups can include up to five different sets of addresses, either individual addresses or address ranges.
- When entering addresses for the same group (i.e., SNMP, web or Telnet), the switch will not accept overlapping address ranges. When entering addresses for different groups, the switch will accept overlapping address ranges.
- You cannot delete an individual address from a specified range. You must delete the entire range, and reenter the addresses.
- You can delete an address range just by specifying the start address, or by specifying both the start address and end address.

## Example

This example restricts management access to the indicated addresses.

```
Console(config)#management all-client 192.168.1.19
Console(config)#management all-client 192.168.1.25 192.168.1.30
Console(config)#
```

## show management

This command displays the client IP addresses that are allowed management access to the switch through various protocols.

## Syntax

**show management {all-client | http-client | snmp-client | telnet-client}**

- **all-client** - Adds IP address(es) to the SNMP, web and Telnet groups.
- **http-client** - Adds IP address(es) to the web group.
- **snmp-client** - Adds IP address(es) to the SNMP group.
- **telnet-client** - Adds IP address(es) to the Telnet group.

## Command Mode

Privileged Exec

## Example

```
Console#show management all-client
Management IP Filter
HTTP-Client:
  Start IP address      End IP address
-----
1. 192.168.1.19         192.168.1.19
2. 192.168.1.25         192.168.1.30

SNMP-Client:
  Start IP address      End IP address
-----
1. 192.168.1.19         192.168.1.19
2. 192.168.1.25         192.168.1.30

TELNET-Client:
  Start IP address      End IP address
-----
1. 192.168.1.19         192.168.1.19
2. 192.168.1.25         192.168.1.30
Console#
```

## Web Server Commands

Table 4-12 Web Server Commands

Command	Function	Mode	Page
ip http port	Specifies the port to be used by the web browser interface	GC	4-30
ip http server	Allows the switch to be monitored or configured from a browser	GC	4-30
ip http secure-server	Enables HTTPS/SSL for encrypted communications	GC	4-31
ip http secure-port	Specifies the UDP port number for HTTPS/SSL	GC	4-32

### ip http port

This command specifies the TCP port number used by the web browser interface. Use the **no** form to use the default port.

#### Syntax

```
ip http port port-number
no ip http port
```

*port-number* - The TCP port to be used by the browser interface.  
(Range: 1-65535)

#### Default Setting

80

#### Command Mode

Global Configuration

#### Example

```
Console(config)#ip http port 769
Console(config)#
```

#### Related Commands

ip http server (4-30)

### ip http server

This command allows this device to be monitored or configured from a browser. Use the **no** form to disable this function.

#### Syntax

```
[no] ip http server
```

#### Default Setting

Enabled

#### Command Mode

Global Configuration



## Example

```
Console(config)#ip http server
Console(config)#
```

## Related Commands

ip http port (4-30)

## ip http secure-server

This command enables the secure hypertext transfer protocol (HTTPS) over the Secure Socket Layer (SSL), providing secure access (i.e., an encrypted connection) to the switch's web interface. Use the **no** form to disable this function.

## Syntax

[no] ip http secure-server

## Default Setting

Enabled

## Command Mode

Global Configuration

## Command Usage

- Both HTTP and HTTPS service can be enabled independently on the switch. However, you cannot configure the HTTP and HTTPS servers to use the same UDP port.
- If you enable HTTPS, you must indicate this in the URL that you specify in your browser: **https://device[:port\_number]**
- When you start HTTPS, the connection is established in this way:
  - The client authenticates the server using the server's digital certificate.
  - The client and server negotiate a set of security protocols to use for the connection.
  - The client and server generate session keys for encrypting and decrypting data.
- The client and server establish a secure encrypted connection. A padlock icon should appear in the status bar for Internet Explorer 5.x and Netscape Navigator 4.x or later versions.
- The following web browsers and operating systems currently support HTTPS:

Table 4-13 HTTPS System Support

Web Browser	Operating System
Internet Explorer 5.0 or later	Windows 98, Windows NT (with service pack 6a), Windows 2000, Windows XP
Netscape Navigator 6.2 or later	Windows 98, Windows NT (with service pack 6a), Windows 2000, Windows XP, Solaris 2.6

- To specify a secure-site certificate, see "Replacing the Default Secure-site Certificate" on page 3-41. Also refer to the **copy** command on page 4-65.

### Example

```
Console(config)#ip http secure-server  
Console(config)#
```

### Related Commands

ip http secure-port (4-32)  
copy tftp https-certificate (4-65)

### ip http secure-port

This command specifies the UDP port number used for HTTPS/SSL connection to the switch's web interface. Use the **no** form to restore the default port.

### Syntax

**ip http secure-port** *port\_number*  
**no ip http secure-port**

*port\_number* – The UDP port used for HTTPS/SSL.  
(Range: 1-65535)

### Default Setting

443

### Command Mode

Global Configuration

### Command Usage

- You cannot configure the HTTP and HTTPS servers to use the same port.
- If you change the HTTPS port number, clients attempting to connect to the HTTPS server must specify the port number in the URL, in this format:

**https://device:port\_number**

### Example

```
Console(config)#ip http secure-port 1000  
Console(config)#
```

### Related Commands

ip http secure-server (4-31)

## Telnet Server Commands

Table 4-14 Telnet Server Commands

Command	Function	Mode	Page
ip telnet port	Specifies the port to be used by the Telnet interface	GC	4-30
ip telnet server	Allows the switch to be monitored or configured from Telnet	GC	4-30

### ip telnet port

This command specifies the TCP port number used by the Telnet interface. Use the **no** form to use the default port.

#### Syntax

```
ip telnet port port-number
no ip telnet port
```

*port-number* - The TCP port to be used by the browser interface.  
(Range: 1-65535)

#### Default Setting

23

#### Command Mode

Global Configuration

#### Example

```
Console(config)#ip telnet port 123
Console(config)#
```

#### Related Commands

ip telnet server (4-33)

### ip telnet server

This command allows this device to be monitored or configured from Telnet. Use the **no** form to disable this function.

#### Syntax

```
[no] ip telnet server
```

#### Default Setting

Enabled

#### Command Mode

Global Configuration

#### Example

```
Console(config)#ip telnet server
Console(config)#
```

**Related Commands**

ip telnet port (4-33)

**Secure Shell Commands**

The Berkley-standard includes remote access tools originally designed for Unix systems. Some of these tools have also been implemented for Microsoft Windows and other environments. These tools, including commands such as *rlogin* (remote login), *rsh* (remote shell), and *rcp* (remote copy), are not secure from hostile attacks.

The Secure Shell (SSH) includes server/client applications intended as a secure replacement for the older Berkley remote access tools. SSH can also provide remote management access to this switch as a secure replacement for Telnet. When a client contacts the switch via the SSH protocol, the switch uses a public-key that the client must match along with a local user name and password for access authentication. SSH also encrypts all data transfers passing between the switch and SSH-enabled management station clients, and ensures that data traveling over the network arrives unaltered.

This section describes the commands used to configure the SSH server. However, note that you also need to install a SSH client on the management station when using this protocol to configure the switch.

**Note:** The switch supports both SSH Version 1.5 and 2.0.

Table 4-15 SSH Commands

Command	Function	Mode	Page
ip ssh server	Enables the SSH server on the switch	GC	4-36
ip ssh timeout	Specifies the authentication timeout for the SSH server	GC	4-37
ip ssh authentication-retries	Specifies the number of retries allowed by a client	GC	4-37
ip ssh server-key size	Sets the SSH server key size	GC	4-38
copy tftp public-key	Copies the user's public key from a TFTP server to the switch	PE	4-65
delete public-key	Deletes the public key for the specified user	PE	4-38
ip ssh crypto host-key generate	Generates the host key	PE	4-39
ip ssh crypto zeroize	Clear the host key from RAM	PE	4-39
ip ssh save host-key	Saves the host key from RAM to flash memory	PE	4-40
disconnect	Terminates a line connection	PE	4-18
show ip ssh	Displays the status of the SSH server and the configured values for authentication timeout and retries	PE	4-40
show ssh	Displays the status of current SSH sessions	PE	4-41
show public-key	Shows the public key for the specified user or for the host	PE	4-42
show users	Shows SSH users, including privilege level and public key type	PE	4-62

The SSH server on this switch supports both password and public key authentication. If password authentication is specified by the SSH client, then the password can be authenticated either locally or via a RADIUS or TACACS+ remote authentication server, as specified by the **authentication login** command on page 4-71. If public key authentication is specified by the client, then you must configure authentication keys on both the client and the switch as described in the following section. Note that regardless of whether you use public key or password authentication, you still have to generate authentication keys on the switch and enable the SSH server.

To use the SSH server, complete these steps:

1. Generate a Host Key Pair – Use the **ip ssh crypto host-key generate** command to create a host public/private key pair.
2. Provide Host Public Key to Clients – Many SSH client programs automatically import the host public key during the initial connection setup with the switch. Otherwise, you need to manually create a known hosts file on the management station and place the host public key in it. An entry for a public key in the known hosts file would appear similar to the following example:

```
10.1.0.54 1024 35 15684995401867669259333946775054617325313674890836547254
15020245593199868544358361651999923329781766065830956 10825913212890233
76546801726272571413428762941301196195566782 59566410486957427888146206
51941746772984865468615717739390164779355942303577413098022737087794545
24083971752646358058176716709574804776117
```

3. Import Client's Public Key to the Switch – Use the **copy ftp public-key** command to copy a file containing the public key for all the SSH client's granted management access to the switch. (Note that these clients must be configured locally on the switch via the User Accounts page as described on page 3-35.) The clients are subsequently authenticated using these keys. The current firmware only accepts public key files based on standard UNIX format as shown in the following example for an RSA Version 1 key:

```
1024 35 1341081685609893921040944920155425347631641921872958921143173880
05553616163105177594083868631109291232226828519254374603100937187721199
69631781366277414168985132049117204830339254324101637997592371449011938
00609025394840848271781943722884025331159521348610229029789827213532671
31629432532818915045306393916643 steve@192.168.1.19
```

4. Set the Optional Parameters – Set other optional parameters, including the authentication timeout, the number of retries, and the server key size.
5. Enable SSH Service – Use the **ip ssh server** command to enable the SSH server on the switch.
6. Configure Challenge-Response Authentication – When an SSH client attempts to contact the switch, the SSH server uses the host key pair to negotiate a session key and encryption method. Only clients that have a private key

corresponding to the public keys stored on the switch can gain access. The following exchanges take place during this process:

- a. The client sends its public key to the switch.
- b. The switch compares the client's public key to those stored in memory.
- c. If a match is found, the switch uses the public key to encrypt a random sequence of bytes, and sends this string to the client.
- d. The client uses its private key to decrypt the bytes, and sends the decrypted bytes back to the switch.
- e. The switch compares the decrypted bytes to the original bytes it sent. If the two sets match, this means that the client's private key corresponds to an authorized public key, and the client is authenticated.

**Note:** To use SSH with only password authentication, the host public key must still be given to the client, either during initial connection or manually entered into the known host file. However, you do not need to configure the client's keys.

### ip ssh server

This command enables the Secure Shell (SSH) server on this switch. Use the **no** form to disable this service.

### Syntax

```
[no] ip ssh server
```

### Default Setting

Disabled

### Command Mode

Global Configuration

### Command Usage

- The SSH server supports up to four client sessions. The maximum number of client sessions includes both current Telnet sessions and SSH sessions.
- The SSH server uses DSA or RSA for key exchange when the client first establishes a connection with the switch, and then negotiates with the client to select either DES (56-bit) or 3DES (168-bit) for data encryption.
- You must generate the host key before enabling the SSH server.

### Example

```
Console#ip ssh crypto host-key generate dsa
Console#configure
Console(config)#ip ssh server
Console(config)#
```

### Related Commands

ip ssh crypto host-key generate (4-39)  
show ssh (4-41)

### ip ssh timeout

This command configures the timeout for the SSH server. Use the **no** form to restore the default setting.

#### Syntax

**ip ssh timeout** *seconds*

**no ip ssh timeout**

*seconds* – The timeout for client response during SSH negotiation.  
(Range: 1-120)

#### Default Setting

10 seconds

#### Command Mode

Global Configuration

#### Command Usage

The **timeout** specifies the interval the switch will wait for a response from the client during the SSH negotiation phase. Once an SSH session has been established, the timeout for user input is controlled by the **exec-timeout** command for vty sessions.

#### Example

```
Console(config)#ip ssh timeout 60
Console(config)#
```

#### Related Commands

exec-timeout (4-13)

show ip ssh (4-40)

### ip ssh authentication-retries

This command configures the number of times the SSH server attempts to reauthenticate a user. Use the **no** form to restore the default setting.

#### Syntax

**ip ssh authentication-retries** *count*

**no ip ssh authentication-retries**

*count* – The number of authentication attempts permitted after which the interface is reset. (Range: 1-5)

#### Default Setting

3

#### Command Mode

Global Configuration

## Example

```
Console(config)#ip ssh authentication-retires 2
Console(config)#
```

## Related Commands

show ip ssh (4-40)

## ip ssh server-key size

This command sets the SSH server key size. Use the **no** form to restore the default setting.

## Syntax

**ip ssh server-key size** *key-size*

**no ip ssh server-key size**

*key-size* – The size of server key. (Range: 512-896 bits)

## Default Setting

768 bits

## Command Mode

Global Configuration

## Command Usage

- The server key is a private key that is never shared outside the switch.
- The host key is shared with the SSH client, and is fixed at 1024 bits.

## Example

```
Console(config)#ip ssh server-key size 512
Console(config)#
```

## delete public-key

This command deletes the specified user's public key.

## Syntax

**delete public-key** *username* [**dsa** | **rsa**]

- *username* – Name of an SSH user. (Range: 1-8 characters)
- **dsa** – DSA public key type.
- **rsa** – RSA public key type.

## Default Setting

Deletes both the DSA and RSA key.

## Command Mode

Privileged Exec



## Example

```
Console#delete public-key admin dsa
Console#
```

## ip ssh crypto host-key generate

This command generates the host key pair (i.e., public and private).

### Syntax

**ip ssh crypto host-key generate [dsa | rsa]**

- **dsa** – DSA (Version 2) key type.
- **rsa** – RSA (Version 1) key type.

### Default Setting

Generates both the DSA and RSA key pairs.

### Command Mode

Privileged Exec

### Command Usage

- This command stores the host key pair in memory (i.e., RAM). Use the **ip ssh save host-key** command to save the host key pair to flash memory.
- Some SSH client programs automatically add the public key to the known hosts file as part of the configuration process. Otherwise, you must manually create a known hosts file and place the host public key in it.
- The SSH server uses this host key to negotiate a session key and encryption method with the client trying to connect to it.

## Example

```
Console#ip ssh crypto host-key generate dsa
Console#
```

### Related Commands

ip ssh crypto zeroize (4-39)  
ip ssh save host-key (4-40)

## ip ssh crypto zeroize

This command clears the host key from memory (i.e. RAM).

### Syntax

**ip ssh crypto zeroize [dsa | rsa]**

- **dsa** – DSA key type.
- **rsa** – RSA key type.

### Default Setting

Clears both the DSA and RSA key.

### Command Mode

Privileged Exec

### Command Usage

- This command clears the host key from volatile memory (RAM). Use the **no ip ssh save host-key** command to clear the host key from flash memory.
- The SSH server must be disabled before you can execute this command.

### Example

```
Console#ip ssh crypto zeroize dsa
Console#
```

### Related Commands

ip ssh crypto host-key generate (4-39)  
ip ssh save host-key (4-40)  
no ip ssh server (4-36)

### ip ssh save host-key

This command saves host key from RAM to flash memory.

### Syntax

**ip ssh save host-key [dsa | rsa]**

- **dsa** – DSA key type.
- **rsa** – RSA key type.

### Default Setting

Saves both the DSA and RSA key.

### Command Mode

Privileged Exec

### Example

```
Console#ip ssh save host-key dsa
Console#
```

### Related Commands

ip ssh crypto host-key generate (4-39)

### show ip ssh

This command displays the connection settings used when authenticating client access to the SSH server.

### Command Mode

Privileged Exec

**Example**

```

Console#show ip ssh
SSH Enabled - version 1.99
Negotiation timeout: 120 secs; Authentication retries: 3
Server key size: 768 bits
Console#

```

**show ssh**

This command displays the current SSH server connections.

**Command Mode**

Privileged Exec

**Example**

```

Console#show ssh
Connection Version State Username Encryption
0 2.0 Session-Started admin ctos aes128-cbc-hmac-md5
stoc aes128-cbc-hmac-md5
Console#

```

**Table 4-16 show ssh - display description**

Field	Description
Session	The session number. (Range: 0-3)
Version	The Secure Shell version number.
State	The authentication negotiation state. (Values: Negotiation-Started, Authentication-Started, Session-Started)
Username	The user name of the client.
Encryption	<p>The encryption method is automatically negotiated between the client and server. Options for SSHv1.5 include: DES, 3DES Options for SSHv2.0 can include different algorithms for the client-to-server (ctos) and server-to-client (stoc):</p> <pre> aes128-cbc-hmac-sha1 aes192-cbc-hmac-sha1 aes256-cbc-hmac-sha1 3des-cbc-hmac-sha1 blowfish-cbc-hmac-sha1 aes128-cbc-hmac-md5 aes192-cbc-hmac-md5 aes256-cbc-hmac-md5 3des-cbc-hmac-md5 blowfish-cbc-hmac-md5 </pre> <p><i>Terminology:</i>  DES – Data Encryption Standard (56-bit key)  3DES – Triple-DES (Uses three iterations of DES, 112-bit key)  aes – Advanced Encryption Standard (160 or 224-bit key)  blowfish – Blowfish (32-448 bit key)  cbc – cypher-block chaining  sha1 – Secure Hash Algorithm 1 (160-bit hashes)  md5 – Message Digest algorithm number 5 (128-bit hashes)</p>

## show public-key

This command shows the public key for the specified user or for the host.

### Syntax

```
show public-key [user [username]] host
```

*username* – Name of an SSH user. (Range: 1-8 characters)

### Default Setting

Shows all public keys.

### Command Mode

Privileged Exec

### Command Usage

- If no parameters are entered, all keys are displayed. If the user keyword is entered, but no user name is specified, then the public keys for all users are displayed.
- When an RSA key is displayed, the first field indicates the size of the host key (e.g., 1024), the second field is the encoded public exponent (e.g., 35), and the last string is the encoded modulus. When a DSA key is displayed, the first field indicates that the encryption method used by SSH is based on the Digital Signature Standard (DSS), and the last string is the encoded modulus.

### Example

```
Console#show public-key host
Host:
RSA:
1024 35
1568499540186766925933394677505461732531367489083654725415020245593199868
5443583616519999233297817660658309586108259132128902337654680172627257141
3428762941301196195566782595664104869574278881462065194174677298486546861
5717739390164779355942303577413098022737087794545240839717526463580581767
16709574804776117
DSA:
ssh-dss AAB3NzaC1kc3MAAACBAPWKZTPbsRIB8ydEXcxM3dyV/yrDbKStIlnzD/Dg0h2Hxc
YV44sXZ2JXhamLK6P8bvuiyacWbUW/a4PATp1KMSdqsKeh3hKoA3vRRSy1N2XFfAKx15fwFfv
JlPdOkFgzLGMinvSNyQwiQXbKTBH0Z4mUZpE85PwxDZMacNBpjBrRAAAAFQChb4vsdfQGNiJw
bvwrNLaQ77iSiwAAAIEAsy5YWDC99ebYHNRj5kh47wY4i8cZvH+/p9cnrfwFTMU01VFD1y3IR
2G395Nly5Qd7ZDxfA9mCOFT/yyEfbobMJZi8oGCstSNOxrZZVnMgWrTYfdrKX7YKBw/Kjw6Bm
iFq70+jAhf1Dg45loAc27s6TLdtny1wRq/ow2eTCD5nekaAACBAJ8rMccXTxHLFAcZWS7EjOy
DbsLoBfPuSAb4oAsyjKXKVYNLQkTLZfcFRu41bS2KV5LAWecsigF/+DjKGWtPNIQgabKgYCw2
o/dVzX4Gg+yqdTLmGA7FHGm8ARGEiG4ssFKy4Z6DmYFPxFum1Yg0fhLwuHpOSKdxT3kk475S7
w0W
Console#
```

## Event Logging Commands

Table 4-17 Event Logging Commands

Command	Function	Mode	Page
logging on	Controls logging of error messages	GC	4-43
logging history	Limits syslog messages saved to switch memory based on severity	GC	4-44
logging host	Adds a syslog server host IP address that will receive logging messages	GC	4-45
logging facility	Sets the facility type for remote logging of syslog messages	GC	4-45
logging trap	Limits syslog messages saved to a remote server based on severity	GC	4-46
clear logging	Clears messages from the logging buffer	PE	4-46
show logging	Displays the state of logging	PE	4-47
show log	Displays log messages	PE	4-48

### logging on

This command controls logging of error messages, sending debug or error messages to switch memory. The **no** form disables the logging process.

### Syntax

[no] logging on

### Default Setting

None

### Command Mode

Global Configuration

### Command Usage

The logging process controls error messages saved to switch memory. You can use the **logging history** command to control the type of error messages that are stored.

### Example

```
Console(config)#logging on
Console(config)#
```

### Related Commands

logging history (4-44)  
clear logging (4-46)

## logging history

This command limits syslog messages saved to switch memory based on severity. The **no** form returns the logging of syslog messages to the default level.

### Syntax

**logging history** {flash | ram} level

**no logging history** {flash | ram}

- **flash** - Event history stored in flash memory (i.e., permanent memory).
- **ram** - Event history stored in temporary RAM (i.e., memory flushed on power reset).
- **level** - One of the levels listed below. Messages sent include the selected level down to level 0. (Range: 0-7)

Table 4-18 Logging Levels

Level	Severity Name	Description
7	debugging	Debugging messages
6	informational	Informational messages only
5	notifications	Normal but significant condition, such as cold start
4	warnings	Warning conditions (e.g., return false, unexpected return)
3	errors	Error conditions (e.g., invalid input, default used)
2	critical	Critical conditions (e.g., memory allocation, or free memory error - resource exhausted)
1	alerts	Immediate action needed
0	emergencies	System unusable

\* There are only Level 2, 5 and 6 error messages for the current firmware release.

### Default Setting

Flash: errors (level 3 - 0)

RAM: warnings (level 6 - 0)

### Command Mode

Global Configuration

### Command Usage

The message level specified for flash memory must be a higher priority (i.e., numerically lower) than that specified for RAM.

### Example

```
Console(config)#logging history ram 0
Console(config)#
```

## logging host

This command adds a syslog server host IP address that will receive logging messages. Use the **no** form to remove a syslog server host.

### Syntax

**[no] logging host** *host\_ip\_address*

*host\_ip\_address* - The IP address of a syslog server.

### Default Setting

None

### Command Mode

Global Configuration

### Command Usage

- By using this command more than once you can build up a list of host IP addresses.
- The maximum number of host IP addresses allowed is five.

### Example

```
Console(config)#logging host 10.1.0.3
Console(config)#
```

## logging facility

This command sets the facility type for remote logging of syslog messages. Use the **no** form to return the type to the default.

### Syntax

**[no] logging facility** *type*

*type* - A number that indicates the facility used by the syslog server to dispatch log messages to an appropriate service. (Range: 16-23)

### Default Setting

23

### Command Mode

Global Configuration

### Command Usage

The command specifies the facility type tag sent in syslog messages. (See RFC 3164.) This type has no effect on the kind of messages reported by the switch. However, it may be used by the syslog server to sort messages or to store messages in the corresponding database.

### Example

```
Console(config)#logging facility 19
Console(config)#
```

### logging trap

This command enables the logging of system messages to a remote server, or limits the syslog messages saved to a remote server based on severity. Use this command without a specified level to enable remote logging. Use the **no** form to disable remote logging.

#### Syntax

**logging trap** [*level*]  
**no logging trap**

*level* - One of the level arguments listed below. Messages sent include the selected level up through level 0. (Refer to the table on page 4-44.)

#### Default Setting

- Enabled
- Level 6 - 0

#### Command Mode

Global Configuration

#### Command Usage

- Using this command with a specified level enables remote logging and sets the minimum severity level to be saved.
- Using this command without a specified level also enables remote logging, but restores the minimum severity level to the default.

#### Example

```
Console(config)#logging trap 4  
Console(config)#
```

### clear logging

This command clears messages from the log buffer.

#### Syntax

**clear logging** [**flash** | **ram**]

- **flash** - Event history stored in flash memory (i.e., permanent memory).
- **ram** - Event history stored in temporary RAM (i.e., memory flushed on power reset).

#### Default Setting

Flash and RAM

#### Command Mode

Privileged Exec

#### Example

```
Console#clear logging  
Console#
```



## Related Commands

show logging (4-47)

## show logging

This command displays the configuration settings for logging messages to local switch memory, to an SMTP event handler, or to a remote syslog server.

## Syntax

**show logging {flash | ram | sendmail | trap}**

- **flash** - Displays settings for storing event messages in flash memory (i.e., permanent memory).
- **ram** - Displays settings for storing event messages in temporary RAM (i.e., memory flushed on power reset).
- **sendmail** - Displays settings for the SMTP event handler (page 4-52).
- **trap** - Displays settings for the trap function.

## Default Setting

None

## Command Mode

Privileged Exec

## Example

The following example shows that system logging is enabled, the message level for flash memory is “errors” (i.e., default level 3 - 0), the message level for RAM is “debugging” (i.e., default level 7 - 0).

```

Console#show logging flash
Syslog logging:           Enabled
History logging in FLASH: level errors
Console#show logging ram
Syslog logging:           Enabled
History logging in RAM:  level debugging
Console#

```

Table 4-19 show logging flash/ram - display description

Field	Description
Syslog logging	Shows if system logging has been enabled via the <b>logging on</b> command.
History logging in FLASH	The message level(s) reported based on the <b>logging history</b> command.
History logging in RAM	The message level(s) reported based on the <b>logging history</b> command.

The following example displays settings for the trap function.

```

Console#show logging trap
Syslog logging: Enable
REMOTELOG status: disable
REMOTELOG facility type: local use 7
REMOTELOG level type: Debugging messages
REMOTELOG server IP address: 1.2.3.4
REMOTELOG server IP address: 0.0.0.0
REMOTELOG server IP address: 0.0.0.0
REMOTELOG server IP address: 0.0.0.0
REMOTELOG server IP address: 0.0.0.0
Console#
    
```

Table 4-20 show logging trap - display description

Field	Description
Syslog logging	Shows if system logging has been enabled via the <b>logging on</b> command.
REMOTELOG status	Shows if remote logging has been enabled via the <b>logging trap</b> command.
REMOTELOG facility type	The facility type for remote logging of syslog messages as specified in the <b>logging facility</b> command.
REMOTELOG level type	The severity threshold for syslog messages sent to a remote server as specified in the <b>logging trap</b> command.
REMOTELOG server IP address	The address of syslog servers as specified in the <b>logging host</b> command.

## Related Commands

show logging sendmail (4-52)

## show log

This command displays the system and event messages stored in memory.

### Syntax

**show log {flash | ram} [login] [tail]**

- **flash** - Event history stored in flash memory (i.e., permanent memory).
- **ram** - Event history stored in temporary RAM (i.e., memory flushed on power reset).
- **tail** - Shows event history starting from the most recent entry.
- **login** - Shows the login record only.

### Default Setting

None

### Command Mode

Privileged Exec

### Command Usage

This command shows the system and event messages stored in memory, including the time stamp, message level (page 4-44), program module, function, and event number.

## Example

The following example shows sample messages stored in RAM.

```

Console#show log ram
[5] 00:01:06 2001-01-01
   "STA root change notification."
   level: 6, module: 6, function: 1, and event no.: 1
[4] 00:01:00 2001-01-01
   "STA root change notification."
   level: 6, module: 6, function: 1, and event no.: 1
[3] 00:00:54 2001-01-01
   "STA root change notification."
   level: 6, module: 6, function: 1, and event no.: 1
[2] 00:00:50 2001-01-01
   "STA topology change notification."
   level: 6, module: 6, function: 1, and event no.: 1
[1] 00:00:48 2001-01-01
   "VLAN 1 link-up notification."
   level: 6, module: 6, function: 1, and event no.: 1
Console#

```

## SMTP Alert Commands

These commands configure SMTP event handling, and forwarding of alert messages to the specified SMTP servers and email recipients.

Table 4-21 SMTP Alert Commands

Command	Function	Mode	Page
logging sendmail host	SMTP servers to receive alert messages	GC	4-49
logging sendmail level	Severity threshold used to trigger alert messages	GC	4-50
logging sendmail source-email	Email address used for "From" field of alert messages	GC	4-51
logging sendmail destination-email	Email recipients of alert messages	GC	4-51
logging sendmail	Enables SMTP event handling	GC	4-52
show logging sendmail	Displays SMTP event handler settings	NE, PE	4-52

### logging sendmail host

This command specifies SMTP servers that will be sent alert messages. Use the **no** form to remove an SMTP server.

#### Syntax

[no] **logging sendmail host** *ip\_address*

*ip\_address* - IP address of an SMTP server that will be sent alert messages for event handling.

#### Default Setting

None

## Command Mode

Global Configuration

## Command Usage

- You can specify up to three SMTP servers for event handling. However, you must enter a separate command to specify each server.
- To send email alerts, the switch first opens a connection, sends all the email alerts waiting in the queue one by one, and finally closes the connection.
- To open a connection, the switch first selects the server that successfully sent mail during the last connection, or the first server configured by this command. If it fails to send mail, the switch selects the next server in the list and tries to send mail again. If it still fails, the system will repeat the process at a periodic interval. (A trap will be triggered if the switch cannot successfully open a connection.)

## Example

```
Console(config)#logging sendmail host 192.168.1.200
Console(config)#
```

## logging sendmail level

This command sets the severity threshold used to trigger alert messages.

## Syntax

**logging sendmail level *level***

*level* - One of the system message levels (page 4-44). Messages sent include the selected level down to level 0. (Range: 0-7; Default: 7)

## Default Setting

Level 7

## Command Mode

Global Configuration

## Command Usage

The specified level indicates an event threshold. All events at this level or higher will be sent to the configured email recipients. (For example, using Level 7 will report all events from level 7 to level 0.)

## Example

This example will send email alerts for system errors from level 4 through 0.

```
Console(config)#logging sendmail level 4
Console(config)#
```

### logging sendmail source-email

This command sets the email address used for the “From” field in alert messages. Use the **no** form to delete the source email address.

#### Syntax

**[no] logging sendmail source-email** *email-address*

*email-address* - The source email address used in alert messages.  
(Range: 0-41 characters)

#### Default Setting

None

#### Command Mode

Global Configuration

#### Command Usage

You may use an symbolic email address that identifies the switch, or the address of an administrator responsible for the switch.

#### Example

This example will set the source email john@acme.com.

```
Console(config)#logging sendmail source-email john@acme.com
Console(config)#
```

### logging sendmail destination-email

This command specifies the email recipients of alert messages. Use the **no** form to remove a recipient.

#### Syntax

**[no] logging sendmail destination-email** *email-address*

*email-address* - The source email address used in alert messages.  
(Range: 1-41 characters)

#### Default Setting

None

#### Command Mode

Global Configuration

#### Command Usage

You can specify up to five recipients for alert messages. However, you must enter a separate command to specify each recipient.

#### Example

```
Console(config)#logging sendmail destination-email ted@this-company.com
Console(config)#
```

### logging sendmail

This command enables SMTP event handling. Use the **no** form to disable this function.

#### Syntax

[no] logging sendmail

#### Default Setting

Enabled

#### Command Mode

Global Configuration

#### Example

```
Console(config)#logging sendmail
Console(config)#
```

### show logging sendmail

This command displays the settings for the SMTP event handler.

#### Command Mode

Normal Exec, Privileged Exec

#### Example

```
Console#show logging sendmail
SMTP servers
-----
 1. 192.168.1.200

SMTP minimum severity level: 4

SMTP destination email addresses
-----
 1. geoff@acme.com

SMTP source email address:   john@acme.com

SMTP status:                 Enabled
Console#
```

## Time Commands

The system clock can be dynamically set by polling a set of specified time servers (NTP or SNTP). Maintaining an accurate time on the switch enables the system log to record meaningful dates and times for event entries. If the clock is not set, the switch will only record the time from the factory default set at the last bootup.

Table 4-22 Time Commands

Command	Function	Mode	Page
sntp client	Accepts time from specified time servers	GC	4-53
sntp server	Specifies one or more time servers	GC	4-54
sntp poll	Sets the interval at which the client polls for time	GC	4-55
show sntp	Shows current SNTP configuration settings	NE, PE	4-55
clock timezone	Sets the time zone for the switch's internal clock	GC	4-56
calendar set	Sets the system date and time	PE	4-56
show calendar	Displays the current date and time setting	NE, PE	4-57

### sntp client

This command enables SNTP client requests for time synchronization from NTP or SNTP time servers specified with the **sntp servers** command. Use the **no** form to disable SNTP client requests.

### Syntax

[no] sntp client

### Default Setting

Disabled

### Command Mode

Global Configuration

### Command Usage

- The time acquired from time servers is used to record accurate dates and times for log events. Without SNTP, the switch only records the time starting from the factory default set at the last bootup (i.e., 00:00:00, Jan. 1, 2001).
- This command enables client time requests to time servers specified via the **sntp servers** command. It issues time synchronization requests based on the interval set via the **sntp poll** command.

### Example

```
Console(config)#sntp server 10.1.0.19
Console(config)#sntp poll 60
Console(config)#sntp client
Console(config)#end
Console#show sntp
Current time: Dec 23 02:52:44 2002
Poll interval: 60
Current mode: unicast
SNTP status: Enabled
SNTP server: 10.1.0.19 0.0.0.0 0.0.0.0
Current server: 10.1.0.19
Console#
```

### Related Commands

- sntp server (4-54)
- sntp poll (4-55)
- show sntp (4-55)

### sntp server

This command sets the IP address of the servers to which SNTP time requests are issued. Use the this command with no arguments to clear all time servers from the current list.

### Syntax

**sntp server** [*ip1* [*ip2* [*ip3*]]]

*ip* - IP address of an time server (NTP or SNTP).  
(Range: 1-3 addresses)

### Default Setting

None

### Command Mode

Global Configuration

### Command Usage

This command specifies time servers from which the switch will poll for time updates when set to SNTP client mode. The client will poll the time servers in the order specified until a response is received. It issues time synchronization requests based on the interval set via the **sntp poll** command.

### Example

```
Console(config)#sntp server 10.1.0.19
```

### Related Commands

- sntp client (4-53)
- sntp poll (4-55)
- show sntp (4-55)



## sntp poll

This command sets the interval between sending time requests when the switch is set to SNTP client mode. Use the **no** form to restore to the default.

### Syntax

```
sntp poll seconds  
no sntp poll
```

*seconds* - Interval between time requests. (Range: 16-16384 seconds)

### Default Setting

16 seconds

### Command Mode

Global Configuration

### Example

```
Console(config)#sntp poll 60  
Console(config)#
```

### Related Commands

sntp client (4-53)

### show sntp

This command displays the current time and configuration settings for the SNTP client, and indicates whether or not the local time has been properly updated.

### Command Mode

Normal Exec, Privileged Exec

### Command Usage

This command displays the current time, the poll interval used for sending time synchronization requests, and the current SNTP mode (i.e., unicast).

### Example

```
Console#show sntp  
Current time: Dec 23 05:13:28 2002  
Poll interval: 16  
Current mode: unicast  
SNTP status : Enabled  
SNTP server 137.92.140.80 0.0.0.0 0.0.0.0  
Current server: 137.92.140.80  
Console#
```

## clock timezone

This command sets the time zone for the switch's internal clock.

### Syntax

**clock timezone** *name* **hour** *hours* **minute** *minutes* {**before-utc** | **after-utc**}

- *name* - Name of timezone, usually an acronym. (Range: 1-29 characters)
- *hours* - Number of hours before/after UTC. (Range: 0-12 hours)
- *minutes* - Number of minutes before/after UTC. (Range: 0-59 minutes)
- **before-utc** - Sets the local time zone before (east) of UTC.
- **after-utc** - Sets the local time zone after (west) of UTC.

### Default Setting

None

### Command Mode

Global Configuration

### Command Usage

This command sets the local time zone relative to the Coordinated Universal Time (UTC, formerly Greenwich Mean Time or GMT), based on the earth's prime meridian, zero degrees longitude. To display a time corresponding to your local time, you must indicate the number of hours and minutes your time zone is east (before) or west (after) of UTC.

### Example

```
Console(config)#clock timezone Japan hours 8 minute 0 after-UTC
Console(config)#
```

### Related Commands

show snmp (4-55)

## calendar set

This command sets the system clock. It may be used if there is no time server on your network, or if you have not configured the switch to receive signals from a time server.

### Syntax

**calendar set** *hour min sec* {*day month year* | *month day year*}

- *hour* - Hour in 24-hour format. (Range: 0-23)
- *min* - Minute. (Range: 0-59)
- *sec* - Second. (Range: 0-59)
- *day* - Day of month. (Range: 1-31)
- *month* - **january** | **february** | **march** | **april** | **may** | **june** | **july** | **august** | **september** | **october** | **november** | **december**
- *year* - Year (4-digit). (Range: 2001-2100)

**Default Setting**

None

**Command Mode**

Privileged Exec

**Example**

This example shows how to set the system clock to 15:12:34, April 1st, 2004.

```
Console#calendar set 15 12 34 1 April 2004
Console#
```

**show calendar**

This command displays the system clock.

**Default Setting**

None

**Command Mode**

Normal Exec, Privileged Exec

**Example**

```
Console#show calendar
 15:12:43 April 1 2004
Console#
```

**System Status Commands**

Table 4-23 System Status Commands

Command	Function	Mode	Page
light unit	Displays the unit ID of a switch using its front-panel LED indicators	NE, PE	4-57
show startup-config	Displays the contents of the configuration file (stored in flash memory) that is used to start up the system	PE	4-58
show running-config	Displays the configuration data currently in use	PE	4-60
show system	Displays system information	NE, PE	4-62
show users	Shows all active console and Telnet sessions, including user name, idle time, and IP address of Telnet clients	NE, PE	4-62
show version	Displays version information for the system	NE, PE	4-63

**light unit**

This command displays the unit ID of a switch using its front-panel LED indicators.

**Syntax**

**light unit** [*unit*]

*unit* - specifies a unit in a switch stack to light the panel LEDs

## Default Setting

None

## Command Mode

Normal Exec, Privileged Exec

## Command Usage

The unit ID is displayed using the port status LED indicators for ports 1 to 8. When the **light unit** command is entered, the LED corresponding to the switch's ID will flash for about 15 seconds.

## Example

```
Console#light unit 1
Console#
```

## show startup-config

This command displays the configuration file stored in non-volatile memory that is used to start up the system.

## Default Setting

None

## Command Mode

Privileged Exec

## Command Usage

- Use this command in conjunction with the **show running-config** command to compare the information in running memory to the information stored in non-volatile memory.
- This command displays settings for key command modes. Each mode group is separated by “!” symbols, and includes the configuration mode command, and corresponding commands. This command displays the following information:
  - SNMP community strings
  - Users (names and access levels)
  - VLAN database (VLAN ID, name and state)
  - VLAN configuration settings for each interface
  - IP address configured for the switch
  - Spanning tree settings
  - Any configured settings for the console port and Telnet

## Example

```
Console#show startup-config
building startup-config, please wait.....
!
!
username admin access-level 15
username admin password 0 admin
!
username guest access-level 0
username guest password 0 guest
!
enable password level 15 0 super
!
snmp-server community public ro
snmp-server community private rw
!
logging history ram 6
logging history flash 3
!
vlan database
vlan 1 name DefaultVlan media ethernet state active
!
interface ethernet 1/1
switchport allowed vlan add 1 untagged
switchport native vlan 1
.
.
.
interface vlan 1
ip address dhcp
!
line console
!
line vty
!
end
Console#
```

## Related Commands

show running-config (4-60)

### **show running-config**

This command displays the configuration information currently in use.

#### **Default Setting**

None

#### **Command Mode**

Privileged Exec

#### **Command Usage**

- Use this command in conjunction with the **show startup-config** command to compare the information in running memory to the information stored in non-volatile memory.
- This command displays settings for key command modes. Each mode group is separated by "!" symbols, and includes the configuration mode command, and corresponding commands. This command displays the following information:
  - MAC address for each switch in the stack
  - SNMP server settings
  - SNMP community strings
  - Users (names, access levels, and encrypted passwords)
  - Event log settings
  - VLAN database (VLAN ID, name and state)
  - VLAN configuration settings for each interface
  - IP address configured for the switch
  - Layer 4 precedence settings
  - Any configured settings for the console port and Telnet

**Example**

```
Console#show running-config
building running-config, please wait.....
!
phyomap 00-90-cc-55-44-32 00-00-00-00-00-00 00-00-00-00-00-00
00-00-00-00-00-00 00-00-00-00-00-00 00-00-00-00-00-00 00-00-00-00-00-00
00-00-00-00-00-00
!
SNTP server 0.0.0.0 0.0.0.0 0.0.0.0
!
!
!
SNMP-server community private rw
SNMP-server community public ro
!
!
username admin access-level 15
username admin password 7 21232f297a57a5a743894a0e4a801fc3
username guest access-level 0
username guest password 7 084e0343a0486ff05530df6c705c8bb4
enable password level 15 7 1b3231655cebb7a1f783eddf27d254ca
!
!
logging history ram 6
logging history flash 3
!
vlan database
vlan 1 name DefaultVlan media ethernet state active
!
!
interface ethernet 1/1
switchport allowed vlan add 1 untagged
switchport native vlan 1
.
.
.
!
interface vlan 1
ip address DHCP
!
!
no map IP precedence
no map IP DSCP
!
!
line console
!
line vty
!
end
!
Console#
```

**Related Commands**

show startup-config (4-58)

## show system

This command displays system information.

### Default Setting

None

### Command Mode

Normal Exec, Privileged Exec

### Command Usage

- For a description of the items shown by this command, refer to "Displaying System Information" on page 3-8.
- The POST results should all display "PASS." If any POST test indicates "FAIL," contact your distributor for assistance.

### Example

```
Console#show system
System description: GSW-2692 Layer2 Stackable Intelligent Switch
System OID string: 1.3.6.1.4.1.22426.1.4.2
System information
System Up time:          0 days, 0 hours, 0 minutes, and 7.18 seconds
System Name:             [NONE]
System Location:         [NONE]
System Contact:          [NONE]
MAC address:             00-90-CC-55-44-32
Web server:              enabled
Web server port:         80
Web secure server:       enabled
Web secure server port:  443
Telnet server            : enable
Telnet port              : 23
Jumbo Frame :           Disabled
POST result
POST result
UART LOOP BACK Test.....PASS
DRAM Test.....PASS
Timer Test.....PASS
PCI Device 1 Test.....PASS
PCI Device 2 Test.....PASS
Switch Int Loopback test.....PASS

Done All Pass.
Console#
```

## show users

Shows all active console and Telnet sessions, including user name, idle time, and IP address of Telnet client.

### Default Setting

None

### Command Mode

Normal Exec, Privileged Exec



## Command Usage

The session used to execute this command is indicated by a "\*" symbol next to the Line (i.e., session) index number.

## Example

```

Console#show users
Username accounts:
  Username Privilege Public-Key
-----
   admin      15      None
   guest      0      None
   steve      15      RSA

Online users:
  Line      Username Idle time (h:m:s) Remote IP addr.
-----
  0 console  admin      0:14:14
* 1 VTY 0    admin      0:00:00   192.168.1.19
  2 SSH 1    steve      0:00:06   192.168.1.19

Web online users:
  Line      Remote IP addr Username Idle time (h:m:s).
-----
  1 HTTP    192.168.1.19  admin      0:00:00

Console#

```

## show version

This command displays hardware and software version information for the system.

## Default Setting

None

## Command Mode

Normal Exec, Privileged Exec

## Command Usage

See "Displaying Switch Hardware/Software Versions" on page 3-9 for detailed information on the items displayed by this command.

## Example

```
Console#show version
Unit1
Serial number:          S416000937
Service tag:
Hardware version:      R01
Module A type:         1000BaseT
Module B type:         1000BaseT
Number of ports:       26
Main power status:     up
Redundant power status :not present

Agent (master)
Unit ID:               1
Loader version:        2.2.1.4
Boot ROM version:      2.2.1.8
Operation code version: 2.2.6.4
Console#
```

## Frame Size Commands

Table 4-24 Frame Size Commands

Command	Function	Mode	Page
jumbo frame	Enables support for jumbo frames	GC	4-64

### jumbo frame

This command enables support for jumbo frames. Use the **no** form to disable it.

### Syntax

**[no] jumbo frame**

### Default Setting

Disabled

### Command Mode

Global Configuration

### Command Usage

- This switch provides more efficient throughput for large sequential data transfers by supporting jumbo frames up to 9216 bytes. Compared to standard Ethernet frames that run only up to 1.5 KB, using jumbo frames significantly reduces the per-packet overhead required to process protocol encapsulation fields.
- To use jumbo frames, both the source and destination end nodes (such as a computer or server) must support this feature. Also, when the connection is operating at full duplex, all switches in the network between the two end nodes must be able to accept the extended frame size. And for half-duplex connections, all devices in the collision domain would need to support jumbo frames.

- Enabling jumbo frames will limit the maximum threshold for broadcast storm control to 64 packets per second. (See the **switchport broadcast** command on page 4-114.)
- The current setting for jumbo frames can be displayed with the show system command (page 4-62).

### Example

```
Console(config)#jumbo frame
Console(config)#
```

## Flash/File Commands

These commands are used to manage the system code or configuration files.

Table 4-25 Flash/File Commands

Command	Function	Mode	Page
copy	Copies a code image or a switch configuration to or from flash memory or a TFTP server	PE	4-65
delete	Deletes a file or code image	PE	4-68
dir	Displays a list of files in flash memory	PE	4-68
whichboot	Displays the files booted	PE	4-69
boot system	Specifies the file or image used to start up the system	GC	4-70

### copy

This command moves (upload/download) a code image or configuration file between the switch's flash memory and a TFTP server. When you save the system code or configuration settings to a file on a TFTP server, that file can later be downloaded to the switch to restore system operation. The success of the file transfer depends on the accessibility of the TFTP server and the quality of the network connection.

### Syntax

```
copy file {file | running-config | startup-config | tftp | unit}
copy running-config {file | startup-config | tftp}
copy startup-config {file | running-config | tftp}
copy tftp {file | running-config | startup-config | https-certificate |
public-key}
copy unit file
```

- **file** - Keyword that allows you to copy to/from a file.
- **running-config** - Keyword that allows you to copy to/from the current running configuration.
- **startup-config** - The configuration used for system initialization.
- **tftp** - Keyword that allows you to copy to/from a TFTP server.
- **https-certificate** - Copies HTTPS certificate from TFTP server to switch.

- **public-key** - Keyword that allows you to copy a SSH key from a TFTP server. (“Secure Shell Commands” on page 4-34)
- **unit** - Keyword that allows you to copy to/from a unit.

## Default Setting

None

## Command Mode

Privileged Exec

## Command Usage

- The system prompts for data required to complete the copy command.
- The destination file name should not contain slashes (\ or /), the leading letter of the file name should not be a period (.), and the maximum length for file names on the TFTP server is 127 characters or 31 characters for files on the switch. (Valid characters: A-Z, a-z, 0-9, “.”, “-”, “\_”)
- Due to the size limit of the flash memory, the switch supports only two operation code files.
- The maximum number of user-defined configuration files depends on available memory.
- You can use “Factory\_Default\_Config.cfg” as the source to copy from the factory default configuration file, but you cannot use it as the destination.
- To replace the startup configuration, you must use **startup-config** as the destination.
- Use the **copy file unit** command to copy a local file to another switch in the stack. Use the **copy unit file** command to copy a file from another switch in the stack.
- The Boot ROM and Loader cannot be uploaded or downloaded from the TFTP server. You must follow the instructions in the release notes for new firmware, or contact your distributor for help.
- For information on specifying an https-certificate, see “Replacing the Default Secure-site Certificate” on page 3-41. For information on configuring the switch to use HTTPS for a secure connection, see “ip http secure-server” on page 4-31.

## Example

The following example shows how to upload the configuration settings to a file on the TFTP server:

```
Console#copy file tftp
Choose file type:
 1. config:  2. opcode: <1-2>: 1
Source file name: startup
TFTP server ip address: 10.1.0.99
Destination file name: startup.01
TFTP completed.
Success.
Console#
```

The following example shows how to copy the running configuration to a startup file.

```
Console#copy running-config file
destination file name: startup
Write to FLASH Programming.
\Write to FLASH finish.
Success.

Console#
```

The following example shows how to download a configuration file:

```
Console#copy tftp startup-config
TFTP server ip address: 10.1.0.99
Source configuration file name: startup.01
Startup configuration file name [startup]:
Write to FLASH Programming.

\Write to FLASH finish.
Success.

Console#
```

This example shows how to copy a secure-site certificate from an TFTP server. It then reboots the switch to activate the certificate:

```
Console#copy tftp https-certificate
TFTP server ip address: 10.1.0.19
Source certificate file name: SS-certificate
Source private file name: SS-private
Private password: *****

Success.
Console#reload
System will be restarted, continue <y/n>? y
```

This example shows how to copy a public-key used by SSH from a TFTP server. Note that public key authentication via SSH is only supported for users configured locally on the switch:

```
Console#copy tftp public-key
TFTP server IP address: 192.168.1.19
Choose public key type:
 1. RSA:  2. DSA: <1-2>: 1
Source file name: steve.pub
Username: steve
TFTP Download
Success.
Write to FLASH Programming.
Success.

Console#
```

## delete

This command deletes a file or image.

### Syntax

**delete** [*unit*:] *filename*

*filename* - Name of the configuration file or image name.

*unit* - Stack unit. (Range: 1-8)

### Default Setting

None

### Command Mode

Privileged Exec

### Command Usage

- If the file type is used for system startup, then this file cannot be deleted.
- "Factory\_Default\_Config.cfg" cannot be deleted.
- A colon (:) is required after the specified unit number.

### Example

This example shows how to delete the test2.cfg configuration file from flash memory for unit 1.

```
Console#delete 1:test2.cfg
Console#
```

### Related Commands

dir (4-68)

delete public-key (4-38)

## dir

This command displays a list of files in flash memory.

### Syntax

**dir** [*unit*] {{**boot-rom**: | **config**: | **opcode**:} [:*filename*]}

The type of file or image to display includes:

- **boot-rom** - Boot ROM (or diagnostic) image file.
- **config** - Switch configuration file.
- **opcode** - Run-time operation code image file.
- *filename* - Name of the configuration file or code image.
- *unit* - Stack unit. (Range: 1-8)

### Default Setting

None

### Command Mode

Privileged Exec

## Command Usage

- If you enter the command **dir** without any parameters, the system displays all files.
- A colon (:) is required after the specified unit number.
- File information is shown below:

Table 4-26 File Directory Information

Column Heading	Description
file name	The name of the file.
file type	File types: Boot-Rom, Operation Code, and Config file.
startup	Shows if this file is used when the system is started.
size	The length of the file in bytes.

## Example

The following example shows how to display all file information:

```

Console#dir 1:
      file name                file type      startup size (byte)
-----
Unit1:
      D2218                    Boot-Rom image Y           214000
      V2260                    Operation Code N           1751624
      V2264-J                  Operation Code Y           1754316
      Factory_Default_Config.cfg Config File    N             5013
      startup                  Config File    Y             3251
-----
                                          Total free space: 5111808
Console#

```

## whichboot

This command displays which files were booted when the system powered up.

## Syntax

**whichboot** [*unit*]

*unit* - Stack unit. (Range: 1-8)

## Default Setting

None

## Command Mode

Privileged Exec

## Example

This example shows the information displayed by the **whichboot** command. See the table under the **dir** command for a description of the file information displayed by this command.

```

Console#whichboot
-----
file name                file type                startup size (byte)
-----
Unit1:
    D2218                 Boot-Rom image          Y                214000
    V2264-J              Operation Code           Y                1754316
    startup               Config File              Y                3251
Console#

```

## boot system

This command specifies the image used to start up the system.

## Syntax

**boot system** [*unit*] {**boot-rom**| **config** | **opcode**}: *filename*

The type of file or image to set as a default includes:

- **boot-rom\*** - Boot ROM.
- **config\*** - Configuration file.
- **opcode\*** - Run-time operation code.
- *filename* - Name of the configuration file or code image.
- *unit\** - Specifies the unit number.

\* The colon (:) is required.

## Default Setting

None

## Command Mode

Global Configuration

## Command Usage

- A colon (:) is required after the specified unit number and file type.
- If the file contains an error, it cannot be set as the default file.

## Example

```

Console(config)#boot system config: startup
Console(config)#

```

## Related Commands

dir (4-68)

whichboot (4-69)



## Authentication Commands

You can configure this switch to authenticate users logging into the system for management access using local or RADIUS authentication methods. You can also enable port-based authentication for network client access using IEEE 802.1X.

Table 4-27 Authentication Commands

Command Group	Function	Page
Authentication Sequence	Defines logon authentication method and precedence	4-71
RADIUS Client	Configures settings for authentication via a RADIUS server	4-73
TACACS+ Client	Configures settings for authentication via a TACACS+ server	4-76
Port Security	Configures secure addresses for a port	4-79
Port Authentication	Configures host authentication on specific ports using 802.1X	4-81

## Authentication Sequence

Table 4-28 Authentication Sequence

Command	Function	Mode	Page
authentication login	Defines logon authentication method and precedence	GC	4-71
authentication enable	Defines the authentication method and precedence for command mode change	GC	4-72

### authentication login

This command defines the login authentication method and precedence. Use the **no** form to restore the default.

#### Syntax

**authentication login** {[local] [radius] [tacacs]}

**no authentication login**

- **local** - Use local password.
- **radius** - Use RADIUS server password.
- **tacacs** - Use TACACS server password.

#### Default Setting

Local

#### Command Mode

Global Configuration

#### Command Usage

- RADIUS uses UDP while TACACS+ uses TCP. UDP only offers best effort delivery, while TCP offers a connection-oriented transport. Also, note that RADIUS encrypts only the password in the access-request packet from the client to the server, while TACACS+ encrypts the entire body of the packet.

- RADIUS and TACACS+ logon authentication assigns a specific privilege level for each user name and password pair. The user name, password, and privilege level must be configured on the authentication server.
- You can specify three authentication methods in a single command to indicate the authentication sequence. For example, if you enter “**authentication login radius tacacs local**,” the user name and password on the RADIUS server is verified first. If the RADIUS server is not available, then authentication is attempted on the TACACS+ server. If the TACACS+ server is not available, the local user name and password is checked.

### Example

```
Console(config)#authentication login radius
Console(config)#
```

### Related Commands

username - for setting the local user names and passwords (4-26)

### authentication enable

This command defines the authentication method and precedence to use when changing from Exec command mode to Privileged Exec command mode with the **enable** command (see page 4-19). Use the **no** form to restore the default.

### Syntax

```
authentication enable {[local] [radius] [tacacs]}
no authentication enable
```

- **local** - Use local password only.
- **radius** - Use RADIUS server password only.
- **tacacs** - Use TACACS server password.

### Default Setting

Local

### Command Mode

Global Configuration

### Command Usage

- RADIUS uses UDP while TACACS+ uses TCP. UDP only offers best effort delivery, while TCP offers a connection-oriented transport. Also, note that RADIUS encrypts only the password in the access-request packet from the client to the server, while TACACS+ encrypts the entire body of the packet.
- RADIUS and TACACS+ logon authentication assigns a specific privilege level for each user name and password pair. The user name, password, and privilege level must be configured on the authentication server.
- You can specify three authentication methods in a single command to indicate the authentication sequence. For example, if you enter “**authentication enable radius tacacs local**,” the user name and password on the RADIUS server is verified first. If the RADIUS server is not available, then

authentication is attempted on the TACACS+ server. If the TACACS+ server is not available, the local user name and password is checked.

### Example

```
Console(config)#authentication enable radius
Console(config)#
```

### Related Commands

enable password - sets the password for changing command modes (4-27)

## RADIUS Client

Remote Authentication Dial-in User Service (RADIUS) is a logon authentication protocol that uses software running on a central server to control access to RADIUS-aware devices on the network. An authentication server contains a database of multiple user name/password pairs with associated privilege levels for each user or group that require management access to a switch.

Table 4-29 RADIUS Client Commands

Command	Function	Mode	Page
radius-server host	Specifies the RADIUS server	GC	4-74
radius-server port	Sets the RADIUS server network port	GC	4-74
radius-server key	Sets the RADIUS encryption key	GC	4-74
radius-server retransmit	Sets the number of retries	GC	4-75
radius-server timeout	Sets the interval between sending authentication requests	GC	4-75
show radius-server	Shows the current RADIUS settings	PE	4-76

### radius-server host

This command specifies primary and backup RADIUS servers and authentication parameters that apply to each server. Use the **no** form to restore the default values.

#### Syntax

```
[no] radius-server index host {host_ip_address | host_alias}
[auth-port auth_port] [timeout timeout] [retransmit retransmit] [key key]
```

- *index* - Allows you to specify up to five servers. These servers are queried in sequence until a server responds or the retransmit period expires.
- *host\_ip\_address* - IP address of server.
- *host\_alias* - Symbolic name of server. (Maximum length: 20 characters)
- *port\_number* - RADIUS server UDP port used for authentication messages. (Range: 1-65535)
- *timeout* - Number of seconds the switch waits for a reply before resending a request. (Range: 1-65535)

- *retransmit* - Number of times the switch will try to authenticate logon access via the RADIUS server. (Range: 1-30)
- *key* - Encryption key used to authenticate logon access for client. Do not use blank spaces in the string. (Maximum length: 20 characters)

### Default Setting

- **auth-port** - 1812
- **timeout** - 5 seconds
- **retransmit** - 2

### Command Mode

Global Configuration

### Example

```
Console(config)#radius-server 1 host 192.168.1.20 auth-port 181 timeout
 10 retransmit 5 key green
Console(config)#
```

### radius-server port

This command sets the RADIUS server network port. Use the **no** form to restore the default.

### Syntax

**radius-server port** *port\_number*  
**no radius-server port**

*port\_number* - RADIUS server UDP port used for authentication messages. (Range: 1-65535)

### Default Setting

1812

### Command Mode

Global Configuration

### Example

```
Console(config)#radius-server port 181
Console(config)#
```

### radius-server key

This command sets the RADIUS encryption key. Use the **no** form to restore the default.

### Syntax

**radius-server key** *key\_string*  
**no radius-server key**

*key\_string* - Encryption key used to authenticate logon access for client. Do not use blank spaces in the string. (Maximum length: 20 characters)

**Default Setting**

None

**Command Mode**

Global Configuration

**Example**

```
Console(config)#radius-server key green
Console(config)#
```

**radius-server retransmit**

This command sets the number of retries. Use the **no** form to restore the default.

**Syntax**

```
radius-server retransmit number_of_retries
no radius-server retransmit
```

*number\_of\_retries* - Number of times the switch will try to authenticate logon access via the RADIUS server. (Range: 1-30)

**Default Setting**

2

**Command Mode**

Global Configuration

**Example**

```
Console(config)#radius-server retransmit 5
Console(config)#
```

**radius-server timeout**

This command sets the interval between transmitting authentication requests to the RADIUS server. Use the **no** form to restore the default.

**Syntax**

```
radius-server timeout number_of_seconds
no radius-server timeout
```

*number\_of\_seconds* - Number of seconds the switch waits for a reply before resending a request. (Range: 1-65535)

**Default Setting**

5

**Command Mode**

Global Configuration

## Example

```
Console(config)#radius-server timeout 10
Console(config)#
```

## show radius-server

This command displays the current settings for the RADIUS server.

## Default Setting

None

## Command Mode

Privileged Exec

## Example

```
Console#show radius-server

Remote RADIUS server configuration:

Global settings
Communication key with RADIUS server:
Server port number:                1812
Retransmit times:                  2
Request timeout:                   5

Sever 1:
Server IP address: 192.168.1.1
Communication key with RADIUS server: *****
Server port number: 1812
Retransmit times: 2
Request timeout: 5

Console#
```

## TACACS+ Client

Terminal Access Controller Access Control System (TACACS+) is a logon authentication protocol that uses software running on a central server to control access to TACACS-aware devices on the network. An authentication server contains a database of multiple user name/password pairs with associated privilege levels for each user or group that require management access to a switch.

Table 4-30 TACACS Commands

Command	Function	Mode	Page
tacacs-server host	Specifies the TACACS+ server	GC	4-77
tacacs-server port	Specifies the TACACS+ server network port	GC	4-77
tacacs-server key	Sets the TACACS+ encryption key	GC	4-78
show tacacs-server	Shows the current TACACS+ settings	GC	4-78

**tacacs-server host**

This command specifies the TACACS+ server. Use the **no** form to restore the default.

**Syntax**

**tacacs-server host** *host\_ip\_address*

**no tacacs-server host**

*host\_ip\_address* - IP address of a TACACS+ server.

**Default Setting**

10.11.12.13

**Command Mode**

Global Configuration

**Example**

```
Console(config)#tacacs-server host 192.168.1.25
Console(config)#
```

**tacacs-server port**

This command specifies the TACACS+ server network port. Use the **no** form to restore the default.

**Syntax**

**tacacs-server port** *port\_number*

**no tacacs-server port**

*port\_number* - TACACS+ server TCP port used for authentication messages. (Range: 1-65535)

**Default Setting**

49

**Command Mode**

Global Configuration

**Example**

```
Console(config)#tacacs-server port 181
Console(config)#
```

### **tacacs-server key**

This command sets the TACACS+ encryption key. Use the **no** form to restore the default.

#### **Syntax**

**tacacs-server key** *key\_string*

**no tacacs-server key**

*key\_string* - Encryption key used to authenticate logon access for the client. Do not use blank spaces in the string.

(Maximum length: 20 characters)

#### **Default Setting**

None

#### **Command Mode**

Global Configuration

#### **Example**

```
Console(config)#tacacs-server key green
Console(config)#
```

### **show tacacs-server**

This command displays the current settings for the TACACS+ server.

#### **Default Setting**

None

#### **Command Mode**

Privileged Exec

#### **Example**

```
Console#show tacacs-server
Remote TACACS server configuration:
Server IP address:          10.11.12.13
Communication key with TACACS server: *****
Server port number:        49
Console#
```



## Port Security Commands

These commands can be used to enable port security on a port. When using port security, the switch stops learning new MAC addresses on the specified port when it has reached a configured maximum number. Only incoming traffic with source addresses already stored in the dynamic or static address table for this port will be authorized to access the network. The port will drop any incoming frames with a source MAC address that is unknown or has been previously learned from another port. If a device with an unauthorized MAC address attempts to use the switch port, the intrusion will be detected and the switch can automatically take action by disabling the port and sending a trap message.

Table 4-31 Port Security Commands

Command	Function	Mode	Page
port security	Configures a secure port	IC	4-79
mac-address-table static	Maps a static address to a port in a VLAN	GC	4-134
show mac-address-table	Displays entries in the bridge-forwarding database	PE	4-135

### port security

This command enables or configures port security. Use the **no** form without any keywords to disable port security. Use the **no** form with the appropriate keyword to restore the default settings for a response to security violation or for the maximum number of allowed addresses.

### Syntax

```
port security [action {shutdown | trap | trap-and-shutdown}
| max-mac-count address-count]
no port security [action | max-mac-count]
```

- **action** - Response to take when port security is violated.
  - **shutdown** - Disable port only.
  - **trap** - Issue SNMP trap message only.
  - **trap-and-shutdown** - Issue SNMP trap message and disable port.
- **max-mac-count**
  - *address-count* - The maximum number of MAC addresses that can be learned on a port. (Range: 0-1024)

### Default Setting

- Status: Disabled
- Action: None
- Maximum Addresses: 0

### Command Mode

Interface Configuration (Ethernet)

## Command Usage

- If you enable port security, the switch stops learning new MAC addresses on the specified port when it has reached a configured maximum number. Only incoming traffic with source addresses already stored in the dynamic or static address table will be accepted.
- First use the **port security max-mac-count** command to set the number of addresses, and then use the port security command to enable security on the port.
- Use the **no port security max-mac-count** command to disable port security and reset the maximum number of addresses to the default.
- You can also manually add secure addresses with the **mac-address-table static** command.
- A secure port has the following restrictions:
  - Cannot use port monitoring.
  - Cannot be a multi-VLAN port.
  - Cannot be connected to a network interconnection device.
  - Cannot be a trunk port.
- If a port is disabled due to a security violation, it must be manually re-enabled using the **no shutdown** command.

## Example

The following example enables port security for port 5, and sets the response to a security violation to issue a trap message:

```
Console(config)#interface ethernet 1/5
Console(config-if)#port security action trap
```

## Related Commands

- shutdown (4-113)
- mac-address-table static (4-134)
- show mac-address-table (4-135)

## 802.1X Port Authentication

The switch supports IEEE 802.1X (dot1x) port-based access control that prevents unauthorized access to the network by requiring users to first submit credentials for authentication. Client authentication is controlled centrally by a RADIUS server using EAP (Extensible Authentication Protocol).

Table 4-32 802.1X Port Authentication

Command	Function	Mode	Page
dot1x system-auth-control	Enables dot1x globally on the switch.	GC	4-81
dot1x default	Resets all dot1x parameters to their default values	GC	4-82
dot1x max-req	Sets the maximum number of times that the switch retransmits an EAP request/identity packet to the client before it times out the authentication session	IC	4-82
dot1x port-control	Sets dot1x mode for a port interface	IC	4-82
dot1x operation-mode	Allows single or multiple hosts on an dot1x port	IC	4-83
dot1x re-authenticate	Forces re-authentication on specific ports	PE	4-84
dot1x re-authentication	Enables re-authentication for all ports	IC	4-84
dot1x timeout quiet-period	Sets the time that a switch port waits after the Max Request Count has been exceeded before attempting to acquire a new client	IC	4-84
dot1x timeout re-authperiod	Sets the time period after which a connected client must be re-authenticated	IC	4-85
dot1x timeout tx-period	Sets the time period during an authentication session that the switch waits before re-transmitting an EAP packet	IC	4-85
show dot1x	Shows all dot1x related information	PE	4-86

### dot1x system-auth-control

This command enables 802.1X port authentication globally on the switch. Use the **no** form to restore the default.

#### Syntax

[no] system-auth-control

#### Default Setting

Disabled

#### Command Mode

Global Configuration

#### Example

```
Console(config)#dot1x system-auth-control
Console(config)#
```

### dot1x default

This command sets all configurable dot1x global and port settings to their default values.

#### Command Mode

Global Configuration

#### Example

```
Console(config)#dot1x default
Console(config)#
```

### dot1x max-req

This command sets the maximum number of times the switch port will retransmit an EAP request/identity packet to the client before it times out the authentication session. Use the **no** form to restore the default.

#### Syntax

**dot1x max-req** *count*

**no dot1x max-req**

*count* – The maximum number of requests (Range: 1-10)

#### Default

2

#### Command Mode

Interface Configuration

#### Example

```
Console(config)#interface eth 1/2
Console(config-if)#dot1x max-req 2
Console(config-if)#
```

### dot1x port-control

This command sets the dot1x mode on a port interface. Use the **no** form to restore the default.

#### Syntax

**dot1x port-control** {**auto** | **force-authorized** | **force-unauthorized**}

**no dot1x port-control**

- **auto** – Requires a dot1x-aware connected client to be authorized by the RADIUS server. Clients that are not dot1x-aware will be denied access.
- **force-authorized** – Configures the port to grant access to all clients, either dot1x-aware or otherwise.
- **force-unauthorized** – Configures the port to deny access to all clients, either dot1x-aware or otherwise.

## Default

force-authorized

## Command Mode

Interface Configuration

## Example

```
Console(config)#interface eth 1/2
Console(config-if)#dot1x port-control auto
Console(config-if)#
```

## dot1x operation-mode

This command allows single or multiple hosts (clients) to connect to an 802.1X-authorized port. Use the **no** form with no keywords to restore the default to single host. Use the **no** form with the **multi-host max-count** keywords to restore the default maximum count.

## Syntax

**dot1x operation-mode {single-host | multi-host [max-count count]}**  
**no dot1x operation-mode [multi-host max-count]**

- **single-host** – Allows only a single host to connect to this port.
- **multi-host** – Allows multiple host to connect to this port.
- **max-count** – Keyword for the maximum number of hosts.
  - *count* – The maximum number of hosts that can connect to a port. (Range: 1-1024; Default: 5)

## Default

Single-host

## Command Mode

Interface Configuration

## Command Usage

- The “max-count” parameter specified by this command is only effective if the dot1x mode is set to “auto” by the dot1x port-control command (page 4-82).
- In “multi-host” mode, only one host connected to a port needs to pass authentication for all other hosts to be granted network access. Similarly, a port can become unauthorized for all hosts if one attached host fails re-authentication or sends an EAPOL logoff message.

## Example

```
Console(config)#interface eth 1/2
Console(config-if)#dot1x operation-mode multi-host max-count 10
Console(config-if)#
```

### dot1x re-authenticate

This command forces re-authentication on all ports or a specific interface.

#### Syntax

**dot1x re-authenticate** [*interface*]

*interface*

- **ethernet** *unit/port*
  - *unit* - Stack unit. (Range: 1-8)
  - *port* - Port number. (Range: 1-26)

#### Command Mode

Privileged Exec

#### Example

```
Console#dot1x re-authenticate
Console#
```

### dot1x re-authentication

This command enables periodic re-authentication globally for all ports. Use the **no** form to disable re-authentication.

#### Syntax

**[no] dot1x re-authentication**

#### Command Mode

Interface Configuration

#### Example

```
Console(config)#interface eth 1/2
Console(config-if)#dot1x re-authentication
Console(config-if)#
```

### dot1x timeout quiet-period

This command sets the time that a switch port waits after the Max Request Count has been exceeded before attempting to acquire a new client. Use the **no** form to reset the default.

#### Syntax

**dot1x timeout quiet-period** *seconds*

**no dot1x timeout quiet-period**

*seconds* - The number of seconds. (Range: 1-65535)

#### Default

60 seconds

## Command Mode

Interface Configuration

### Example

```
Console(config)#interface eth 1/2
Console(config-if)#dot1x timeout quiet-period 350
Console(config-if)#
```

### dot1x timeout re-authperiod

This command sets the time period after which a connected client must be re-authenticated.

### Syntax

**dot1x timeout re-authperiod** *seconds*  
**no dot1x timeout re-authperiod**

*seconds* - The number of seconds. (Range: 1-65535)

### Default

3600 seconds

## Command Mode

Interface Configuration

### Example

```
Console(config)#interface eth 1/2
Console(config-if)#dot1x timeout re-authperiod 300
Console(config-if)#
```

### dot1x timeout tx-period

This command sets the time that an interface on the switch waits during an authentication session before re-transmitting an EAP packet. Use the **no** form to reset to the default value.

### Syntax

**dot1x timeout tx-period** *seconds*  
**no dot1x timeout tx-period**

*seconds* - The number of seconds. (Range: 1-65535)

### Default

30 seconds

## Command Mode

Interface Configuration

## Example

```
Console(config)#interface eth 1/2
Console(config-if)#dot1x timeout tx-period 300
Console(config-if)#
```

## show dot1x

This command shows general port authentication related settings on the switch or a specific interface.

## Syntax

**show dot1x** [**statistics**] [**interface** *interface*]

- **statistics** - Displays dot1x status for each port.
- *interface*
  - **ethernet** *unit/port*
    - *unit* - Stack unit. (Range: 1-8)
    - *port* - Port number. (Range: 1-26)

## Command Mode

Privileged Exec

## Command Usage

This command displays the following information:

- *Global 802.1X Parameters* – Shows whether or not 802.1X port authentication is globally enabled on the switch.
- *802.1X Port Summary* – Displays the port access control parameters for each interface, including the following items:
  - Status – Administrative state for port access control.
  - Operation Mode – Dot1x port control operation mode (page 4-83).
  - Mode – Dot1x port control mode (page 4-82).
  - Authorized – Authorization status (yes or n/a - not authorized).



- *802.1X Port Details* – Displays the port access control parameters for each interface, including the following items:
  - reauth-enabled – Periodic re-authentication (page 4-84).
  - reauth-period – Time after which a connected client must be re-authenticated (page 4-85).
  - quiet-period – Time a port waits after Max Request Count is exceeded before attempting to acquire a new client (page 4-84).
  - tx-period – Time a port waits during authentication session before re-transmitting EAP packet (page 4-85).
  - supplicant-timeout – Supplicant timeout.
  - server-timeout – Server timeout.
  - reauth-max – Maximum number of reauthentication attempts.
  - max-req – Maximum number of times a port will retransmit an EAP request/identity packet to the client before it times out the authentication session (page 4-82).
  - Status – Authorization status (authorized or not).
  - Operation Mode – Shows if single or multiple hosts (clients) can connect to an 802.1X-authorized port.
  - Max Count – The maximum number of hosts allowed to access this port (page 4-83).
  - Port-control – Shows the dot1x mode on a port as auto, force-authorized, or force-unauthorized (page 4-82).
  - Supplicant – MAC address of authorized client.
  - Current Identifier – The integer (0-255) used by the Authenticator to identify the current authentication session.
- *Authenticator State Machine*
  - State – Current state (including initialize, disconnected, connecting, authenticating, authenticated, aborting, held, force\_authorized, force\_unauthorized).
  - Reauth Count – Number of times connecting state is re-entered.
- *Backend State Machine*
  - State – Current state (including request, response, success, fail, timeout, idle, initialize).
  - Request Count – Number of EAP Request packets sent to the Supplicant without receiving a response.
  - Identifier(Server) – Identifier carried in the most recent EAP Success, Failure or Request packet received from the Authentication Server.
- *Reauthentication State Machine*
  - State – Current state (including initialize, reauthenticate).

**Example**

```

Console#show dot1x
Global 802.1X Parameters
  system-auth-control: enable

802.1X Port Summary

Port Name   Status           Operation Mode   Mode              Authorized
1/1         disabled        Single-Host     ForceAuthorized   n/a
1/2         enabled         Single-Host     auto              yes
:
1/26        disabled        Single-Host     ForceAuthorized   n/a

802.1X Port Details

802.1X is disabled on port 1/1

802.1X is enabled on port 1/2
reauth-enabled: Enable
reauth-period: 1800
quiet-period: 30
tx-period: 40
supplicant-timeout: 30
server-timeout: 10
reauth-max: 2
max-req: 5
Status           Authorized
Operation mode   Single-Host
Max count        5
Port-control     Auto
Supplicant       00-90-cc-49-5e-dc
Current Identifier 3

Authenticator State Machine
State             Authenticated
Reauth Count     0

Backend State Machine
State             Idle
Request Count    0
Identifier(Server) 2

Reauthentication State Machine
State             Initialize
:
802.1X is disabled on port 1/26
Console#

```

## Access Control List Commands

Access Control Lists (ACL) provide packet filtering for IP frames (based on address, protocol, Layer 4 protocol port number or TCP control code) or any frames (based on MAC address or Ethernet type). To filter packets, first create an access list, add the required rules and then bind the list to a specific port.

### Access Control Lists

An ACL is a sequential list of permit or deny conditions that apply to IP addresses, MAC addresses, or other more specific criteria. This switch tests ingress or egress packets against the conditions in an ACL one by one. A packet will be accepted as soon as it matches a permit rule, or dropped as soon as it matches a deny rule. If no rules match for a list of all permit rules, the packet is dropped; and if no rules match for a list of all deny rules, the packet is accepted.

There are three filtering modes:

- Standard IP ACL mode (STD-ACL) filters packets based on the source IP address.
- Extended IP ACL mode (EXT-ACL) filters packets based on source or destination IP address, as well as protocol type and protocol port number. If the TCP protocol is specified, then you can also filter packets based on the TCP control code.
- MAC ACL mode (MAC-ACL) filters packets based on the source or destination MAC address and the Ethernet frame type (RFC 1060).

The following restrictions apply to ACLs:

- Each ACL can have up to 32 rules.
- The maximum number of ACLs is 88.
- However, due to resource restrictions, the average number of rules bound the ports should not exceed 20.
- This switch supports ACLs for ingress filtering only. You can only bind one IP ACL to any port and one MAC ACL globally for ingress filtering. In other words, only two ACLs can be bound to an interface - Ingress IP ACL and Ingress MAC ACL.

The order in which active ACLs are checked is as follows:

1. User-defined rules in the Ingress MAC ACL for ingress ports.
2. User-defined rules in the Ingress IP ACL for ingress ports.
3. Explicit default rule (permit any any) in the ingress IP ACL for ingress ports.
4. Explicit default rule (permit any any) in the ingress MAC ACL for ingress ports.
5. If no explicit rule is matched, the implicit default is permit all.

Table 4-33 Access Control Lists

Command Groups	Function	Page
IP ACLs	Configures ACLs based on IP addresses, TCP/UDP port number, protocol type, and TCP control code	4-90
MAC ACLs	Configures ACLs based on hardware addresses, packet format, and Ethernet type	4-97
ACL Information	Displays ACLs and associated rules; shows ACLs assigned to each port	4-102

## IP ACLs

Table 4-34 IP ACLs

Command	Function	Mode	Page
access-list ip	Creates an IP ACL and enters configuration mode	GC	4-90
permit, deny	Filters packets matching a specified source IP address	STD-ACL	4-91
permit, deny	Filters packets meeting the specified criteria, including source and destination IP address, TCP/UDP port number, protocol type, and TCP control code	EXT-ACL	4-92
show ip access-list	Displays the rules for configured IP ACLs	PE	4-94
ip access-group	Adds a port to an IP ACL	IC	4-94
show ip access-group	Shows port assignments for IP ACLs	PE	4-94
map access-list ip	Sets the CoS value and corresponding output queue for packets matching an ACL rule	IC	4-95
show map access-list ip	Shows CoS value mapped to an access list for an interface	PE	4-96

### access-list ip

This command adds an IP access list and enters configuration mode for standard or extended IP ACLs. Use the **no** form to remove the specified ACL.

### Syntax

**[no] access-list ip {standard | extended} acl\_name**

- **standard** – Specifies an ACL that filters packets based on the source IP address.
- **extended** – Specifies an ACL that filters packets based on the source or destination IP address, and other more specific criteria.
- **acl\_name** – Name of the ACL. (Maximum length: 16 characters)

### Default Setting

None

### Command Mode

Global Configuration

## Command Usage

- When you create a new ACL or enter configuration mode for an existing ACL, use the **permit** or **deny** command to add new rules to the bottom of the list. To create an ACL, you must add at least one rule to the list.
- To remove a rule, use the **no permit** or **no deny** command followed by the exact text of a previously configured rule.
- An ACL can contain up to 32 rules.

## Example

```
Console(config)#access-list ip standard david
Console(config-std-acl)#
```

## Related Commands

permit, deny 4-91  
ip access-group (4-94)  
show ip access-list (4-94)

## permit, deny (Standard ACL)

This command adds a rule to a Standard IP ACL. The rule sets a filter condition for packets emanating from the specified source. Use the **no** form to remove a rule.

## Syntax

[no] {**permit** | **deny**} {**any** | *source bitmask* | **host source**}

- **any** – Any source IP address.
- *source* – Source IP address.
- *bitmask* – Decimal number representing the address bits to match.
- **host** – Keyword followed by a specific IP address.

## Default Setting

None

## Command Mode

Standard ACL

## Command Usage

- New rules are appended to the end of the list.
- Address bitmasks are similar to a subnet mask, containing four integers from 0 to 255, each separated by a period. The binary mask uses 1 bits to indicate "match" and 0 bits to indicate "ignore." The bitmask is bitwise ANDed with the specified source IP address, and then compared with the address for each IP packet entering the port(s) to which this ACL has been assigned.

### Example

This example configures one permit rule for the specific address 10.1.1.21 and another rule for the address range 168.92.16.x – 168.92.31.x using a bitmask.

```
Console(config-std-acl)#permit host 10.1.1.21
Console(config-std-acl)#permit 168.92.16.0 255.255.240.0
```

### Related Commands

access-list ip (4-90)

### permit, deny (Extended ACL)

This command adds a rule to an Extended IP ACL. The rule sets a filter condition for packets with specific source or destination IP addresses, protocol types, source or destination protocol ports, or TCP control codes. Use the **no** form to remove a rule.

### Syntax

```
[no] {permit | deny} [protocol-number | udp]
    {any | source address-bitmask | host source}
    {any | destination address-bitmask | host destination}
    [precedence precedence] [tos tos] [dscp dscp]
    [source-port sport [end]] [destination-port dport [end]]
```

```
[no] {permit | deny} tcp
    {any | source address-bitmask | host source}
    {any | destination address-bitmask | host destination}
    [precedence precedence] [tos tos] [dscp dscp]
    [source-port sport [end]] [destination-port dport [end]]
    [control-flag control-flags flag-bitmask]
```

- *protocol-number* – A specific protocol number. (Range: 0-255)
- *source* – Source IP address.
- *destination* – Destination IP address.
- *address-bitmask* – Decimal number representing the address bits to match.
- **host** – Keyword followed by a specific IP address.
- *precedence* – IP precedence level. (Range: 0-7)
- *tos* – Type of Service level. (Range: 0-15)
- *dscp* – DSCP priority level. (Range: 0-63)
- *sport* – Protocol<sup>16</sup> source port number. (Range: 0-65535)
- *dport* – Protocol<sup>16</sup> destination port number. (Range: 0-65535)
- *end* – Upper bound of the protocol port range. (Range: 0-65535)
- *control-flags* – Decimal number (representing a bit string) that specifies flag bits in byte 14 of the TCP header. (Range: 0-63)
- *flag-bitmask* – Decimal number representing the code bits to match. (Range: 0-63)

16. Includes TCP, UDP or other protocol types.

## Default Setting

None

## Command Mode

Extended ACL

## Command Usage

- All new rules are appended to the end of the list.
- Address bitmasks are similar to a subnet mask, containing four integers from 0 to 255, each separated by a period. The binary mask uses 1 bits to indicate “match” and 0 bits to indicate “ignore.” The bitmask is bitwise ANDed with the specified source IP address, and then compared with the address for each IP packet entering the port(s) to which this ACL has been assigned.
- You can specify both Precedence and ToS in the same rule. However, if DSCP is used, then neither Precedence nor ToS can be specified.
- The control-code bitmask is a decimal number (representing an equivalent bit mask) that is applied to the control code. Enter a decimal number, where the equivalent binary bit “1” means to match a bit and “0” means to ignore a bit. The following bits may be specified:

- 1 (fin) – Finish
- 2 (syn) – Synchronize
- 4 (rst) – Reset
- 8 (psh) – Push
- 16 (ack) – Acknowledgement
- 32 (urg) – Urgent pointer

For example, use the code value and mask below to catch packets with the following flags set:

- SYN flag valid, use “control-code 2 2”
- Both SYN and ACK valid, use “control-code 18 18”
- SYN valid and ACK invalid, use “control-code 2 18”

## Example

This example accepts any incoming packets if the source address is within subnet 10.7.1.x. For example, if the rule is matched; i.e., the rule (10.7.1.0 & 255.255.255.0) equals the masked address (10.7.1.2 & 255.255.255.0), the packet passes through.

```
Console(config-ext-acl)#permit 10.7.1.1 255.255.255.0 any
Console(config-ext-acl)#
```

This allows TCP packets from class C addresses 192.168.1.0 to any destination address when set for destination TCP port 80 (i.e., HTTP).

```
Console(config-ext-acl)#permit 192.168.1.0 255.255.255.0 any
destination-port 80
Console(config-ext-acl)#
```

This permits all TCP packets from class C addresses 192.168.1.0 with the TCP control code set to "SYN."

```
Console(config-ext-acl)#permit tcp 192.168.1.0 255.255.255.0 any
control-flag 2 2
Console(config-ext-acl)#
```

### Related Commands

access-list ip (4-90)

### show ip access-list

This command displays the rules for configured IP ACLs.

### Syntax

```
show ip access-list {standard | extended} [acl_name]
```

- **standard** – Specifies a standard IP ACL.
- **extended** – Specifies an extended IP ACL.
- *acl\_name* – Name of the ACL. (Maximum length: 16 characters)

### Command Mode

Privileged Exec

### Example

```
Console#show ip access-list standard
IP standard access-list david:
  permit host 10.1.1.21
  permit 168.92.0.0 255.255.255.0
Console#
```

### Related Commands

permit, deny 4-91  
ip access-group (4-94)

### ip access-group

This command binds a port to an IP ACL. Use the **no** form to remove the port.

### Syntax

```
[no] ip access-group acl_name in
```

- *acl\_name* – Name of the ACL. (Maximum length: 16 characters)
- **in** – Indicates that this list applies to ingress packets.

### Default Setting

None

### Command Mode

Interface Configuration (Ethernet)



## Command Usage

- A port can only be bound to one ACL.
- If a port is already bound to an ACL and you bind it to a different ACL, the switch will replace the old binding with the new one.
- You must configure a mask for an ACL rule before you can bind it to a port.

## Example

```
Console(config)#int eth 1/25
Console(config-if)#ip access-group david in
Console(config-if)#
```

## Related Commands

show ip access-list (4-94)

## show ip access-group

This command shows the ports assigned to IP ACLs.

## Command Mode

Privileged Exec

## Example

```
Console#show ip access-group
Interface ethernet 1/25
  IP access-list david in
Console#
```

## Related Commands

ip access-group (4-94)

## map access-list ip

This command sets the output queue for packets matching an ACL rule. The specified CoS value is only used to map the matching packet to an output queue; it is not written to the packet itself. Use the **no** form to remove the CoS mapping.

## Syntax

```
[no] map access-list ip acl_name cos cos-value
```

- *acl\_name* – Name of the ACL. (Maximum length: 16 characters)
- *cos-value* – CoS value. (Range: 0-7)

## Default Setting

None

## Command Mode

Interface Configuration (Ethernet)

## Command Usage

A packet matching a rule within the specified ACL is mapped to one of the output queues as shown in the following table. For information on mapping the CoS values to output queues, see **queue cos-map** on page 4-171.

Table 4-35 Egress Queue Priority Mapping

Queue	0	1	2	3
Priority	1,2	0,3	4,5	6,7

## Example

```
Console(config)#interface ethernet 1/25
Console(config-if)#map access-list ip bill cos 0
Console(config-if)#
```

## Related Commands

queue cos-map (4-171)  
show map access-list ip (4-96)

## show map access-list ip

This command shows the CoS value mapped to an IP ACL for the current interface. (The CoS value determines the output queue for packets matching an ACL rule.)

## Syntax

**show map access-list ip** [*interface*]

*interface*

- **ethernet** *unit/port*
  - *unit* - Stack unit. (Range: 1-8)
  - *port* - Port number.

## Command Mode

Privileged Exec

## Example

```
Console#show map access-list ip
Eth 1/25
  access-list ip bill cos 0
Console#
```

## Related Commands

map access-list ip (4-95)

## MAC ACLs

Table 4-36 MAC ACLs

Command	Function	Mode	Page
access-list mac	Creates a MAC ACL and enters configuration mode	GC	4-97
permit, deny	Filters packets matching a specified source and destination address, packet format, and Ethernet type	MAC-ACL	4-98
show mac access-list	Displays the rules for configured MAC ACLs	PE	4-99
mac access-group	Adds a port to a MAC ACL	IC	4-99
show mac access-group	Shows port assignments for MAC ACLs	PE	4-100
map access-list mac	Sets the CoS value and corresponding output queue for packets matching an ACL rule	IC	4-100
show map access-list mac	Shows CoS value mapped to an access list for an interface	PE	4-101

### access-list mac

This command adds a MAC access list and enters MAC ACL configuration mode. Use the **no** form to remove the specified ACL.

### Syntax

[no] **access-list mac** *acl\_name*

*acl\_name* – Name of the ACL. (Maximum length: 16 characters)

### Default Setting

None

### Command Mode

Global Configuration

### Command Usage

- When you create a new ACL or enter configuration mode for an existing ACL, use the **permit** or **deny** command to add new rules to the bottom of the list. To create an ACL, you must add at least one rule to the list.
- To remove a rule, use the **no permit** or **no deny** command followed by the exact text of a previously configured rule.
- An ACL can contain up to 32 rules.

### Example

```
Console(config)#access-list mac jerry
Console(config-mac-acl)#
```

## Related Commands

permit, deny (MAC ACL) (4-98)  
mac access-group (4-99)  
show mac access-list (4-99)

## permit, deny (MAC ACL)

This command adds a rule to a MAC ACL. The rule filters packets matching a specified MAC source or destination address (i.e., physical layer address), or Ethernet protocol type. Use the **no** form to remove a rule.

## Syntax

```
[no] {permit | deny}  
    {any | host source | source address-bitmask}  
    {any | host destination | destination address-bitmask}  
    [vid vid [vid-end]] [ethertype protocol [protocol-end]]
```

**Note:-** The default is for Ethernet II packets.

- **any** – Any MAC source or destination address.
- **host** – A specific MAC address.
- *source* – Source MAC address.
- *destination* – Destination MAC address range with bitmask.
- *address-bitmask*<sup>17</sup> – Bitmask for MAC address (in hexadecimal format).
- *vid* – VLAN ID. (Range: 1-4094)
- *vid-end* – Upper bound of VID range. (Range: 1-4094)
- *protocol* – A specific Ethernet protocol number. (Range: 0-65535)
- *protocol-end* – Upper bound of protocol range. (Range: 0-65535)

## Default Setting

None

## Command Mode

MAC ACL

## Command Usage

- New rules are added to the end of the list.
- The **ethertype** option can only be used to filter Ethernet II formatted packets.
- A detailed listing of Ethernet protocol types can be found in RFC 1060. A few of the more common types include the following:
  - 0800 - IP
  - 0806 - ARP
  - 8137 - IPX

---

17. For all bitmasks, "1" means care and "0" means ignore.

## Example

This rule permits packets from any source MAC address to the destination address 00-90-cc-94-34-de where the Ethernet type is 0800.

```
Console(config-mac-acl)#permit any host 00-90-cc-94-34-de ethertype 0800
Console(config-mac-acl)#
```

## Related Commands

access-list mac (4-97)

## show mac access-list

This command displays the rules for configured MAC ACLs.

## Syntax

**show mac access-list** [*acl\_name*]

*acl\_name* – Name of the ACL. (Maximum length: 16 characters)

## Command Mode

Privileged Exec

## Example

```
Console#show mac access-list
MAC access-list jerry:
  permit any host 00-90-cc-94-34-de ethertype 800 800
Console#
```

## Related Commands

permit, deny 4-98

mac access-group (4-99)

## mac access-group

This command binds a port to a MAC ACL. Use the **no** form to remove the port.

## Syntax

**mac access-group** *acl\_name* **in**

- *acl\_name* – Name of the ACL. (Maximum length: 16 characters)
- **in** – Indicates that this list applies to ingress packets.

## Default Setting

None

## Command Mode

Interface Configuration (Ethernet)

### Command Usage

- A port can only be bound to one ACL.
- If a port is already bound to an ACL and you bind it to a different ACL, the switch will replace the old binding with the new one.

### Example

```
Console(config)#interface ethernet 1/25
Console(config-if)#mac access-group jerry in
Console(config-if)#
```

### Related Commands

show mac access-list (4-99)

### show mac access-group

This command shows the ports assigned to MAC ACLs.

### Command Mode

Privileged Exec

### Example

```
Console#show mac access-group
Interface ethernet 1/1
  MAC access-list jerry in
:
:
Interface ethernet 1/26
  MAC access-list jerry in
Console#
```

### Related Commands

mac access-group (4-99)

### map access-list mac

This command sets the output queue for packets matching an ACL rule. The specified CoS value is only used to map the matching packet to an output queue; it is not written to the packet itself. Use the **no** form to remove the CoS mapping.

### Syntax

**[no] map access-list mac *acl\_name* cos *cos-value***

- *acl\_name* – Name of the ACL. (Maximum length: 16 characters)
- *cos-value* – CoS value. (Range: 0-7)

### Default Setting

None

## Command Mode

Interface Configuration (Ethernet)

## Command Usage

- You must configure an ACL mask before you can map CoS values to the rule.
- A packet matching a rule within the specified ACL is mapped to one of the output queues as shown below.

Table 4-37 Egress Queue Priority Mapping

Queue	0	1	2	3
Priority	1,2	0,3	4,5	6,7

## Example

```
Console(config)#int eth 1/5
Console(config-if)#map access-list mac jerry cos 0
Console(config-if)#
```

## Related Commands

queue cos-map (4-171)  
show map access-list mac (4-101)

## show map access-list mac

This command shows the CoS value mapped to a MAC ACL for the current interface. (The CoS value determines the output queue for packets matching an ACL rule.)

## Syntax

**show map access-list mac** [*interface*]

*interface*

- **ethernet** *unit/port*
  - *unit* - Stack unit. (Range: 1-8)
  - *port* - Port number.

## Command Mode

Privileged Exec

## Example

```
Console#show map access-list mac
Eth 1/5
  access-list mac jerry cos 0
Console#
```

## Related Commands

map access-list mac (4-100)

## ACL Information

Table 4-38 ACL Information

Command	Function	Mode	Page
show access-list	Show all ACLs and associated rules	PE	4-102
show access-group	Shows the ACLs assigned to each port	PE	4-102

### show access-list

This command shows all ACLs and associated rules, as well as all the user-defined masks.

### Command Mode

Privileged Exec

### Command Usage

Once the ACL is bound to an interface (i.e., the ACL is active), the order in which the rules are displayed is determined by the associated mask.

### Example

```

Console#show access-list
IP standard access-list david:
  permit host 10.1.1.21
  permit 168.92.16.0 255.255.240.0
IP extended access-list bob:
  permit 10.7.1.1 255.255.255.0 any
  permit 192.168.1.0 255.255.255.0 any destination-port 80 80
  permit 192.168.1.0 255.255.255.0 any protocol tcp control-code 2 2
MAC access-list jerry:
  permit any host 00-90-cc-94-34-de ethertype 800 800
IP extended access-list A6:
  deny tcp any any control-flag 2 2
  permit any any
Console#

```

### show access-group

This command shows the port assignments of ACLs.

### Command Mode

Privileged Executive

### Example

```

Console#show access-group
Interface ethernet 1/1
  MAC access-list jerry in
:
:
Interface ethernet 1/26
  MAC access-list jerry in
Console#

```



## SNMP Commands

Controls access to this switch from management stations using the Simple Network Management Protocol (SNMP), as well as the error types sent to trap managers.

Table 4-39 SNMP Commands

Command	Function	Mode	Page
snmp-server community	Sets up the community access string to permit access to SNMP commands	GC	4-103
snmp-server contact	Sets the system contact string	GC	4-104
snmp-server location	Sets the system location string	GC	4-104
snmp-server host	Specifies the recipient of an SNMP notification operation	GC	4-105
snmp-server enable traps	Enables the device to send SNMP traps (i.e., SNMP notifications)	GC	4-106
show snmp	Displays the status of SNMP communications	NE, PE	4-107

### snmp-server community

This command defines the community access string for the Simple Network Management Protocol. Use the **no** form to remove the specified community string.

#### Syntax

**snmp-server community** *string* [**ro**|**rw**]

**no snmp-server community** *string*

- *string* - Community string that acts like a password and permits access to the SNMP protocol. (Maximum length: 32 characters, case sensitive; Maximum number of strings: 5)
- **ro** - Specifies read-only access. Authorized management stations are only able to retrieve MIB objects.
- **rw** - Specifies read/write access. Authorized management stations are able to both retrieve and modify MIB objects.

#### Default Setting

- **public** - Read-only access. Authorized management stations are only able to retrieve MIB objects.
- **private** - Read/write access. Authorized management stations are able to both retrieve and modify MIB objects.

#### Command Mode

Global Configuration

#### Command Usage

The first **snmp-server community** command you enter enables SNMP. The **no snmp-server community** command disables SNMP.

## Example

```
Console(config)#snmp-server community alpha rw
Console(config)#
```

## snmp-server contact

This command sets the system contact string. Use the **no** form to remove the system contact information.

### Syntax

**snmp-server contact** *string*  
**no snmp-server contact**

*string* - String that describes the system contact information.  
(Maximum length: 255 characters)

### Default Setting

None

### Command Mode

Global Configuration

## Example

```
Console(config)#snmp-server contact Paul
Console(config)#
```

## Related Commands

snmp-server location (4-104)

## snmp-server location

This command sets the system location string. Use the **no** form to remove the location string.

### Syntax

**snmp-server location** *text*  
**no snmp-server location**

*text* - String that describes the system location.  
(Maximum length: 255 characters)

### Default Setting

None

### Command Mode

Global Configuration

## Example

```
Console(config)#snmp-server location WC-19
Console(config)#
```

## Related Commands

snmp-server contact (4-104)

## snmp-server host

This command specifies the recipient of a Simple Network Management Protocol notification operation. Use the **no** form to remove the specified host.

### Syntax

**snmp-server host** *host-addr community-string* [**version** {1 | 2c}]

**no snmp-server host** *host-addr*

- *host-addr* - Internet address of the host (the targeted recipient). (Maximum host addresses: 5 trap destination IP address entries)
- *community-string* - Password-like community string sent with the notification operation. Although you can set this string using the **snmp-server host** command by itself, we recommend that you define this string using the **snmp-server community** command prior to using the **snmp-server host** command. (Maximum length: 32 characters)
- **version** - Specifies whether to send notifications as SNMP v1 or v2c traps. (Range: 1, 2c; Default: 1)

### Default Setting

Host Address: None

SNMP Version: 1

### Command Mode

Global Configuration

### Command Usage

- If you do not enter an **snmp-server host** command, no notifications are sent. In order to configure the switch to send SNMP notifications, you must enter at least one **snmp-server host** command. In order to enable multiple hosts, you must issue a separate **snmp-server host** command for each host.
- The **snmp-server host** command is used in conjunction with the **snmp-server enable traps** command. Use the **snmp-server enable traps** command to specify which SNMP notifications are sent globally. For a host to receive notifications, at least one **snmp-server enable traps** command and the **snmp-server host** command for that host must be enabled.
- Some notification types cannot be controlled with the **snmp-server enable traps** command. For example, some notification types are always enabled.
- The switch can send SNMP version 1 or version 2c notifications to a host IP address, depending on the SNMP version that the management station supports. If the **snmp-server host** command does not specify the SNMP version, the default is to send SNMP version 1 notifications.

### Example

```
Console(config)#snmp-server host 10.1.19.23 batman
Console(config)#
```

### Related Commands

snmp-server enable traps (4-106)

### snmp-server enable traps

This command enables this device to send Simple Network Management Protocol traps (SNMP notifications). Use the **no** form to disable SNMP notifications.

### Syntax

[no] **snmp-server enable traps** [authentication | link-up-down]

- **authentication** - Keyword to issue authentication failure traps.
- **link-up-down** - Keyword to issue link-up or link-down traps.

### Default Setting

Issue authentication and link-up-down traps.

### Command Mode

Global Configuration

### Command Usage

- If you do not enter an **snmp-server enable traps** command, no notifications controlled by this command are sent. In order to configure this device to send SNMP notifications, you must enter at least one **snmp-server enable traps** command. If you enter the command with no keywords, both authentication and link-up-down notifications are enabled. If you enter the command with a keyword, only the notification type related to that keyword is enabled.
- The **snmp-server enable traps** command is used in conjunction with the **snmp-server host** command. Use the **snmp-server host** command to specify which host or hosts receive SNMP notifications. In order to send notifications, you must configure at least one **snmp-server host** command.

### Example

```
Console(config)#snmp-server enable traps link-up-down
Console(config)#
```

### Related Commands

snmp-server host (4-105)

## show snmp

This command checks the status of SNMP communications.

### Default Setting

None

### Command Mode

Normal Exec, Privileged Exec

### Command Usage

This command provides information on the community access strings, counter information for SNMP input and output protocol data units, and whether or not SNMP logging has been enabled with the **snmp-server enable traps** command.

### Example

```
Console#show snmp

SNMP traps:
  Authentication: enabled
  Link-up-down:   enabled

SNMP communities:
  1. private, and the privilege is read-write
  2. public, and the privilege is read-only

0 SNMP packets input
  0 Bad SNMP version errors
  0 Unknown community name
  0 Illegal operation for community name supplied
  0 Encoding errors
  0 Number of requested variables
  0 Number of altered variables
  0 Get-request PDUs
  0 Get-next PDUs
  0 Set-request PDUs
0 SNMP packets output
  0 Too big errors
  0 No such name errors
  0 Bad values errors
  0 General errors
  0 Response PDUs
  0 Trap PDUs

SNMP logging: disabled
Console#
```

## Interface Commands

These commands are used to display or set communication parameters for an Ethernet port, aggregated link, or VLAN.

Table 4-40 Interface Commands

Command	Function	Mode	Page
interface	Configures an interface type and enters interface configuration mode	GC	4-108
description	Adds a description to an interface configuration	IC	4-109
speed-duplex	Configures the speed and duplex operation of a given interface when autonegotiation is disabled	IC	4-109
negotiation	Enables autonegotiation of a given interface	IC	4-110
capabilities	Advertises the capabilities of a given interface for use in autonegotiation	IC	4-111
flowcontrol	Enables flow control on a given interface	IC	4-112
shutdown	Disables an interface	IC	4-113
switchport broadcast packet-rate	Configures the broadcast storm control threshold	IC	4-114
clear counters	Clears statistics on an interface	PE	4-114
show interfaces status	Displays status for the specified interface	NE, PE	4-115
show interfaces counters	Displays statistics for the specified interfaces	NE, PE	4-116
show interfaces switchport	Displays the administrative and operational status of an interface	NE, PE	4-117

### interface

This command configures an interface type and enter interface configuration mode. Use the **no** form to remove a trunk.

### Syntax

**interface** *interface*  
**no interface port-channel** *channel-id*

*interface*

- **ethernet** *unit/port*
  - *unit* - Stack unit. (Range: 1-8)
  - *port* - Port number. (Range: 1-26)
- **port-channel** *channel-id* (Range: 1-4)
- **vlan** *vlan-id* (Range: 1-4094)

### Default Setting

None

## Command Mode

Global Configuration

## Example

To specify port 24, enter the following command:

```
Console(config)#interface ethernet 1/24
Console(config-if)#
```

## description

This command adds a description to an interface. Use the **no** form to remove the description.

## Syntax

**description** *string*  
**no description**

*string* - Comment or a description to help you remember what is attached to this interface. (Range: 1-64 characters)

## Default Setting

None

## Command Mode

Interface Configuration (Ethernet, Port Channel)

## Example

The following example adds a description to port 24.

```
Console(config)#interface ethernet 1/24
Console(config-if)#description RD-SW#3
Console(config-if)#
```

## speed-duplex

This command configures the speed and duplex mode of a given interface when autonegotiation is disabled. Use the **no** form to restore the default.

## Syntax

**speed-duplex** {**1000full** | **100full** | **100half** | **10full** | **10half**}  
**no speed-duplex**

- **1000full** - Forces 1000 Mbps full-duplex operation
- **100full** - Forces 100 Mbps full-duplex operation
- **100half** - Forces 100 Mbps half-duplex operation
- **10full** - Forces 10 Mbps full-duplex operation
- **10half** - Forces 10 Mbps half-duplex operation

### Default Setting

- Auto-negotiation is enabled by default.
- When auto-negotiation is disabled, the default speed-duplex setting is 100half for 100BASE-TX ports and 1000full for Gigabit Ethernet ports.

### Command Mode

Interface Configuration (Ethernet, Port Channel)

### Command Usage

- To force operation to the speed and duplex mode specified in a **speed-duplex** command, use the **no negotiation** command to disable auto-negotiation on the selected interface.
- When using the **negotiation** command to enable auto-negotiation, the optimal settings will be determined by the **capabilities** command. To set the speed/duplex mode under auto-negotiation, the required mode must be specified in the capabilities list for an interface.

### Example

The following example configures port 5 to 100 Mbps, half-duplex operation.

```
Console(config)#interface ethernet 1/5
Console(config-if)#speed-duplex 100half
Console(config-if)#no negotiation
Console(config-if)#
```

### Related Commands

negotiation (4-110)  
capabilities (4-111)

### negotiation

This command enables autonegotiation for a given interface. Use the **no** form to disable autonegotiation.

### Syntax

[no] negotiation

### Default Setting

Enabled

### Command Mode

Interface Configuration (Ethernet, Port Channel)

### Command Usage

- When auto-negotiation is enabled the switch will negotiate the best settings for a link based on the **capabilities** command. When auto-negotiation is disabled, you must manually specify the link attributes with the **speed-duplex** and **flowcontrol** commands.



- If autonegotiation is disabled, auto-MDI/MDI-X pin signal configuration will also be disabled for the RJ-45 ports.

### Example

The following example configures port 11 to use autonegotiation.

```
Console(config)#interface ethernet 1/11
Console(config-if)#negotiation
Console(config-if)#
```

### Related Commands

- capabilities (4-111)
- speed-duplex (4-109)

### capabilities

This command advertises the port capabilities of a given interface during autonegotiation. Use the **no** form with parameters to remove an advertised capability, or the **no** form without parameters to restore the default values.

### Syntax

**[no] capabilities {1000full | 100full | 100half | 10full | 10half | flowcontrol | symmetric}**

- **1000full** - Supports 1000 Mbps full-duplex operation
- **100full** - Supports 100 Mbps full-duplex operation
- **100half** - Supports 100 Mbps half-duplex operation
- **10full** - Supports 10 Mbps full-duplex operation
- **10half** - Supports 10 Mbps half-duplex operation
- **flowcontrol** - Supports flow control
- **symmetric** (Gigabit only) - When specified, the port transmits and receives pause frames; when not specified, the port will auto-negotiate to determine the sender and receiver for asymmetric pause frames. (*The current switch ASIC only supports symmetric pause frames.*)

### Default Setting

- 100BASE-TX: 10half, 10full, 100half, 100full
- 1000BASE-T: 10half, 10full, 100half, 100full, 1000full
- SFP: 1000full

### Command Mode

Interface Configuration (Ethernet, Port Channel)

### Command Usage

When auto-negotiation is enabled with the **negotiation** command, the switch will negotiate the best settings for a link based on the **capabilities** command. When auto-negotiation is disabled, you must manually specify the link attributes with the **speed-duplex** and **flowcontrol** commands.

## Example

The following example configures Ethernet port 5 capabilities to 100half, 100full and flow control.

```
Console(config)#interface ethernet 1/5
Console(config-if)#capabilities 100half
Console(config-if)#capabilities 100full
Console(config-if)#capabilities flowcontrol
Console(config-if)#
```

## Related Commands

negotiation (4-110)  
speed-duplex (4-109)  
flowcontrol (4-112)

## flowcontrol

This command enables flow control. Use the **no** form to disable flow control.

## Syntax

[no] **flowcontrol**

## Default Setting

Disabled

## Command Mode

Interface Configuration (Ethernet, Port Channel)

## Command Usage

- Flow control can eliminate frame loss by “blocking” traffic from end stations or segments connected directly to the switch when its buffers fill. When enabled, back pressure is used for half-duplex operation and IEEE 802.3x for full-duplex operation.
- To force flow control on or off (with the **flowcontrol** or **no flowcontrol** command), use the **no negotiation** command to disable auto-negotiation on the selected interface.
- When using the **negotiation** command to enable auto-negotiation, the optimal settings will be determined by the **capabilities** command. To enable flow control under auto-negotiation, “flowcontrol” must be included in the capabilities list for any port
- Avoid using flow control on a port connected to a hub unless it is actually required to solve a problem. Otherwise back pressure jamming signals may degrade overall performance for the segment attached to the hub.

## Example

The following example enables flow control on port 5.

```
Console(config)#interface ethernet 1/5
Console(config-if)#flowcontrol
Console(config-if)#no negotiation
Console(config-if)#
```

## Related Commands

negotiation (4-110)

capabilities (flowcontrol, symmetric) (4-111)

## shutdown

This command disables an interface. To restart a disabled interface, use the **no** form.

## Syntax

**[no] shutdown**

## Default Setting

All interfaces are enabled.

## Command Mode

Interface Configuration (Ethernet, Port Channel)

## Command Usage

This command allows you to disable a port due to abnormal behavior (e.g., excessive collisions), and then reenables it after the problem has been resolved. You may also want to disable a port for security reasons.

## Example

The following example disables port 5.

```
Console(config)#interface ethernet 1/5
Console(config-if)#shutdown
Console(config-if)#
```

## switchport broadcast packet-rate

This command configures broadcast storm control. Use the **no** form to disable broadcast storm control.

### Syntax

```
switchport broadcast octet-rate rate  
no switchport broadcast
```

*rate* - Threshold level as a rate; i.e., octets per second.  
(Range: 64-95232000)

### Default Setting

Enabled for all ports  
Packet-rate limit: 32000 octets per second

### Command Mode

Interface Configuration (Ethernet)

### Command Usage

- When broadcast traffic exceeds the specified threshold, packets above that threshold are dropped.
- This command can enable or disable broadcast storm control for the selected interface. However, the specified threshold value applies to all ports on the switch.

### Example

The following shows how to configure broadcast storm control at 600 packets per second:

```
Console(config)#interface ethernet 1/5  
Console(config-if)#switchport broadcast octet-rate 600  
Console(config-if)#
```

## clear counters

This command clears statistics on an interface.

### Syntax

```
clear counters interface  
interface
```

- **ethernet** *unit/port*
  - *unit* - Stack unit. (Range: 1-8)
  - *port* - Port number. (Range: 1-26)
- **port-channel** *channel-id* (Range: 1-4)

### Default Setting

None

## Command Mode

Privileged Exec

## Command Usage

Statistics are only initialized for a power reset. This command sets the base value for displayed statistics to zero for the current management session. However, if you log out and back into the management interface, the statistics displayed will show the absolute value accumulated since the last power reset.

## Example

The following example clears statistics on port 5.

```
Console#clear counters ethernet 1/5
Console#
```

## show interfaces status

This command displays the status for an interface.

## Syntax

**show interfaces status** [*interface*]

*interface*

- **ethernet** *unit/port*
  - *unit* - Stack unit. (Range: 1-8)
  - *port* - Port number. (Range: 1-26)
- **port-channel** *channel-id* (Range: 1-4)
- **vlan** *vlan-id* (Range: 1-4094)

## Default Setting

Shows the status for all interfaces.

## Command Mode

Normal Exec, Privileged Exec

## Command Usage

If no interface is specified, information on all interfaces is displayed. For a description of the items displayed by this command, see "Displaying Connection Status" on page 3-64.

## Example

```
Console#show interfaces status ethernet 1/5
Information of Eth 1/5
Basic information:
  Port type:          100TX
  Mac address:       00-90-CC-12-34-61
Configuration:
  Name:
  Port admin:        Up
  Speed-duplex:      Auto
  Capabilities:      10half, 10full, 100half, 100full,
  Broadcast storm:   Enabled
  Broadcast storm limit: 32000 octets/second
  Flow control:      Disabled
  Lacp:              Disabled
  Port security:     Disabled
  Max MAC count:     0
  Port security action: None
Current status:
  Link status:       Up
  Port operation status: Up
  Operation speed-duplex: 100full
  Flow control type: None
Console#show interfaces status vlan 1
Information of VLAN 1
MAC address:        00-30-F1-OC-2E-C0
Console#
```

## show interfaces counters

This command displays interface statistics.

### Syntax

**show interfaces counters** [*interface*]

*interface*

- **ethernet** *unit/port*
  - *unit* - Stack unit. (Range: 1-8)
  - *port* - Port number. (Range: 1-26)
- **port-channel** *channel-id* (Range: 1-4)

### Default Setting

Shows the counters for all interfaces.

### Command Mode

Normal Exec, Privileged Exec

### Command Usage

If no interface is specified, information on all interfaces is displayed. For a description of the items displayed by this command, see "Showing Port Statistics" on page 3-85.

## Example

```
Console#show interfaces counters ethernet 1/7
Ethernet 1/7
Iftable stats:
  Octets input: 30658, Octets output: 196550
  Unicast input: 6, Unicast output: 5
  Discard input: 0, Discard output: 0
  Error input: 0, Error output: 0
  Unknown protos input: 0, QLen output: 0
Extended iftable stats:
  Multi-cast input: 0, Multi-cast output: 3064
  Broadcast input: 262, Broadcast output: 1
Ether-like stats:
  Alignment errors: 0, FCS errors: 0
  Single Collision frames: 0, Multiple collision frames: 0
  SQE Test errors: 0, Deferred transmissions: 0
  Late collisions: 0, Excessive collisions: 0
  Internal mac transmit errors: 0, Internal mac receive errors: 0
  Frame too longs: 0, Carrier sense errors: 0
  Symbol errors: 0
RMON stats:
  Drop events: 0, Octets: 227208, Packets: 3338
  Broadcast pkts: 263, Multi-cast pkts: 3064
  Undersize pkts: 0, Oversize pkts: 0
  Fragments: 0, Jabbers: 0
  CRC align errors: 0, Collisions: 0
  Packet size <= 64 octets: 3150, Packet size 65 to 127 octets: 139
  Packet size 128 to 255 octets: 49, Packet size 256 to 511 octets: 0
  Packet size 512 to 1023 octets: 0, Packet size 1024 to 1518 octets: 0
Console#
```

## show interfaces switchport

This command displays the administrative and operational status of the specified interfaces.

### Syntax

```
show interfaces switchport [interface]
```

*interface*

- **ethernet** *unit/port*
  - *unit* - Stack unit. (Range: 1-8)
  - *port* - Port number. (Range: 1-26)
- **port-channel** *channel-id* (Range: 1-4)

### Default Setting

Shows all interfaces.

### Command Mode

Normal Exec, Privileged Exec

### Command Usage

If no interface is specified, information on all interfaces is displayed.

## Example

This example shows the configuration setting for port 24.

```

Console#show interfaces switchport ethernet 1/24
Broadcast threshold:      Enabled, 32000 octets/second
LACP status:             Enabled
Ingress rate limit:      disable, Level: 30
Egress rate limit:       disable, Level: 30
VLAN membership mode:    Hybrid
Ingress rule:            Disabled
Acceptable frame type:   All frames
Native VLAN:             1
Priority for untagged traffic: 0
Gvrp status:            Disabled
Allowed Vlan:            1(u),
Forbidden Vlan:
Private-VLAN mode:      NONE
Private-VLAN host-association: NONE
Private-VLAN mapping:   NONE
Console#
    
```

**Table 4-41 Interfaces Switchport Statistics**

Field	Description
Broadcast threshold	Shows if broadcast storm suppression is enabled or disabled; if enabled it also shows the threshold level (page 4-114).
Lacp status	Shows if Link Aggregation Control Protocol has been enabled or disabled (page 4-125).
Ingress/Egress rate limit	Shows if rate limiting is enabled, and the current rate limit. (page 4-121).
VLAN membership mode	Indicates membership mode as Trunk or Hybrid (page 4-152).
Ingress rule	Shows if ingress filtering is enabled or disabled (page 4-153).
Acceptable frame type	Shows if acceptable VLAN frames include all types or tagged frames only (page 4-152).
Native VLAN	Indicates the default Port VLAN ID (page 4-154).
Priority for untagged traffic	Indicates the default priority for untagged frames (page 4-168).
Gvrp status	Shows if GARP VLAN Registration Protocol is enabled or disabled (page 4-165).
Allowed Vlan	Shows the VLANs this interface has joined, where "(u)" indicates untagged and "(t)" indicates tagged (page 4-155).
Forbidden Vlan	Shows the VLANs this interface can not dynamically join via GVRP (page 4-156).
Private VLAN mode	Shows the private VLAN mode as host, promiscuous, or none (4-161).
Private VLAN host-association	Shows the secondary (or community) VLAN with which this port is associated (4-161).
Private VLAN mapping	Shows the primary VLAN mapping for a promiscuous port (4-163).



## Mirror Port Commands

This section describes how to mirror traffic from a source port to a target port.

Table 4-42 Mirror Port Commands

Command	Function	Mode	Page
port monitor	Configures a mirror session	IC	4-119
show port monitor	Shows the configuration for a mirror port	PE	4-120

### port monitor

This command configures a mirror session. Use the **no** form to clear a mirror session.

### Syntax

**port monitor** *interface* [**rx** | **tx**]  
**no port monitor** *interface*

- *interface* - **ethernet** *unit/port* (source port)
  - *unit* - Stack unit. (Range: 1-8)
  - *port* - Port number. (Range: 1-26)
- **rx** - Mirror received packets.
- **tx** - Mirror transmitted packets.

### Default Setting

No mirror session is defined.

### Command Mode

Interface Configuration (Ethernet, destination port)

### Command Usage

- You can mirror traffic from any source port to a destination port for real-time analysis. You can then attach a logic analyzer or RMON probe to the destination port and study the traffic crossing the source port in a completely unobtrusive manner.
- The destination port is set by specifying an Ethernet interface.
- The mirror port and monitor port speeds should match, otherwise traffic may be dropped from the monitor port.
- You can create multiple mirror sessions, but all sessions must share the same destination port. However, you should avoid sending too much traffic to the destination port from multiple source ports.

### Example

The following example configures the switch to mirror received packets from port 6 to 11:

```
Console(config)#interface ethernet 1/11
Console(config-if)#port monitor ethernet 1/6 rx
Console(config-if)#
```

### show port monitor

This command displays mirror information.

### Syntax

**show port monitor** [*interface*]

*interface* - **ethernet** *unit/port* (source port)

- *unit* - Stack unit. (Range: 1-8)
- *port* - Port number. (Range: 1-26)

### Default Setting

Shows all sessions.

### Command Mode

Privileged Exec

### Command Usage

This command displays the currently configured source port, destination port, and mirror mode (i.e., RX, TX).

### Example

The following shows mirroring configured from port 6 to port 11:

```
Console(config)#interface ethernet 1/11
Console(config-if)#port monitor ethernet 1/6 rx
Console(config-if)#end
Console#show port monitor
Port Mirroring
-----
Destination port(listen port) :Eth1/11
Source port(monitored port)  :Eth1/6
Mode                         :RX
Console#
```

## Rate Limit Commands

This function allows the network manager to control the maximum rate for traffic transmitted or received on an interface. Rate limiting is configured on interfaces at the edge of a network to limit traffic into or out of the network. Traffic that falls within the rate limit is transmitted, while packets that exceed the acceptable amount of traffic are dropped.

Rate limiting can be applied to individual ports or trunks. When an interface is configured with this feature, the traffic rate will be monitored by the hardware to verify conformity. Non-conforming traffic is dropped, conforming traffic is forwarded without any changes.

**Note:** The “rate limit granularity” is multiplied by the “rate limit” (page 4-121) to set the actual rate limit for an interface. Granularity is a global setting that applies to Fast Ethernet or Gigabit Ethernet interfaces.

Table 4-43 Rate Limit Commands

Command	Function	Mode	Page
rate-limit	Configures the maximum input or output rate for a port	IC	4-121
rate-limit granularity	Sets the Fast Ethernet and Gigabit Ethernet granularity	IC	4-122
show rate-limit	Shows the rate limit granularity	PE	4-122

### rate-limit

Use this command to define the rate limit level for a specific interface. Use this command without specifying a rate to restore the default rate limit level. Use the **no** form to restore the default status of disabled.

### Syntax

**rate-limit** {input | output} level [*rate*]

**no rate-limit** {input | output}

- **input** – Input rate
- **output** – Output rate
- *rate* – Maximum value. (Range: 1-30)

### Default Setting

30

### Command Mode

Interface Configuration (Ethernet, Port Channel)

### Command Usage

Actual rate limit = Rate limit level \* Granularity

### Example

```
Console(config)#interface ethernet 1/1
Console(config-if)#rate-limit input level 20
Console(config-if)#
```

### rate-limit granularity

Use this command to define the rate limit granularity for the Fast Ethernet ports, and the Gigabit Ethernet ports. Use the **no** form of this command to restore the default setting.

### Syntax

**rate-limit** {**fastethernet** | **gigabitethernet**} **granularity** [*granularity*]  
**no rate-limit** {**fastethernet** | **gigabitethernet**} **granularity**

- **fastethernet** – Fast Ethernet granularity
- **gigabitethernet** – Gigabit Ethernet granularity
- **granularity** – Sets rate limit granularity for the system. For Fast Ethernet, choose 512 Kbps, 1 Mbps, or 3.3 Mbps. For Gigabit Ethernet, only one granularity option is supported, 33.3 Mbps

### Default Setting

Fast Ethernet interface – 3.3 Mbps

Gigabit Ethernet interface – 33.3 Mbps

### Command Mode

Global Configuration (Ethernet, Port Channel)

### Command Usage

Actual rate limit = Rate limit level \* Granularity

### Example

The following sets Fast Ethernet granularity to 1 Mbps, and Gigabit Ethernet granularity to 33.3 Mbps.

```
Console(config)#rate-limit fastethernet granularity 1000
Console(config)#rate-limit gigabitethernet granularity 33300
Console(config)#
```

### show rate-limit

Use this command to display the rate limit granularity.

### Default Setting

Fast Ethernet interface – 3.3 Mbps

Gigabit Ethernet interface – 33.3 Mbps

### Command Mode

Privileged Exec

## Command Usage

- For Fast Ethernet interfaces, the rate limit granularity can be set to 512 Kbps, 1 Mbps, or 3.3 Mbps.
- For Gigabit Ethernet interfaces, the rate limit granularity is 33.3 Mbps.

## Example

```

Console#show rate-limit

Fast ethernet granularity: 1000

Gigabit ethernet granularity: 33300
Console#

```

## Link Aggregation Commands

Ports can be statically grouped into an aggregate link (i.e., trunk) to increase the bandwidth of a network connection or to ensure fault recovery. Or you can use the Link Aggregation Control Protocol (LACP) to automatically negotiate a trunk link between this switch and another network device. For static trunks, the switches have to comply with the Cisco EtherChannel standard. For dynamic trunks, the switches have to comply with LACP. This switch supports up to four trunks. For example, a trunk consisting of two 1000 Mbps ports can support an aggregate bandwidth of 4 Gbps when operating at full duplex.

Table 4-44 Link Aggregation Commands

Command	Function	Mode	Page
<i>Manual Configuration Commands</i>			
interface port-channel	Configures a trunk and enters interface configuration mode for the trunk	GC	4-108
channel-group	Adds a port to a trunk	IC (Ethernet)	4-124
<i>Dynamic Configuration Command</i>			
lacp	Configures LACP for the current interface	IC (Ethernet)	4-125
lacp system-priority	Configures a port's LACP system priority	IC (Ethernet)	4-126
lacp admin-key	Configures a port's administration key	IC (Ethernet)	4-127
lacp admin-key	Configures an port channel's administration key	IC (Port Channel)	4-128
lacp port-priority	Configures a port's LACP port priority	IC (Ethernet)	4-129
<i>Trunk Status Display Command</i>			
show interfaces status port-channel	Shows trunk information	NE, PE	4-115
show lacp	Shows LACP information	PE	4-129

## Guidelines for Creating Trunks

### *General Guidelines –*

- Finish configuring port trunks before you connect the corresponding network cables between switches to avoid creating a loop.
- A trunk can have up to eight ports.
- The ports at both ends of a connection must be configured as trunk ports.
- All ports in a trunk must be configured in an identical manner, including communication mode (i.e., speed, duplex mode and flow control), VLAN assignments, and CoS settings.
- All the ports in a trunk have to be treated as a whole when moved from/to, added or deleted from a VLAN via the specified port-channel.
- STP, VLAN, and IGMP settings can only be made for the entire trunk via the specified port-channel.

### *Dynamically Creating a Port Channel –*

Ports assigned to a common port channel must meet the following criteria:

- Ports must have the same LACP system priority.
- Ports must have the same port admin key (Ethernet Interface).
- If the port channel admin key (lacp admin key - Port Channel) is not set when a channel group is formed (i.e., it has the null value of 0), this key is set to the same value as the port admin key (lacp admin key - Ethernet Interface) used by the interfaces that joined the group.
- However, if the port channel admin key is set, then the port admin key must be set to the same value for a port to be allowed to join a channel group.
- If a link goes down, LACP port priority is used to select the backup link.

## **channel-group**

This command adds a port to a trunk. Use the **no** form to remove a port from a trunk.

### **Syntax**

```
channel-group channel-id  
no channel-group
```

*channel-id* - Trunk index (Range: 1-4)

### **Default Setting**

The current port will be added to this trunk.

### **Command Mode**

Interface Configuration (Ethernet)

### **Command Usage**

- When configuring static trunks, the switches must comply with the Cisco EtherChannel standard.
- Use **no channel-group** to remove a port group from a trunk.
- Use **no interfaces port-channel** to remove a trunk from the switch.

## Example

The following example creates trunk 1 and then adds port 11:

```
Console(config)#interface port-channel 1
Console(config-if)#exit
Console(config)#interface ethernet 1/11
Console(config-if)#channel-group 1
Console(config-if)#
```

## lACP

This command enables 802.3ad Link Aggregation Control Protocol (LACP) for the current interface. Use the **no** form to disable it.

## Syntax

[no] lACP

## Default Setting

Disabled

## Command Mode

Interface Configuration (Ethernet)

## Command Usage

- The ports on both ends of an LACP trunk must be configured for full duplex, either by forced mode or auto-negotiation.
- A trunk formed with another switch using LACP will automatically be assigned the next available port-channel ID.
- If the target switch has also enabled LACP on the connected ports, the trunk will be activated automatically.
- If more than eight ports attached to the same target switch have LACP enabled, the additional ports will be placed in standby mode, and will only be enabled if one of the active links fails.

### Example

The following shows LACP enabled on ports 11-13. Because LACP has also been enabled on the ports at the other end of the links, the **show interfaces status port-channel 1** command shows that Trunk 1 has been established.

```

Console(config)#interface ethernet 1/11
Console(config-if)#lACP
Console(config-if)#exit
Console(config)#interface ethernet 1/12
Console(config-if)#lACP
Console(config-if)#exit
Console(config)#interface ethernet 1/13
Console(config-if)#lACP
Console(config-if)#exit
Console(config)#exit
Console#show interfaces status port-channel 1
Information of Trunk 1
Basic information:
  Port type:          100TX
  Mac address:       00-90-CC-12-34-72
Configuration:
  Name:
  Port admin:       Up
  Speed-duplex:     Auto
  Capabilities:     10half, 10full, 100half, 100full
  Flow control status: Disabled
  Port security:    Disabled
  Max MAC count:    0
Current status:
  Created by:       LACP
  Link status:      Up
  Operation speed-duplex: 100full
  Flow control type: None
  Member Ports:    Eth1/11, Eth1/12, Eth1/13,
Console#

```

### lACP system-priority

This command configures a port's LACP system priority. Use the **no** form to restore the default setting.

#### Syntax

```

lACP {actor | partner} system-priority priority
no lACP {actor | partner} system-priority

```

- **actor** - The local side an aggregate link.
- **partner** - The remote side of an aggregate link.
- **priority** - This priority is used to determine link aggregation group (LAG) membership, and to identify this device to other switches during LAG negotiations. (Range: 0-65535)

#### Default Setting

32768



## Command Mode

Interface Configuration (Ethernet)

## Command Usage

- Port must be configured with the same system priority to join the same LAG.
- System priority is combined with the switch's MAC address to form the LAG identifier. This identifier is used to indicate a specific LAG during LACP negotiations with other systems.
- Once the remote side of a link has been established, LACP operational settings are already in use on that side. Configuring LACP settings for the partner only applies to its administrative state, not its operational state, and will only take effect the next time an aggregate link is established with the partner.

## Example

```
Console(config)#interface ethernet 1/5
Console(config-if)#lACP actor system-priority 3
Console(config-if)#
```

## lACP admin-key (Ethernet Interface)

This command configures a port's LACP administration key. Use the **no** form to restore the default setting.

## Syntax

```
lACP {actor | partner} admin-key key
[no] lACP {actor | partner} admin-key
```

- **actor** - The local side an aggregate link.
- **partner** - The remote side of an aggregate link.
- **key** - The port admin key must be set to the same value for ports that belong to the same link aggregation group (LAG). (Range: 0-65535)

## Default Setting

0

## Command Mode

Interface Configuration (Ethernet)

## Command Usage

- Ports are only allowed to join the same LAG if (1) the LACP system priority matches, (2) the LACP port admin key matches, and (3) the LACP port channel key matches (if configured).
- If the port channel admin key (**lACP admin key** - Port Channel) is not set when a channel group is formed (i.e., it has the null value of 0), this key is set to the same value as the port admin key (**lACP admin key** - Ethernet Interface) used by the interfaces that joined the group.

## 4 Command Line Interface

- Once the remote side of a link has been established, LACP operational settings are already in use on that side. Configuring LACP settings for the partner only applies to its administrative state, not its operational state, and will only take effect the next time an aggregate link is established with the partner.

### Example

```
Console(config)#interface ethernet 1/5
Console(config-if)#lACP actor admin-key 120
Console(config-if)#
```

### lACP admin-key (Port Channel)

This command configures a port channel's LACP administration key string. Use the **no** form to restore the default setting.

### Syntax

```
lACP {actor | partner} admin-key key
[no] lACP {actor | partner} admin-key
```

*key* - The port channel admin key is used to identify a specific link aggregation group (LAG) during local LACP setup on this switch. (Range: 0-65535)

### Default Setting

0

### Command Mode

Interface Configuration (Port Channel)

### Command Usage

- Ports are only allowed to join the same LAG if (1) the LACP system priority matches, (2) the LACP port admin key matches, and (3) the LACP port channel key matches (if configured).
- If the port channel admin key (**lACP admin key** - Port Channel) is not set when a channel group is formed (i.e., it has the null value of 0), this key is set to the same value as the port admin key (**lACP admin key** - Ethernet Interface) used by the interfaces that joined the group. Note that when the LAG is no longer used, the port channel admin key is reset to 0.

### Example

```
Console(config)#interface port-channel 1
Console(config-if)#lACP actor admin-key 3
Console(config-if)#
```

## lACP port-priority

This command configures LACP port priority. Use the **no** form to restore the default setting.

### Syntax

```
lACP {actor | partner} port-priority priority  
no lACP {actor | partner} port-priority
```

- **actor** - The local side an aggregate link.
- **partner** - The remote side of an aggregate link.
- *priority* - LACP port priority is used to select a backup link. (Range: 0-65535)

### Default Setting

32768

### Command Mode

Interface Configuration (Ethernet)

### Command Usage

- Setting a lower value indicates a higher effective priority.
- If an active port link goes down, the backup port with the highest priority is selected to replace the downed link. However, if two or more ports have the same LACP port priority, the port with the lowest physical port number will be selected as the backup port.
- Once the remote side of a link has been established, LACP operational settings are already in use on that side. Configuring LACP settings for the partner only applies to its administrative state, not its operational state, and will only take effect the next time an aggregate link is established with the partner.

### Example

```
Console(config)#interface ethernet 1/5  
Console(config-if)#lACP actor port-priority 128
```

## show lACP

This command displays LACP information.

### Syntax

```
show lACP [port-channel] {counters | internal | neighbors | sysid}
```

- *port-channel* - Local identifier for a link aggregation group. (Range: 1-4)
- **counters** - Statistics for LACP protocol messages.
- **internal** - Configuration settings and operational state for local side.
- **neighbors** - Configuration settings and operational state for remote side.
- **sysid** - Summary of system priority and MAC address for all channel groups.

## Default Setting

Port Channel: all

## Command Mode

Privileged Exec

## Example

```

Console#show lacp 1 counters
Port channel : 1
-----
Eth 1/ 1
-----
  LACPDU's Sent : 21
  LACPDU's Received : 21
  Marker Sent : 0
  Marker Received : 0
  LACPDU's Unknown Pkts : 0
  LACPDU's Illegal Pkts : 0
:
:

```

Table 4-45 show lacp counters - display description

Field	Description
LACPDU's Sent	Number of valid LACPDU's transmitted from this channel group.
LACPDU's Received	Number of valid LACPDU's received on this channel group.
Marker Sent	Number of valid Marker PDU's transmitted from this channel group.
Marker Received	Number of valid Marker PDU's received by this channel group.
LACPDU's Unknown Pkts	Number of frames received that either (1) Carry the Slow Protocols Ethernet Type value, but contain an unknown PDU, or (2) are addressed to the Slow Protocols group MAC Address, but do not carry the Slow Protocols Ethernet Type.
LACPDU's Illegal Pkts	Number of frames that carry the Slow Protocols Ethernet Type value, but contain a badly formed PDU or an illegal value of Protocol Subtype.

```

Console#show lacp 1 internal
Port channel : 1
-----
Oper Key : 4
Admin Key : 0
Eth 1/1
-----
LACPDUs Internal : 30 sec
LACP System Priority : 32768
LACP Port Priority : 32768
Admin Key : 4
Oper Key : 4
Admin State : defaulted, aggregation, long timeout, LACP-activity
Oper State : distributing, collecting, synchronization, aggregation,
              long timeout, LACP-activity
:

```

Table 4-46 show lacp internal - display description

Field	Description
Oper Key	Current operational value of the key for the aggregation port.
Admin Key	Current administrative value of the key for the aggregation port.
LACPDUs Internal	Number of seconds before invalidating received LACPDU information.
LACP System Priority	LACP system priority assigned to this port channel.
LACP Port Priority	LACP port priority assigned to this interface within the channel group.
Admin State, Oper State	Administrative or operational values of the actor's state parameters: <ul style="list-style-type: none"> <li>Expired – The actor's receive machine is in the expired state;</li> <li>Defaulted – The actor's receive machine is using defaulted operational partner information, administratively configured for the partner.</li> <li>Distributing – If false, distribution of outgoing frames on this link is disabled; i.e., distribution is currently disabled and is not expected to be enabled in the absence of administrative changes or changes in received protocol information.</li> <li>Collecting – Collection of incoming frames on this link is enabled; i.e., collection is currently enabled and is not expected to be disabled in the absence of administrative changes or changes in received protocol information.</li> <li>Synchronization – The System considers this link to be IN_SYNC; i.e., it has been allocated to the correct Link Aggregation Group, the group has been associated with a compatible Aggregator, and the identity of the Link Aggregation Group is consistent with the System ID and operational Key information transmitted.</li> <li>Aggregation – The system considers this link to be aggregatable; i.e., a potential candidate for aggregation.</li> <li>Long timeout – Periodic transmission of LACPDU uses a slow transmission rate.</li> <li>LACP-Activity – Activity control value with regard to this link. (0: Passive; 1: Active)</li> </ul>

```

Console#show lacp 1 neighbors
Port channel 1 neighbors
-----
Eth 1/1
-----
  Partner Admin System ID : 32768, 00-00-00-00-00-00
  Partner Oper System ID  : 32768, 00-90-CC-00-00-01
  Partner Admin Port Number : 1
  Partner Oper Port Number  : 1
  Port Admin Priority       : 32768
  Port Oper Priority        : 32768
  Admin Key                 : 0
  Oper Key                  : 4
  Admin State : defaulted, distributing, collecting, synchronization,
                long timeout,
  Oper State  : distributing, collecting, synchronization, aggregation,
                long timeout, LACP-activity
:

```

**Table 4-47 show lacp neighbors - display description**

Field	Description
Partner Admin System ID	LAG partner's system ID assigned by the user.
Partner Oper System ID	LAG partner's system ID assigned by the LACP protocol.
Partner Admin Port Number	Current administrative value of the port number for the protocol Partner.
Partner Oper Port Number	Operational port number assigned to this aggregation port by the port's protocol partner.
Port Admin Priority	Current administrative value of the port priority for the protocol partner.
Port Oper Priority	Priority value assigned to this aggregation port by the partner.
Admin Key	Current administrative value of the Key for the protocol partner.
Oper Key	Current operational value of the Key for the protocol partner.
Admin State	Administrative values of the partner's state parameters. (See preceding table.)
Oper State	Operational values of the partner's state parameters. (See preceding table.)

```

Console#show lacp sysid
Port Channel      System Priority      System MAC Address
-----
                1                32768      00-90-CC-8F-2C-A7
                2                32768      00-90-CC-8F-2C-A7
                3                32768      00-90-CC-8F-2C-A7
                4                32768      00-90-CC-8F-2C-A7
Console#

```

Table 4-48 show lacp sysid - display description

Field	Description
Channel group	A link aggregation group configured on this switch.
System Priority*	LACP system priority for this channel group.
System MAC Address*	System MAC address.

\* The LACP system priority and system MAC address are concatenated to form the LAG system ID.

## Address Table Commands

These commands are used to configure the address table for filtering specified addresses, displaying current entries, clearing the table, or setting the aging time.

Table 4-49 Address Table Commands

Command	Function	Mode	Page
mac-address-table static	Maps a static address to a port in a VLAN	GC	4-134
clear mac-address-table dynamic	Removes any learned entries from the forwarding database	PE	4-135
show mac-address-table	Displays entries in the bridge-forwarding database	PE	4-135
mac-address-table aging-time	Sets the aging time of the address table	GC	4-136
show mac-address-table aging-time	Shows the aging time for the address table	PE	4-136

## mac-address-table static

This command maps a static address to a destination port in a VLAN. Use the **no** form to remove an address.

### Syntax

```
mac-address-table static mac-address interface interface  
vlan vlan-id [action]  
no mac-address-table static mac-address vlan vlan-id
```

- *mac-address* - MAC address.
- *interface*
  - **ethernet** *unit/port*
    - *unit* - Stack unit. (Range: 1-8)
    - *port* - Port number. (Range: 1-26)
  - **port-channel** *channel-id* (Range: 1-4)
- *vlan-id* - VLAN ID (Range: 1-4094)
- *action* -
  - **delete-on-reset** - Assignment lasts until the switch is reset.
  - **permanent** - Assignment is permanent.

### Default Setting

No static addresses are defined. The default mode is **permanent**.

### Command Mode

Global Configuration

### Command Usage

The static address for a host device can be assigned to a specific port within a specific VLAN. Use this command to add static addresses to the MAC Address Table. Static addresses have the following characteristics:

- Static addresses will not be removed from the address table when a given interface link is down.
- Static addresses are bound to the assigned interface and will not be moved. When a static address is seen on another interface, the address will be ignored and will not be written to the address table.
- A static address cannot be learned on another port until the address is removed with the **no** form of this command.

### Example

```
Console(config)#mac-address-table static 00-90-cc-94-34-de interface  
ethernet 1/1 vlan 1 delete-on-reset  
Console(config)#
```



### clear mac-address-table dynamic

This command removes any learned entries from the forwarding database and clears the transmit and receive counts for any static or system configured entries.

#### Default Setting

None

#### Command Mode

Privileged Exec

#### Example

```
Console#clear mac-address-table dynamic
Console#
```

### show mac-address-table

This command shows classes of entries in the bridge-forwarding database.

#### Syntax

**show mac-address-table** [**address** *mac-address* [*mask*]] [**interface** *interface*] [**vlan** *vlan-id*] [**sort** {**address** | **vlan** | **interface**}]

- *mac-address* - MAC address.
- *mask* - Bits to match in the address.
- *interface*
  - **ethernet** *unit/port*
    - *unit* - Stack unit. (Range: 1-8)
    - *port* - Port number. (Range: 1-26)
  - **port-channel** *channel-id* (Range: 1-4)
- *vlan-id* - VLAN ID (Range: 1-4094)
- **sort** - Sort by address, vlan or interface.

#### Default Setting

None

#### Command Mode

Privileged Exec

#### Command Usage

- The MAC Address Table contains the MAC addresses associated with each interface. Note that the Type field may include the following types:
  - Learned - Dynamic address entries
  - Permanent - Static entry
  - Delete-on-reset - Static entry to be deleted when system is reset
- The mask should be hexadecimal numbers (representing an equivalent bit mask) in the form xx-xx-xx-xx-xx-xx that is applied to the specified MAC address. Enter hexadecimal numbers, where an equivalent binary bit "0"

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means to match a bit and “1” means to ignore a bit. For example, a mask of 00-00-00-00-00-00 means an exact match, and a mask of FF-FF-FF-FF-FF-FF means “any.”

- The maximum number of address entries is 8191.

### Example

```
Console#show mac-address-table
Interface Mac Address      Vlan Type
-----
Eth 1/1 00-90-cc-94-34-de  1 Delete-on-reset
Trunk 2 00-90-cc-8f-aa-1b  1 Learned
Console#
```

### mac-address-table aging-time

This command sets the aging time for entries in the address table. Use the **no** form to restore the default aging time.

#### Syntax

**mac-address-table aging-time** *seconds*

**no mac-address-table aging-time**

*seconds* - Aging time. (Range: 10-30000 seconds; 0 to disable aging)

#### Default Setting

300 seconds

#### Command Mode

Global Configuration

#### Command Usage

The aging time is used to age out dynamically learned forwarding information.

### Example

```
Console(config)#mac-address-table aging-time 100
Console(config)#
```

### show mac-address-table aging-time

This command shows the aging time for entries in the address table.

#### Default Setting

None

#### Command Mode

Privileged Exec

### Example

```
Console#show mac-address-table aging-time
Aging time: 100 sec.
Console#
```

## Spanning Tree Commands

This section includes commands that configure the Spanning Tree Algorithm (STA) globally for the switch, and commands that configure STA for the selected interface.

Table 4-50 Spanning Tree Commands

Command	Function	Mode	Page
spanning-tree	Enables the spanning tree protocol	GC	4-137
spanning-tree mode	Configures STP or RSTP	GC	4-138
spanning-tree forward-time	Configures the spanning tree bridge forward time	GC	4-139
spanning-tree hello-time	Configures the spanning tree bridge hello time	GC	4-139
spanning-tree max-age	Configures the spanning tree bridge maximum age	GC	4-140
spanning-tree priority	Configures the spanning tree bridge priority	GC	4-141
spanning-tree path-cost method	Configures the path cost method for RSTP	GC	4-141
spanning-tree transmission-limit	Configures the transmission limit for RSTP	GC	4-142
spanning-tree cost	Configures the spanning tree path cost of an interface	IC	4-142
spanning-tree port-priority	Configures the spanning tree priority of an interface	IC	4-143
spanning-tree edge-port	Enables fast forwarding for edge ports	IC	4-144
spanning-tree portfast	Sets an interface to fast forwarding	IC	4-145
spanning-tree link-type	Configures the link type for RSTP	IC	4-145
spanning-tree protocol-migration	Re-checks the appropriate BPDU format	PE	4-147
show spanning-tree	Shows spanning tree configuration for the common spanning tree (i.e., overall bridge) or a selected interface	PE	4-147

### spanning-tree

This command enables the Spanning Tree Algorithm globally for the switch. Use the **no** form to disable it.

### Syntax

[no] spanning-tree

### Default Setting

Spanning tree is enabled.

### Command Mode

Global Configuration

### Command Usage

The Spanning Tree Algorithm (STA) can be used to detect and disable network loops, and to provide backup links between switches, bridges or routers. This allows the switch to interact with other bridging devices (that is,

an STA-compliant switch, bridge or router) in your network to ensure that only one route exists between any two stations on the network, and provide backup links which automatically take over when a primary link goes down.

### Example

This example shows how to enable the Spanning Tree Algorithm for the switch:

```
Console(config)#spanning-tree
Console(config)#
```

### spanning-tree mode

This command selects the spanning tree mode for this switch. Use the **no** form to restore the default.

### Syntax

**spanning-tree mode {stp | rstp}**  
**no spanning-tree mode**

- **stp** - Spanning Tree Protocol (IEEE 802.1D)
- **rstp** - Rapid Spanning Tree Protocol (IEEE 802.1w)

### Default Setting

rstp

### Command Mode

Global Configuration

### Command Usage

- Spanning Tree Protocol  
Uses RSTP for the internal state machine, but sends only 802.1D BPDUs.
- Rapid Spanning Tree Protocol  
RSTP supports connections to either STP or RSTP nodes by monitoring the incoming protocol messages and dynamically adjusting the type of protocol messages the RSTP node transmits, as described below:
  - STP Mode – If the switch receives an 802.1D BPDU after a port's migration delay timer expires, the switch assumes it is connected to an 802.1D bridge and starts using only 802.1D BPDUs.
  - RSTP Mode – If RSTP is using 802.1D BPDUs on a port and receives an RSTP BPDU after the migration delay expires, RSTP restarts the migration delay timer and begins using RSTP BPDUs on that port.

### Example

The following example configures the switch to use Rapid Spanning Tree:

```
Console(config)#spanning-tree mode rstp
Console(config)#
```

### spanning-tree forward-time

This command configures the spanning tree bridge forward time globally for this switch. Use the **no** form to restore the default.

#### Syntax

**spanning-tree forward-time** *seconds*  
**no spanning-tree forward-time**

*seconds* - Time in seconds. (Range: 4-30 seconds)

The minimum value is the higher of 4 or  $[(\text{max-age} / 2) + 1]$ .

#### Default Setting

15 seconds

#### Command Mode

Global Configuration

#### Command Usage

This command sets the maximum time (in seconds) the root device will wait before changing states (i.e., discarding to learning to forwarding). This delay is required because every device must receive information about topology changes before it starts to forward frames. In addition, each port needs time to listen for conflicting information that would make it return to the discarding state; otherwise, temporary data loops might result.

#### Example

```
Console(config)#spanning-tree forward-time 20
Console(config)#
```

### spanning-tree hello-time

This command configures the spanning tree bridge hello time globally for this switch. Use the **no** form to restore the default.

#### Syntax

**spanning-tree hello-time** *time*  
**no spanning-tree hello-time**

*time* - Time in seconds. (Range: 1-10 seconds).

The maximum value is the lower of 10 or  $[(\text{max-age} / 2) - 1]$ .

#### Default Setting

2 seconds

#### Command Mode

Global Configuration

### Command Usage

This command sets the time interval (in seconds) at which the root device transmits a configuration message.

### Example

```
Console(config)#spanning-tree hello-time 5  
Console(config)#
```

### spanning-tree max-age

This command configures the spanning tree bridge maximum age globally for this switch. Use the **no** form to restore the default.

### Syntax

**spanning-tree max-age** *seconds*  
**no spanning-tree max-age**

*seconds* - Time in seconds. (Range: 6-40 seconds)

The minimum value is the higher of 6 or [2 x (hello-time + 1)].

The maximum value is the lower of 40 or [2 x (forward-time - 1)].

### Default Setting

20 seconds

### Command Mode

Global Configuration

### Command Usage

This command sets the maximum time (in seconds) a device can wait without receiving a configuration message before attempting to reconfigure. All device ports (except for designated ports) should receive configuration messages at regular intervals. Any port that ages out STA information (provided in the last configuration message) becomes the designated port for the attached LAN. If it is a root port, a new root port is selected from among the device ports attached to the network.

### Example

```
Console(config)#spanning-tree max-age 40  
Console(config)#
```

### spanning-tree priority

This command configures the spanning tree priority globally for this switch. Use the **no** form to restore the default.

#### Syntax

**spanning-tree priority** *priority*  
**no spanning-tree priority**

*priority* - Priority of the bridge.

(Range – 0-61440, in steps of 4096; Options: 0, 4096, 8192, 12288, 16384, 20480, 24576, 28672, 32768, 36864, 40960, 45056, 49152, 53248, 57344, 61440)

#### Default Setting

32768

#### Command Mode

Global Configuration

#### Command Usage

Bridge priority is used in selecting the root device, root port, and designated port. The device with the highest priority becomes the STA root device. However, if all devices have the same priority, the device with the lowest MAC address will then become the root device.

#### Example

```
Console(config)#spanning-tree priority 40960
Console(config)#
```

### spanning-tree pathcost method

This command configures the path cost method used for Rapid Spanning Tree. Use the **no** form to restore the default.

#### Syntax

**spanning-tree pathcost method** {**long** | **short**}  
**no spanning-tree pathcost method**

- **long** - Specifies 32-bit based values that range from 0-200,000,000.
- **short** - Specifies 16-bit based values that range from 0-65535.

#### Default Setting

Long method

#### Command Mode

Global Configuration

## Command Usage

The path cost method is used to determine the best path between devices. Therefore, lower values should be assigned to ports attached to faster media, and higher values assigned to ports with slower media. Note that path cost (page 4-142) takes precedence over port priority (page 4-143).

## Example

```
Console(config)#spanning-tree pathcost method long
Console(config)#
```

## spanning-tree transmission-limit

This command configures the minimum interval between the transmission of consecutive RSTP BPDUs. Use the **no** form to restore the default.

## Syntax

**spanning-tree transmission-limit** *count*  
**no spanning-tree transmission-limit**

*count* - The transmission limit in seconds. (Range: 1-10)

## Default Setting

3

## Command Mode

Global Configuration

## Command Usage

This command limits the maximum transmission rate for BPDUs.

## Example

```
Console(config)#spanning-tree transmission-limit 4
Console(config)#
```

## spanning-tree cost

This command configures the spanning tree path cost for the specified interface. Use the **no** form to restore the default.

## Syntax

**spanning-tree cost** *cost*  
**no spanning-tree cost**

*cost* - The path cost for the port. (Range: 1-200,000,000)  
The recommended range is:

- Ethernet: 200,000-20,000,000
- Fast Ethernet: 20,000-2,000,000
- Gigabit Ethernet: 2,000-200,000



### Default Setting

- Ethernet – half duplex: 2,000,000; full duplex: 1,000,000; trunk: 500,000
- Fast Ethernet – half duplex: 200,000; full duplex: 100,000; trunk: 50,000
- Gigabit Ethernet – full duplex: 10,000; trunk: 5,000

### Command Mode

Interface Configuration (Ethernet, Port Channel)

### Command Usage

- This command is used by the Spanning Tree Algorithm to determine the best path between devices. Therefore, lower values should be assigned to ports attached to faster media, and higher values assigned to ports with slower media.
- Path cost takes precedence over port priority.
- When the spanning-tree pathcost method (page 4-141) is set to short, the maximum value for path cost is 65,535.

### Example

```
Console(config)#interface ethernet 1/5
Console(config-if)#spanning-tree cost 5000
Console(config-if)#
```

### spanning-tree port-priority

This command configures the priority for the specified interface. Use the **no** form to restore the default.

### Syntax

**spanning-tree port-priority** *priority*  
**no spanning-tree port-priority**

*priority* - The priority for a port. (Range: 0-240, in steps of 16)

### Default Setting

128

### Command Mode

Interface Configuration (Ethernet, Port Channel)

### Command Usage

- This command defines the priority for the use of a port in the Spanning Tree Algorithm. If the path cost for all ports on a switch are the same, the port with the highest priority (that is, lowest value) will be configured as an active link in the spanning tree.
- Where more than one port is assigned the highest priority, the port with the lowest numeric identifier will be enabled.

### Example

```
Console(config)#interface ethernet 1/5
Console(config-if)#spanning-tree port-priority 128
Console(config-if)#
```

### Related Commands

spanning-tree cost (4-142)

### spanning-tree edge-port

This command specifies an interface as an edge port. Use the **no** form to restore the default.

### Syntax

**[no] spanning-tree edge-port**

### Default Setting

Disabled

### Command Mode

Interface Configuration (Ethernet, Port Channel)

### Command Usage

- You can enable this option if an interface is attached to a LAN segment that is at the end of a bridged LAN or to an end node. Since end nodes cannot cause forwarding loops, they can pass directly through to the spanning tree forwarding state. Specifying Edge Ports provides quicker convergence for devices such as workstations or servers, retains the current forwarding database to reduce the amount of frame flooding required to rebuild address tables during reconfiguration events, does not cause the spanning tree to initiate reconfiguration when the interface changes state, and also overcomes other STA-related timeout problems. However, remember that Edge Port should only be enabled for ports connected to an end-node device.
- This command has the same effect as the **spanning-tree portfast**.

### Example

```
Console(config)#interface ethernet ethernet 1/5
Console(config-if)#spanning-tree edge-port
Console(config-if)#
```

### Related Commands

spanning-tree portfast (4-145)

### spanning-tree portfast

This command sets an interface to fast forwarding. Use the **no** form to disable fast forwarding.

#### Syntax

[no] **spanning-tree portfast**

#### Default Setting

Disabled

#### Command Mode

Interface Configuration (Ethernet, Port Channel)

#### Command Usage

- This command is used to enable/disable the fast spanning-tree mode for the selected port. In this mode, ports skip the Discarding and Learning states, and proceed straight to Forwarding.
- Since end-nodes cannot cause forwarding loops, they can be passed through the spanning tree state changes more quickly than allowed by standard convergence time. Fast forwarding can achieve quicker convergence for end-node workstations and servers, and also overcome other STA related timeout problems. (Remember that fast forwarding should only be enabled for ports connected to a LAN segment that is at the end of a bridged LAN or for an end-node device.)
- This command is the same as **spanning-tree edge-port**, and is only included for backward compatibility with earlier products. Note that this command may be removed for future software versions.

#### Example

```
Console(config)#interface ethernet 1/5
Console(config-if)#spanning-tree portfast
Console(config-if)#
```

#### Related Commands

spanning-tree edge-port (4-144)

### spanning-tree link-type

This command configures the link type for Rapid Spanning Tree. Use the **no** form to restore the default.

#### Syntax

**spanning-tree link-type {auto | point-to-point | shared}**  
**no spanning-tree link-type**

- **auto** - Automatically derived from the duplex mode setting.
- **point-to-point** - Point-to-point link.
- **shared** - Shared medium.

## Default Setting

auto

## Command Mode

Interface Configuration (Ethernet, Port Channel)

## Command Usage

- Specify a point-to-point link if the interface can only be connected to exactly one other bridge, or a shared link if it can be connected to two or more bridges.
- When automatic detection is selected, the switch derives the link type from the duplex mode. A full-duplex interface is considered a point-to-point link, while a half-duplex interface is assumed to be on a shared link.
- RSTP only works on point-to-point links between two bridges. If you designate a port as a shared link, RSTP is forbidden.

## Example

```
Console(config)#interface ethernet 1/5
Console(config-if)#spanning-tree link-type point-to-point
```

## spanning-tree protocol-migration

This command re-checks the appropriate BPDU format to send on the selected interface.

## Syntax

**spanning-tree protocol-migration** *interface*

*interface*

- **ethernet** *unit/port*
  - *unit* - Stack unit. (Range: 1-8)
  - *port* - Port number. (Range: 1-26)
- **port-channel** *channel-id* (Range: 1-6)

## Command Mode

Privileged Exec

## Command Usage

If at any time the switch detects STP BPDUs, including Configuration or Topology Change Notification BPDUs, it will automatically set the selected interface to forced STP-compatible mode. However, you can also use the **spanning-tree protocol-migration** command at any time to manually re-check the appropriate BPDU format to send on the selected interfaces (i.e., RSTP or STP-compatible).

## Example

```
Console#spanning-tree protocol-migration ethernet 1/5
Console#
```

## show spanning-tree

This command shows the configuration for the spanning tree.

### Syntax

**show spanning-tree** [*interface*]

*interface*

- **ethernet** *unit/port*
  - *unit* - Stack unit. (Range: 1-8)
  - *port* - Port number. (Range: 1-26)
- **port-channel** *channel-id* (Range: 1-4)

### Default Setting

None

### Command Mode

Privileged Exec

### Command Usage

- Use the **show spanning-tree** command with no parameters to display the spanning tree configuration for the switch and for every interface in the tree.
- Use the **show spanning-tree** *interface* command to display the spanning tree configuration for a specific interface.
- For a description of the items displayed under “Spanning-tree information,” see “Configuring Global Settings” on page 3-97. For a description of the items displayed for specific interfaces, see “Displaying Interface Settings” on page 3-100.

## Example

```
Console#show spanning-tree
Spanning-tree information
-----
Spanning tree mode:                RSTP
Spanning tree enabled/disabled:    enabled
Priority:                           40960
Bridge Hello Time (sec.):          2
Bridge Max Age (sec.):             20
Bridge Forward Delay (sec.):       15
Root Hello Time (sec.):            2
Root Max Age (sec.):               20
Root Forward Delay (sec.):         15
Designated Root:                   32768.0.0000ABCD0000
Current root port:                 1
Current root cost:                 50000
Number of topology changes:        5
Last topology changes time (sec.): 226
Transmission limit:                3
Path Cost Method:                   long
-----

Eth 1/ 1 information
-----
Admin status:                       enabled
Role:                                root
State:                               forwarding
Path cost:                           100000
Priority:                             128
Designated cost:                     200000
Designated port:                     128.24
Designated root:                     32768.0.0000ABCD0000
Designated bridge:                   32768.0.0030F1552000
Fast forwarding:                     enabled
Forward transitions:                  1
Admin edge port:                     enabled
Oper edge port:                      disabled
Admin Link type:                     auto
Oper Link type:                       point-to-point
Spanning Tree Status:                enabled
:
:
Console#
```

## VLAN Commands

A VLAN is a group of ports that can be located anywhere in the network, but communicate as though they belong to the same physical segment. This section describes commands used to create VLAN groups, add port members, specify how VLAN tagging is used, and enable automatic VLAN registration for the selected interface.

Table 4-51 VLANs

Command Groups	Function	Page
Editing VLAN Groups	Sets up VLAN groups, including name, VID and state	4-149
Configuring VLAN Interfaces	Configures VLAN interface parameters, including ingress and egress tagging mode, ingress filtering, PVID, and GVRP	4-151
Displaying VLAN Information	Displays VLAN groups, status, port members, and MAC addresses	4-156
Configuring Private VLANs	Configures private VLANs, including uplink and downlink ports	4-158

## Editing VLAN Groups

Table 4-52 Editing VLAN Groups

Command	Function	Mode	Page
vlan database	Enters VLAN database mode to add, change, and delete VLANs	GC	4-149
vlan	Configures a VLAN, including VID, name and state	VC	4-150

### vlan database

This command enters VLAN database mode. All commands in this mode will take effect immediately.

### Default Setting

None

### Command Mode

Global Configuration

### Command Usage

- Use the **vlan database** command mode to add, change, and delete VLANs. After finishing configuration changes, you can display the VLAN settings by entering the **show vlan** command.
- Use the **interface vlan** command mode to define the port membership mode and add or remove ports from a VLAN. The results of these commands are written to the running-configuration file, and you can display this file by entering the **show running-config** command.

## Example

```
Console(config)#vlan database
Console(config-vlan)#
```

## Related Commands

show vlan (4-157)

## vlan

This command configures a VLAN. Use the **no** form to restore the default settings or delete a VLAN.

## Syntax

```
vlan vlan-id [name vlan-name] media ethernet [state {active | suspend}]
no vlan vlan-id [name | state]
```

- *vlan-id* - ID of configured VLAN. (Range: 1-4094, no leading zeroes)
- **name** - Keyword to be followed by the VLAN name.
  - *vlan-name* - ASCII string from 1 to 32 characters.
- **media ethernet** - Ethernet media type.
- **state** - Keyword to be followed by the VLAN state.
  - **active** - VLAN is operational.
  - **suspend** - VLAN is suspended. Suspended VLANs do not pass packets.

## Default Setting

By default only VLAN 1 exists and is active.

## Command Mode

VLAN Database Configuration

## Command Usage

- **no vlan** *vlan-id* deletes the VLAN.
- **no vlan** *vlan-id* **name** removes the VLAN name.
- **no vlan** *vlan-id* **state** returns the VLAN to the default state (i.e., active).
- You can configure up to 255 VLANs on the switch.

## Example

The following example adds a VLAN, using VLAN ID 105 and name RD5. The VLAN is activated by default.

```
Console(config)#vlan database
Console(config-vlan)#vlan 105 name RD5 media ethernet
Console(config-vlan)#
```

## Related Commands

show vlan (4-157)



## Configuring VLAN Interfaces

Table 4-53 Configuring VLAN Interfaces

Command	Function	Mode	Page
interface vlan	Enters interface configuration mode for a specified VLAN	IC	4-151
switchport mode	Configures VLAN membership mode for an interface	IC	4-152
switchport acceptable-frame-types	Configures frame types to be accepted by an interface	IC	4-152
switchport ingress-filtering	Enables ingress filtering on an interface	IC	4-153
switchport native vlan	Configures the PVID (native VLAN) of an interface	IC	4-154
switchport allowed vlan	Configures the VLANs associated with an interface	IC	4-155
switchport gvrp	Enables GVRP for an interface	IC	4-165
switchport forbidden vlan	Configures forbidden VLANs for an interface	IC	4-156
switchport priority default	Sets a port priority for incoming untagged frames	IC	4-169

### interface vlan

This command enters interface configuration mode for VLANs, which is used to configure VLAN parameters for a physical interface.

### Syntax

**interface vlan** *vlan-id*

*vlan-id* - ID of the configured VLAN. (Range: 1-4094, no leading zeroes)

### Default Setting

None

### Command Mode

Global Configuration

### Example

The following example shows how to set the interface configuration mode to VLAN 1, and then assign an IP address to the VLAN:

```
Console(config)#interface vlan 1
Console(config-if)#ip address 192.168.1.254 255.255.255.0
Console(config-if)#
```

### Related Commands

shutdown (4-113)

## switchport mode

This command configures the VLAN membership mode for a port. Use the **no** form to restore the default.

### Syntax

**switchport mode {trunk | hybrid | private-vlan}**  
**no switchport mode**

- **trunk** - Specifies a port as an end-point for a VLAN trunk. A trunk is a direct link between two switches, so the port transmits tagged frames that identify the source VLAN. Note that frames belonging to the port's default VLAN (i.e., associated with the PVID) are also transmitted as tagged frames.
- **hybrid** - Specifies a hybrid VLAN interface. The port may transmit tagged or untagged frames.
- **private-vlan** - For an explanation of this command see "switchport mode private-vlan" on page 4-161.

### Default Setting

All ports are in hybrid mode with the PVID set to VLAN 1.

### Command Mode

Interface Configuration (Ethernet, Port Channel)

### Example

The following shows how to set the configuration mode to port 1, and then set the switchport mode to hybrid:

```
Console(config)#interface ethernet 1/1
Console(config-if)#switchport mode hybrid
Console(config-if)#
```

### Related Commands

switchport acceptable-frame-types (4-152)

## switchport acceptable-frame-types

This command configures the acceptable frame types for a port. Use the **no** form to restore the default.

### Syntax

**switchport acceptable-frame-types {all | tagged}**  
**no switchport acceptable-frame-types**

- **all** - The port accepts all frames, tagged or untagged.
- **tagged** - The port only receives tagged frames.

### Default Setting

All frame types

## Command Mode

Interface Configuration (Ethernet, Port Channel)

## Command Usage

When set to receive all frame types, any received frames that are untagged are assigned to the default VLAN.

## Example

The following example shows how to restrict the traffic received on port 1 to tagged frames:

```
Console(config)#interface ethernet 1/1
Console(config-if)#switchport acceptable-frame-types tagged
Console(config-if)#
```

## Related Commands

switchport mode (4-152)

## switchport ingress-filtering

This command enables ingress filtering for an interface. Use the **no** form to restore the default.

## Syntax

**[no] switchport ingress-filtering**

## Default Setting

Disabled

## Command Mode

Interface Configuration (Ethernet, Port Channel)

## Command Usage

- Ingress filtering only affects tagged frames.
- If ingress filtering is disabled and a port receives frames tagged for VLANs for which it is not a member, these frames will be flooded to all other ports (except for those VLANs explicitly forbidden on this port).
- If ingress filtering is enabled and a port receives frames tagged for VLANs for which it is not a member, these frames will be discarded.
- Ingress filtering does not affect VLAN independent BPDU frames, such as GVRP or STA. However, they do affect VLAN dependent BPDU frames, such as GMRP.

### Example

The following example shows how to set the interface to port 1 and then enable ingress filtering:

```
Console(config)#interface ethernet 1/1
Console(config-if)#switchport ingress-filtering
Console(config-if)#
```

### switchport native vlan

This command configures the PVID (i.e., default VLAN ID) for a port. Use the **no** form to restore the default.

### Syntax

**switchport native vlan** *vlan-id*

**no switchport native vlan**

*vlan-id* - Default VLAN ID for a port. (Range: 1-4094, no leading zeroes)

### Default Setting

VLAN 1

### Command Mode

Interface Configuration (Ethernet, Port Channel)

### Command Usage

- If an interface is not a member of VLAN 1 and you assign its PVID to this VLAN, the interface will automatically be added to VLAN 1 as an untagged member. For all other VLANs, an interface must first be configured as an untagged member before you can assign its PVID to that group.
- If acceptable frame types is set to **all** or switchport mode is set to **hybrid**, the PVID will be inserted into all untagged frames entering the ingress port.

### Example

The following example shows how to set the PVID for port 1 to VLAN 3:

```
Console(config)#interface ethernet 1/1
Console(config-if)#switchport native vlan 3
Console(config-if)#
```

## switchport allowed vlan

This command configures VLAN groups on the selected interface. Use the **no** form to restore the default.

### Syntax

```
switchport allowed vlan {add vlan-list [tagged | untagged] |  
remove vlan-list}  
no switchport allowed vlan
```

- **add** *vlan-list* - List of VLAN identifiers to add.
- **remove** *vlan-list* - List of VLAN identifiers to remove.
- *vlan-list* - Separate nonconsecutive VLAN identifiers with a comma and no spaces; use a hyphen to designate a range of IDs. Do not enter leading zeros. (Range: 1-4094).

### Default Setting

All ports are assigned to VLAN 1 by default.  
The default frame type is untagged.

### Command Mode

Interface Configuration (Ethernet, Port Channel)

### Command Usage

- A port, or a trunk with switchport mode set to **hybrid**, must be assigned to at least one VLAN as untagged.
- If a trunk has switchport mode set to **trunk** (i.e., 1Q Trunk), then you can only assign an interface to VLAN groups as a tagged member.
- Frames are always tagged within the switch. The tagged/untagged parameter used when adding a VLAN to an interface tells the switch whether to keep or remove the tag from a frame on egress.
- If none of the intermediate network devices nor the host at the other end of the connection supports VLANs, the interface should be added to these VLANs as an untagged member. Otherwise, it is only necessary to add at most one VLAN as untagged, and this should correspond to the native VLAN for the interface.
- If a VLAN on the forbidden list for an interface is manually added to that interface, the VLAN is automatically removed from the forbidden list for that interface.

### Example

The following example shows how to add VLANs 1, 2, 5 and 6 to the allowed list as tagged VLANs for port 1:

```
Console(config)#interface ethernet 1/1  
Console(config-if)#switchport allowed vlan add 1,2,5,6 tagged  
Console(config-if)#
```

## switchport forbidden vlan

This command configures forbidden VLANs. Use the **no** form to remove the list of forbidden VLANs.

### Syntax

**switchport forbidden vlan {add *vlan-list* | remove *vlan-list*}**  
**no switchport forbidden vlan**

- **add *vlan-list*** - List of VLAN identifiers to add.
- **remove *vlan-list*** - List of VLAN identifiers to remove.
- ***vlan-list*** - Separate nonconsecutive VLAN identifiers with a comma and no spaces; use a hyphen to designate a range of IDs. Do not enter leading zeros. (Range: 1-4094).

### Default Setting

No VLANs are included in the forbidden list.

### Command Mode

Interface Configuration (Ethernet, Port Channel)

### Command Usage

- This command prevents a VLAN from being automatically added to the specified interface via GVRP.
- If a VLAN has been added to the set of allowed VLANs for an interface, then you cannot add it to the set of forbidden VLANs for that same interface.

### Example

The following example shows how to prevent port 1 from being added to VLAN 3:

```
Console(config)#interface ethernet 1/1
Console(config-if)#switchport forbidden vlan add 3
Console(config-if)#
```

## Displaying VLAN Information

Table 4-54 Show VLAN Commands

Command	Function	Mode	Page
show vlan	Shows VLAN information	NE, PE	4-157
show interfaces status vlan	Displays status for the specified VLAN interface	NE, PE	4-115
show interfaces switchport	Displays the administrative and operational status of an interface	NE, PE	4-117

## show vlan

This command shows VLAN information.

### Syntax

```
show vlan [id vlan-id | name vlan-name | private-vlan private-vlan-type]
```

- **id** - Keyword to be followed by the VLAN ID.
  - *vlan-id* - ID of the configured VLAN. (Range: 1-4094, no leading zeroes)
- **name** - Keyword to be followed by the VLAN name.
  - *vlan-name* - ASCII string from 1 to 32 characters.
- **private-vlan** - For an explanation of this command see “show vlan private-vlan” on page 4-163
  - *private-vlan-type* - Indicates the private vlan type. (Options: Community, Isolated, Primary)

### Default Setting

Shows all VLANs.

### Command Mode

Normal Exec, Privileged Exec

### Example

The following example shows how to display information for VLAN 1:

```
Console#show vlan id 1

Vlan ID:          1
Type:             Static
Name:             DefaultVlan
Status:           Active
Ports/Port channel: Eth1/ 1(S) Eth1/ 2(S) Eth1/ 3(S) Eth1/ 4(S) Eth1/ 5(S)
                   Eth1/ 6(S) Eth1/ 7(S) Eth1/ 8(S) Eth1/ 9(S) Eth1/10(S)
                   Eth1/11(S) Eth1/12(S) Eth1/13(S) Eth1/14(S) Eth1/15(S)
                   Eth1/16(S) Eth1/17(S) Eth1/18(S) Eth1/19(S) Eth1/20(S)
                   Eth1/21(S) Eth1/22(S) Eth1/23(S) Eth1/24(S) Eth1/25(S)
                   Eth1/26(S)

Console#
```

## Configuring Private VLANs

Private VLANs provide port-based security and isolation between ports within the assigned VLAN. This switch supports two types of private VLANs: primary/secondary associated groups, and stand-alone isolated VLANs. A primary VLAN contains promiscuous ports that can communicate with all other ports in the private VLAN group, while a secondary (or community) VLAN contains community ports that can only communicate with other hosts within the secondary VLAN and with any of the promiscuous ports in the associated primary VLAN. Isolated VLANs, on the other hand, consist of a single stand-alone VLAN that contains one promiscuous port and one or more isolated (or host) ports. In all cases, the promiscuous ports are designed to provide open access to an external network such as the Internet, while the community or isolated ports provide restricted access to local users.

Multiple primary VLANs can be configured on this switch, and multiple community VLANs can be associated with each primary VLAN. One or more isolated VLANs can also be configured. (Note that private VLANs and normal VLANs can exist simultaneously within the same switch.)

This section describes commands used to configure private VLANs.

Table 4-55 Private VLAN Commands

Command	Function	Mode	Page
<i>Edit Private VLAN Groups</i>			
private-vlan	Adds or deletes primary, community, or isolated VLANs	VC	4-159
private-vlan association	Associates a community VLAN with a primary VLAN	VC	4-160
<i>Configure Private VLAN Interfaces</i>			
switchport mode private-vlan	Sets an interface to host mode or promiscuous mode	IC	4-161
switchport private-vlan host-association	Associates an interface with a secondary VLAN	IC	4-161
switchport private-vlan isolated	Associates an interface with an isolated VLAN.	IC	4-162
switchport private-vlan mapping	Maps an interface to a primary VLAN	IC	4-163
<i>Display Private VLAN Information</i>			
show vlan private-vlan	Shows private VLAN information	NE, PE	4-163

To configure primary/secondary associated groups, follow these steps:

1. Use the **private-vlan** command to designate one or more community VLANs and the primary VLAN that will channel traffic outside of the community groups.
2. Use the **private-vlan association** command to map the community VLAN(s) to the primary VLAN.



3. Use the **switchport mode private-vlan** command to configure ports as promiscuous (i.e., having access to all ports in the primary VLAN) or host (i.e., community port).
4. Use the **switchport private-vlan host-association** command to assign a port to a secondary VLAN.
5. Use the **switchport private-vlan mapping** command to assign a port to a primary VLAN.
6. Use the **show vlan private-vlan** command to verify your configuration settings.

To configure isolated VLANs, follow these steps:

1. Use the **private-vlan** command to designate an isolated VLAN that will contain a single promiscuous port and one or more isolated ports.
2. Use the **switchport mode private-vlan** command to configure one port as promiscuous (i.e., having access to all ports in the isolated VLAN) one or more ports as host (i.e., isolated port).
3. Use the **switchport private-vlan isolated** command to assign a port to an isolated VLAN.
4. Use the **show vlan private-vlan** command to verify your configuration settings.

### private-vlan

Use this command to create a primary, community, or isolated private VLAN. Use the **no** form to remove the specified private VLAN.

### Syntax

```
private-vlan vlan-id {community | primary | isolated}  
no private-vlan vlan-id
```

- *vlan-id* - ID of private VLAN. (Range: 1-4094, no leading zeroes).
- **community** - A VLAN in which traffic is restricted to host members in the same VLAN and to promiscuous ports in the associate primary VLAN.
- **primary** - A VLAN which can contain one or more community VLANs, and serves to channel traffic between community VLANs and other locations.
- **isolated** - Specifies an isolated VLAN. Ports assigned to an isolated VLAN can only communicate with the promiscuous port within their own VLAN.

### Default Setting

None

### Command Mode

VLAN Configuration

### Command Usage

- Private VLANs are used to restrict traffic to ports within the same community or isolated VLAN, and channel traffic passing outside the community through promiscuous ports. When using community VLANs, they must be mapped to

an associated “primary” VLAN that contains promiscuous ports. When using an isolated VLAN, it must be configured to contain a single promiscuous port.

- Port membership for private VLANs is static. Once a port has been assigned to a private VLAN, it cannot be dynamically moved to another VLAN via GVRP.
- Private VLAN ports cannot be set to trunked mode. (See “switchport mode” on page 4-152.)

### Example

```
Console(config)#vlan database
Console(config-vlan)#private-vlan 2 primary
Console(config-vlan)#private-vlan 3 community
Console(config)#
```

### private vlan association

Use this command to associate a primary VLAN with a secondary (i.e., community) VLAN. Use the **no** form to remove all associations for the specified primary VLAN.

### Syntax

**private-vlan** *primary-vlan-id* **association** {*secondary-vlan-id* | **add** *secondary-vlan-id* | **remove** *secondary-vlan-id*}

**no private-vlan** *primary-vlan-id* **association**

- *primary-vlan-id* - ID of primary VLAN.  
(Range: 1-4094, no leading zeroes).
- *secondary-vlan-id* - ID of secondary (i.e, community) VLAN.  
(Range: 1-4094, no leading zeroes).

### Default Setting

None

### Command Mode

VLAN Configuration

### Command Usage

Secondary VLANs provide security for group members. The associated primary VLAN provides a common interface for access to other network resources within the primary VLAN (e.g., servers configured with promiscuous ports) and to resources outside of the primary VLAN (via promiscuous ports).

### Example

```
Console(config-vlan)#private-vlan 2 association 3
Console(config)#
```

### switchport mode private-vlan

Use this command to set the private VLAN mode for an interface. Use the **no** form to restore the default setting.

#### Syntax

```
switchport mode private-vlan {host | promiscuous}
no switchport mode private-vlan
```

- **host** – This port type can subsequently be assigned to a community or isolated VLAN.
- **promiscuous** – This port type can communicate with all other promiscuous ports in the same primary VLAN, as well as with all the ports in the associated secondary VLANs.

#### Default Setting

Normal VLAN

#### Command Mode

Interface Configuration (Ethernet, Port Channel)

#### Command Usage

- To assign a promiscuous port to a primary VLAN, use the **switchport private-vlan mapping** command. To assign a host port to a community VLAN, use the **private-vlan host association** command.
- To assign a promiscuous port or host port to an isolated VLAN, use the **switchport private-vlan isolated** command.

#### Example

```
Console(config)#interface ethernet 1/2
Console(config-if)#switchport mode private-vlan promiscuous
Console(config-if)#exit
Console(config)#interface ethernet 1/3
Console(config-if)#switchport mode private-vlan host
Console(config-if)#
```

### switchport private-vlan host-association

Use this command to associate an interface with a secondary VLAN. Use the **no** form to remove this association.

#### Syntax

```
switchport private-vlan host-association secondary-vlan-id
no switchport private-vlan host-association
```

*secondary-vlan-id* - ID of secondary VLAN. (Range: 2-4094).

#### Default Setting

None

### Command Mode

Interface Configuration (Ethernet, Port Channel)

### Command Usage

All ports assigned to a secondary (i.e., community) VLAN can pass traffic between group members, but must communicate with resources outside of the group via promiscuous ports in the associated primary VLAN.

### Example

```
Console(config)#interface ethernet 1/3
Console(config-if)#switchport private-vlan host-association 3
Console(config-if)#
```

### switchport private-vlan isolated

Use this command to assign an interface to an isolated VLAN. Use the **no** form to remove this assignment.

### Syntax

**switchport private-vlan isolated** *isolated-vlan-id*  
**no switchport private-vlan isolated**

*isolated-vlan-id* - ID of secondary VLAN. (Range: 1-4094).

### Default Setting

None

### Command Mode

Interface Configuration (Ethernet, Port Channel)

### Command Usage

Host ports assigned to a isolated VLAN cannot pass traffic between group members, and must communicate with resources outside of the group via a promiscuous port.

### Example

```
Console(config)#interface ethernet 1/3
Console(config-if)#switchport private-vlan isolated 3
Console(config-if)#
```

## switchport private-vlan mapping

Use this command to map an interface to a primary VLAN. Use the **no** form to remove this mapping.

### Syntax

```
switchport private-vlan mapping primary-vlan-id  
no switchport private-vlan mapping
```

*primary-vlan-id* – ID of primary VLAN. (Range: 1-4094, no leading zeroes).

### Default Setting

None

### Command Mode

Interface Configuration (Ethernet, Port Channel)

### Command Usage

Promiscuous ports assigned to a primary VLAN can communicate with any other promiscuous ports in the same VLAN, and with the group members within any associated secondary VLANs.

### Example

```
Console(config)#interface ethernet 1/2  
Console(config-if)#switchport private-vlan mapping 2  
Console(config-if)#
```

## show vlan private-vlan

Use this command to show the private VLAN configuration settings on this switch.

### Syntax

```
show vlan private-vlan [community | isolated | primary]
```

- **community** – Displays all community VLANs, along with their associated primary VLAN and assigned host interfaces.
- **isolated** – Displays an isolated VLAN, along with the assigned promiscuous interface and host interfaces. The Primary and Secondary fields both display the isolated VLAN ID.
- **primary** – Displays all primary VLANs, along with any assigned promiscuous interfaces.

### Default Setting

None

### Command Mode

Privileged Executive

**Example**

```

Console#show vlan private-vlan
Primary   Secondary   Type           Interfaces
-----
          5           primary       Eth1/ 3
          5           community    Eth1/ 4 Eth1/ 5
          0           isolated
Console#

```

## GVRP and Bridge Extension Commands

GARP VLAN Registration Protocol defines a way for switches to exchange VLAN information in order to automatically register VLAN members on interfaces across the network. This section describes how to enable GVRP for individual interfaces and globally for the switch, as well as how to display default configuration settings for the Bridge Extension MIB.

Table 4-56 GVRP and Bridge Extension Commands

Command	Function	Mode	Page
bridge-ext gvrp	Enables GVRP globally for the switch	GC	4-164
show bridge-ext	Shows the global bridge extension configuration	PE	4-165
switchport gvrp	Enables GVRP for an interface	IC	4-165
switchport forbidden vlan	Configures forbidden VLANs for an interface	IC	4-156
show gvrp configuration	Displays GVRP configuration for the selected interface	NE, PE	4-166
garp timer	Sets the GARP timer for the selected function	IC	4-166
show garp timer	Shows the GARP timer for the selected function	NE, PE	4-167

### bridge-ext gvrp

This command enables GVRP globally for the switch. Use the **no** form to disable it.

### Syntax

[no] bridge-ext gvrp

### Default Setting

Disabled

### Command Mode

Global Configuration

### Command Usage

GVRP defines a way for switches to exchange VLAN information in order to register VLAN members on ports across the network. This function should be enabled to permit automatic VLAN registration, and to support VLANs which extend beyond the local switch.

## Example

```
Console(config)#bridge-ext gvrp
Console(config)#
```

## show bridge-ext

This command shows the configuration for bridge extension commands.

## Default Setting

None

## Command Mode

Privileged Exec

## Command Usage

See “Enabling or Disabling GVRP (Global Setting)” on page 3-108 and “Displaying Bridge Extension Capabilities” on page 3-11 for a description of the displayed items.

## Example

```
Console#show bridge-ext
Max support vlan numbers:      255
Max support vlan ID:          4094
Extended multicast filtering services: No
Static entry individual port:  Yes
VLAN learning:                IVL
Configurable PVID tagging:    Yes
Local VLAN capable:          No
Traffic classes:              Enabled
Global GVRP status:          Enabled
GMRP:                         Disabled
Console#
```

## switchport gvrp

This command enables GVRP for a port. Use the **no** form to disable it.

## Syntax

[no] **switchport gvrp**

## Default Setting

Disabled

## Command Mode

Interface Configuration (Ethernet, Port Channel)

## Example

```
Console(config)#interface ethernet 1/6
Console(config-if)#switchport gvrp
Console(config-if)#
```

## show gvrp configuration

This command shows if GVRP is enabled.

### Syntax

**show gvrp configuration** [*interface*]

*interface*

- **ethernet** *unit/port*
  - *unit* - Stack unit. (Range: 1-8)
  - *port* - Port number. (Range: 1-26)
- **port-channel** *channel-id* (Range: 1-4)

### Default Setting

Shows both global and interface-specific configuration.

### Command Mode

Normal Exec, Privileged Exec

### Example

```
Console#show gvrp configuration ethernet 1/6
Eth 1/ 6:
  GVRP configuration: Enabled
Console#
```

## garp timer

This command sets the values for the join, leave and leaveall timers. Use the **no** form to restore the timers' default values.

### Syntax

**garp timer** {**join** | **leave** | **leaveall**} *timer\_value*  
**no garp timer** {**join** | **leave** | **leaveall**}

- {**join** | **leave** | **leaveall**} - Which timer to set.
- *timer\_value* - Value of timer.  
Ranges:  
join: 20-1000 centiseconds  
leave: 60-3000 centiseconds  
leaveall: 500-18000 centiseconds

### Default Setting

- join: 20 centiseconds
- leave: 60 centiseconds
- leaveall: 1000 centiseconds

### Command Mode

Interface Configuration (Ethernet, Port Channel)



## Command Usage

- Group Address Registration Protocol is used by GVRP and GMRP to register or deregister client attributes for client services within a bridged LAN. The default values for the GARP timers are independent of the media access method or data rate. These values should not be changed unless you are experiencing difficulties with GMRP or GVRP registration/deregistration.
- Timer values are applied to GVRP for all the ports on all VLANs.
- Timer values must meet the following restrictions:
  - leave >= (2 x join)
  - leaveall > leave

**Note:** Set GVRP timers on all Layer 2 devices connected in the same network to the same values. Otherwise, GVRP may not operate successfully.

## Example

```
Console(config)#interface ethernet 1/1
Console(config-if)#garp timer join 100
Console(config-if)#
```

## Related Commands

show garp timer (4-167)

## show garp timer

This command shows the GARP timers for the selected interface.

## Syntax

**show garp timer** [*interface*]

*interface*

- **ethernet** *unit/port*
  - *unit* - Stack unit. (Range: 1-8)
  - *port* - Port number. (Range: 1-26)
- **port-channel** *channel-id* (Range: 1-4)

## Default Setting

Shows all GARP timers.

## Command Mode

Normal Exec, Privileged Exec

## Example

```
Console#show garp timer ethernet 1/1
Eth 1/ 1 GARP timer status:
Join timer:      100 centiseconds
Leave timer:      60 centiseconds
Leaveall timer:  1000 centiseconds
Console#
```

**Related Commands**

garp timer (4-166)

**Priority Commands**

The commands described in this section allow you to specify which data packets have greater precedence when traffic is buffered in the switch due to congestion. This switch supports CoS with four priority queues for each port. Data packets in a port's high-priority queue will be transmitted before those in the lower-priority queues. You can set the default priority for each interface, the relative weight of each queue, and the mapping of frame priority tags to the switch's priority queues.

Table 4-57 Priority Commands

Command Groups	Function	Page
Priority (Layer 2)	Configures default priority for untagged frames, sets queue weights, and maps class of service tags to hardware queues	4-168
Priority (Layer 3 and 4)	Maps TCP ports, IP precedence tags, or IP DSCP tags to class of service values	4-174

**Priority Commands (Layer 2)**

Table 4-58 Priority Commands (Layer 2)

Command	Function	Mode	Page
queue mode	Sets the queue mode to strict priority or Weighted Round-Robin (WRR)	GC	4-169
switchport priority default	Sets a port priority for incoming untagged frames	IC	4-169
queue bandwidth	Assigns round-robin weights to the priority queues	GC	4-170
queue cos map	Assigns class-of-service values to the priority queues	IC	4-171
show queue mode	Shows the current queue mode	PE	4-172
show queue bandwidth	Shows round-robin weights assigned to the priority queues	PE	4-172
show queue cos-map	Shows the class-of-service map	PE	4-173
show interfaces switchport	Displays the administrative and operational status of an interface	PE	4-117

## queue mode

This command sets the queue mode to strict priority or Weighted Round-Robin (WRR) for the class of service (CoS) priority queues. Use the **no** form to restore the default value.

### Syntax

```
queue mode {strict | wrr}  
no queue mode
```

- **strict** - Services the egress queues in sequential order, transmitting all traffic in the higher priority queues before servicing lower priority queues.
- **wrr** - Weighted Round-Robin shares bandwidth at the egress ports by using scheduling weights 1, 2, 4, 6 for queues 0 - 3 respectively.

### Default Setting

Weighted Round Robin

### Command Mode

Global Configuration

### Command Usage

You can set the switch to service the queues based on a strict rule that requires all traffic in a higher priority queue to be processed before lower priority queues are serviced, or use Weighted Round-Robin (WRR) queuing that specifies a relative weight of each queue. WRR uses a predefined relative weight for each queue that determines the percentage of service time the switch services each queue before moving on to the next queue. This prevents the head-of-line blocking that can occur with strict priority queuing.

### Example

The following example sets the queue mode to strict priority service mode:

```
Console(config)#queue mode strict  
Console(config)#
```

## switchport priority default

This command sets a priority for incoming untagged frames. Use the **no** form to restore the default value.

### Syntax

```
switchport priority default default-priority-id  
no switchport priority default
```

*default-priority-id* - The priority number for untagged ingress traffic. The priority is a number from 0 to 7. Seven is the highest priority.

### Default Setting

The priority is not set, and the default value for untagged frames received on the interface is zero.

### Command Mode

Interface Configuration (Ethernet, Port Channel)

### Command Usage

- The precedence for priority mapping is IP Port, IP Precedence or IP DSCP, and default switchport priority.
- The default priority applies for an untagged frame received on a port set to accept all frame types (i.e., receives both untagged and tagged frames). This priority does not apply to IEEE 802.1Q VLAN tagged frames. If the incoming frame is an IEEE 802.1Q VLAN tagged frame, the IEEE 802.1p User Priority bits will be used.
- This switch provides eight priority queues for each port. It is configured to use Weighted Round Robin, which can be viewed with the **show queue bandwidth** command. Inbound frames that do not have VLAN tags are tagged with the input port's default ingress user priority, and then placed in the appropriate priority queue at the output port. The default priority for all ingress ports is zero. Therefore, any inbound frames that do not have priority tags will be placed in queue 0 of the output port. (Note that if the output port is an untagged member of the associated VLAN, these frames are stripped of all VLAN tags prior to transmission.)

### Example

The following example shows how to set a default priority on port 3 to 5:

```
Console(config)#interface ethernet 1/3
Console(config-if)#switchport priority default 5
```

### queue bandwidth

This command assigns weighted round-robin (WRR) weights to the four class of service (CoS) priority queues. Use the **no** form to restore the default weights.

### Syntax

**queue bandwidth** *weight1...weight3*  
**no queue bandwidth**

*weight1...weight3* - The ratio of weights for queues 0-3 determines the weights used by the WRR scheduler. However, note that Queue 0 is fixed at a weight of 1, and cannot be configured. (Range: 1-31)

### Default Setting

Weights 1, 2, 4, 6 are assigned to queues 0-3 respectively.  
Queue 0 is non-configurable.

## Command Mode

Global Configuration

## Command Usage

WRR controls bandwidth sharing at the egress port by defining scheduling weights.

## Example

This example shows how to assign WRR weights to priority queues 1 - 3:

```
Console(config)#queue bandwidth 6 9 12
Console(config)#
```

## Related Commands

show queue bandwidth (4-172)

## queue cos-map

This command assigns class of service (CoS) values to the priority queues (i.e., hardware output queues 0 - 3). Use the **no** form set the CoS map to the default values.

## Syntax

```
queue cos-map queue_id [cos1 ... cosn]
no queue cos-map
```

- *queue\_id* - The ID of the priority queue.  
Ranges are 0 to 3, where 3 is the highest priority queue.
- *cos1 .. cosn* - The CoS values that are mapped to the queue ID. It is a space-separated list of numbers. The CoS value is a number from 0 to 7, where 7 is the highest priority.

## Default Setting

This switch supports Class of Service by using four priority queues, with Weighted Round Robin queuing for each port. Eight separate traffic classes are defined in IEEE 802.1p. The default priority levels are assigned according to recommendations in the IEEE 802.1p standard as shown below.

Table 4-59 Default CoS Priority Levels

Queue	0	1	2	3
Priority	1, 2	0, 3	4, 5	6, 7

## Command Mode

Interface Configuration (Ethernet, Port Channel)

## Command Usage

- CoS values assigned at the ingress port are also used at the egress port.
- This command sets the CoS priority for all interfaces.

## Example

The following example shows how to map CoS values 0, 1 and 2 to egress queue 0, value 3 to egress queue 1, values 4 and 5 to egress queue 2, and values 6 and 7 to egress queue 3:

```
Console(config)#interface ethernet 1/1
Console(config-if)#queue cos-map 0 0 1 2
Console(config-if)#queue cos-map 1 3
Console(config-if)#queue cos-map 2 4 5
Console(config-if)#queue cos-map 3 6 7
Console(config-if)#end
Console#show queue cos-map ethernet 1/1
Information of Eth 1/1
CoS Value      : 0 1 2 3 4 5 6 7
Priority Queue: 0 0 0 1 2 2 3 3
Console#
```

## Related Commands

show queue cos-map (4-173)

## show queue mode

This command shows the current queue mode.

## Default Setting

None

## Command Mode

Privileged Exec

## Example

```
Console#show queue mode
Queue mode: wrr
Console#
```

## show queue bandwidth

This command displays the weighted round-robin (WRR) bandwidth allocation for the four priority queues.

## Default Setting

None

## Command Mode

Privileged Exec

## Example

```
Console#show queue bandwidth
Queue ID  Weight
-----  -
0         1
1         2
2         4
3         6
Console#
```

## show queue cos-map

This command shows the class of service priority map.

### Syntax

**show queue cos-map** [*interface*]

*interface*

- **ethernet** *unit/port*
  - *unit* - Stack unit. (Range: 1-8)
  - *port* - Port number. (Range: 1-26)
- **port-channel** *channel-id* (Range: 1-4)

### Default Setting

None

### Command Mode

Privileged Exec

## Example

```
Console#show queue cos-map ethernet 1/1
Information of Eth 1/1
CoS Value      : 0 1 2 3 4 5 6 7
Priority Queue: 0 0 0 1 2 2 3 3
Console#
```

## Priority Commands (Layer 3 and 4)

Table 4-60 Priority Commands (Layer 3 and 4)

Command	Function	Mode	Page
map ip port	Enables TCP class of service mapping	GC	4-174
map ip port	Maps TCP socket to a class of service	IC	4-175
map ip precedence	Enables IP precedence class of service mapping	GC	4-174
map ip precedence	Maps IP precedence value to a class of service	IC	4-176
map ip dscp	Enables IP DSCP class of service mapping	GC	4-177
map ip dscp	Maps IP DSCP value to a class of service	IC	4-177
map access-list ip	Sets the CoS value and corresponding output queue for packets matching an ACL rule	IC	4-95
map access-list mac	Sets the CoS value and corresponding output queue for packets matching an ACL rule	IC	4-100
show map ip port	Shows the IP port map	PE	4-178
show map ip precedence	Shows the IP precedence map	PE	4-179
show map ip dscp	Shows the IP DSCP map	PE	4-180
show map access-list ip	Shows CoS value mapped to an access list for an interface	PE	4-96
show map access-list mac	Shows CoS value mapped to an access list for an interface	PE	4-101

### map ip port (Global Configuration)

This command enables IP port mapping (i.e., class of service mapping for TCP/UDP sockets). Use the **no** form to disable IP port mapping.

### Syntax

**[no] map ip port**

### Default Setting

Disabled

### Command Mode

Global Configuration

### Command Usage

The precedence for priority mapping is IP Port, IP Precedence or IP DSCP, and default switchport priority.

### Example

The following example shows how to enable TCP/UDP port mapping globally:

```
Console(config)#map ip port
Console(config)#
```



### map ip port (Interface Configuration)

This command set IP port priority (i.e., TCP/UDP port priority). Use the **no** form to remove a specific setting.

#### Syntax

```
map ip port port number cos cos-value  
no map ip port port-number
```

- *port-number* - 16-bit TCP/UDP port number.(Range 1-65535)
- *cos-value* - Class-of-Service value. (Range: 0-7)

#### Default Setting

None

#### Command Mode

Interface Configuration (Ethernet, Port Channel)

#### Command Usage

- The precedence for priority mapping is IP Port, IP Precedence or IP DSCP, and default switchport priority.
- This command sets the IP port priority for all interfaces.

#### Example

The following example shows how to map HTTP traffic to CoS value 0:

```
Console(config)#interface ethernet 1/5  
Console(config-if)#map ip port 80 cos 0  
Console(config-if)#
```

### map ip precedence (Global Configuration)

This command enables IP precedence mapping (i.e., IP Type of Service). Use the **no** form to disable IP precedence mapping.

#### Syntax

```
[no] map ip precedence
```

#### Default Setting

Disabled

#### Command Mode

Global Configuration

#### Command Usage

- The precedence for priority mapping is IP Port, IP Precedence or IP DSCP, and default switchport priority.
- IP Precedence and IP DSCP cannot both be enabled. Enabling one of these priority types will automatically disable the other type.

## Example

The following example shows how to enable IP precedence mapping globally:

```
Console(config)#map ip precedence
Console(config)#
```

## map ip precedence (Interface Configuration)

This command sets IP precedence priority (i.e., IP Type of Service priority). Use the **no** form to restore the default table.

## Syntax

**map ip precedence** *ip-precedence-value* **cos** *cos-value*

**no map ip precedence**

- *precedence-value* - 3-bit precedence value. (Range: 0-7)
- *cos-value* - Class-of-Service value (Range: 0-7)

## Default Setting

The list below shows the default priority mapping.

Table 4-61 Mapping IP Precedence Values

IP Precedence Value	0	1	2	3	4	5	6	7
CoS Value	0	1	2	3	4	5	6	7

## Command Mode

Interface Configuration (Ethernet, Port Channel)

## Command Usage

- The precedence for priority mapping is IP Port, IP Precedence or IP DSCP, and default switchport priority.
- IP Precedence values are mapped to default Class of Service values on a one-to-one basis according to recommendations in the IEEE 802.1p standard, and then subsequently mapped to the eight hardware priority queues.
- This command sets the IP Precedence for all interfaces.

## Example

The following example shows how to map IP precedence value 1 to CoS value 0:

```
Console(config)#interface ethernet 1/5
Console(config-if)#map ip precedence 1 cos 0
Console(config-if)#
```

### **map ip dscp** (Global Configuration)

This command enables IP DSCP mapping (i.e., Differentiated Services Code Point mapping). Use the **no** form to disable IP DSCP mapping.

#### **Syntax**

**[no] map ip dscp**

#### **Default Setting**

Disabled

#### **Command Mode**

Global Configuration

#### **Command Usage**

- The precedence for priority mapping is IP Port, IP Precedence or IP DSCP, and default switchport priority.
- IP Precedence and IP DSCP cannot both be enabled. Enabling one of these priority types will automatically disable the other type.

#### **Example**

The following example shows how to enable IP DSCP mapping globally:

```
Console(config)#map ip dscp
Console(config)#
```

### **map ip dscp** (Interface Configuration)

This command sets IP DSCP priority (i.e., Differentiated Services Code Point priority). Use the **no** form to restore the default table.

#### **Syntax**

**map ip dscp** *dscp-value* **cos** *cos-value*

**no map ip dscp**

- *dscp-value* - 8-bit DSCP value. (Range: 0-63)
- *cos-value* - Class-of-Service value (Range: 0-7)

## Default Setting

The DSCP default values are defined in the following table. Note that all the DSCP values that are not specified are mapped to CoS value 0.

Table 4-62 IP DSCP to CoS Vales

IP DSCP Value	CoS Value
0	0
8	1
10, 12, 14, 16	2
18, 20, 22, 24	3
26, 28, 30, 32, 34, 36	4
38, 40, 42	5
48	6
46, 56	7

## Command Mode

Interface Configuration (Ethernet, Port Channel)

## Command Usage

- The precedence for priority mapping is IP Port, IP Precedence or IP DSCP, and default switchport priority.
- DSCP priority values are mapped to default Class of Service values according to recommendations in the IEEE 802.1p standard, and then subsequently mapped to the four hardware priority queues.
- This command sets the IP DSCP priority for all interfaces.

## Example

The following example shows how to map IP DSCP value 1 to CoS value 0:

```
Console(config)#interface ethernet 1/5
Console(config-if)#map ip dscp 1 cos 0
Console(config-if)#
```

## show map ip port

Use this command to show the IP port priority map.

## Syntax

**show map ip port** [*interface*]

*interface*

- **ethernet** *unit/port*
  - *unit* - Stack unit. (Range: 1-8)
  - *port* - Port number. (Range: 1-26)
- **port-channel** *channel-id* (Range: 1-4)

### Default Setting

None

### Command Mode

Privileged Exec

### Example

The following shows that HTTP traffic has been mapped to CoS value 0:

```
Console#show map ip port
TCP port mapping status: disabled

Port          Port no. COS
-----
Eth 1/ 5      80    0
Console#
```

### Related Commands

map ip port (Global Configuration) (4-174)

map ip port (Interface Configuration) (4-175)

### show map ip precedence

This command shows the IP precedence priority map.

### Syntax

**show map ip precedence** [*interface*]

*interface*

- **ethernet** *unit/port*
  - *unit* - Stack unit. (Range: 1-8)
  - *port* - Port number. (Range: 1-26)
- **port-channel** *channel-id* (Range: 1-4)

### Default Setting

None

### Command Mode

Privileged Exec

## Example

```
Console#show map ip precedence ethernet 1/5  
Precedence mapping status: disabled
```

Port	Precedence	COS
Eth 1/ 5	0	0
Eth 1/ 5	1	1
Eth 1/ 5	2	2
Eth 1/ 5	3	3
Eth 1/ 5	4	4
Eth 1/ 5	5	5
Eth 1/ 5	6	6
Eth 1/ 5	7	7

```
Console#
```

## Related Commands

- map ip port (Global Configuration) (4-174)
- map ip precedence (Interface Configuration) (4-176)

## show map ip dscp

This command shows the IP DSCP priority map.

## Syntax

```
show map ip dscp [interface]
```

*interface*

- **ethernet** *unit/port*
  - *unit* - Stack unit. (Range: 1-8)
  - *port* - Port number. (Range: 1-26)
- **port-channel** *channel-id* (Range: 1-4)

## Default Setting

None

## Command Mode

Privileged Exec

**Example**

```

Console#show map ip dscp ethernet 1/1
DSCP mapping status: disabled

  Port      DSCP COS
  -----
  Eth 1/ 1  0  0
  Eth 1/ 1  1  0
  Eth 1/ 1  2  0
  Eth 1/ 1  3  0
  :
  Eth 1/ 1 61  0
  Eth 1/ 1 62  0
  Eth 1/ 1 63  0
Console#

```

**Related Commands**

- map ip dscp (Global Configuration) (4-177)
- map ip dscp (Interface Configuration) (4-177)

**Multicast Filtering Commands**

This switch uses IGMP (Internet Group Management Protocol) to query for any attached hosts that want to receive a specific multicast service. It identifies the ports containing hosts requesting a service and sends data out to those ports only. It then propagates the service request up to any neighboring multicast switch/router to ensure that it will continue to receive the multicast service.

Table 4-63 Multicast Filtering Commands

Command Groups	Function	Page
IGMP Snooping	Configures multicast groups via IGMP snooping or static assignment, sets the IGMP version, displays current snooping and query settings, and displays the multicast service and group members	4-181
IGMP Query	Configures IGMP query parameters for multicast filtering at Layer 2	4-185
Static Multicast Routing	Configures static multicast router ports	4-188

**IGMP Snooping Commands**

Table 4-64 IGMP Snooping Commands

Command	Function	Mode	Page
ip igmp snooping	Enables IGMP snooping	GC	4-182
ip igmp snooping vlan static	Adds an interface as a member of a multicast group	GC	4-182
ip igmp snooping version	Configures the IGMP version for snooping	GC	4-183
show ip igmp snooping	Shows the IGMP snooping and query configuration	PE	4-183
show mac-address-table multicast	Shows the IGMP snooping MAC multicast list	PE	4-184

## ip igmp snooping

This command enables IGMP snooping on this switch. Use the **no** form to disable it.

### Syntax

**[no] ip igmp snooping**

### Default Setting

Enabled

### Command Mode

Global Configuration

### Example

The following example enables IGMP snooping.

```
Console(config)#ip igmp snooping
Console(config)#
```

## ip igmp snooping vlan static

This command adds a port to a multicast group. Use the **no** form to remove the port.

### Syntax

**[no] ip igmp snooping vlan *vlan-id* static *ip-address* *interface***

- *vlan-id* - VLAN ID (Range: 1-4094)
- *ip-address* - IP address for multicast group
- *interface*
  - **ethernet** *unit/port*
    - *unit* - Stack unit. (Range: 1-8)
    - *port* - Port number. (Range: 1-26)
  - **port-channel** *channel-id* (Range: 1-4)

### Default Setting

None

### Command Mode

Global Configuration

### Example

The following shows how to statically configure a multicast group on a port:

```
Console(config)#ip igmp snooping vlan 1 static 224.0.0.12 ethernet 1/5
Console(config)#
```



## ip igmp snooping version

This command configures the IGMP snooping version. Use the **no** form to restore the default.

### Syntax

```
ip igmp snooping version {1 | 2}
no ip igmp snooping version
```

- 1 - IGMP Version 1
- 2 - IGMP Version 2

### Default Setting

IGMP Version 2

### Command Mode

Global Configuration

### Command Usage

- All systems on the subnet must support the same version. If there are legacy devices in your network that only support Version 1, you will also have to configure this switch to use Version 1.
- Some commands are only enabled for IGMPv2, including **ip igmp query-max-response-time** and **ip igmp query-timeout**.

### Example

The following configures the switch to use IGMP Version 1:

```
Console(config)#ip igmp snooping version 1
Console(config)#
```

## show ip igmp snooping

This command shows the IGMP snooping configuration.

### Default Setting

None

### Command Mode

Privileged Exec

### Command Usage

See “Configuring IGMP Snooping and Query Parameters” on page 3-136 for a description of the displayed items.

## Example

The following shows the current IGMP snooping configuration:

```
Console#show ip igmp snooping
Service status:      Enabled
Querier status:     Enabled
Query count:        2
Query interval:     125 sec
Query max response time: 10 sec
Router port expire time: 300 sec
IGMP snooping version: Version 2
Console#
```

## show mac-address-table multicast

This command shows known multicast addresses.

### Syntax

**show mac-address-table multicast** [vlan *vlan-id*] [*user* | **igmp-snooping**]

- *vlan-id* - VLAN ID (1 to 4094)
- **user** - Display only the user-configured multicast entries.
- **igmp-snooping** - Display only entries learned through IGMP snooping.

### Default Setting

None

### Command Mode

Privileged Exec

### Command Usage

Member types displayed include IGMP or USER, depending on selected options.

## Example

The following shows the multicast entries learned through IGMP snooping for VLAN 1:

```
Console#show mac-address-table multicast vlan 1 igmp-snooping
VLAN M'cast IP addr. Member ports Type
-----
1      224.1.1.2.3      Eth1/11  IGMP
Console#
```

## IGMP Query Commands (Layer 2)

Table 4-65 IGMP Query Commands (Layer 2)

Command	Function	Mode	Page
ip igmp snooping querier	Allows this device to act as the querier for IGMP snooping	GC	4-185
ip igmp snooping query-count	Configures the query count	GC	4-185
ip igmp snooping query-interval	Configures the query interval	GC	4-186
ip igmp snooping query-max-response-time	Configures the report delay	GC	4-187
ip igmp snooping router-port-expire-time	Configures the query timeout	GC	4-187

### ip igmp snooping querier

This command enables the switch as an IGMP querier. Use the **no** form to disable it.

#### Syntax

**[no] ip igmp snooping querier**

#### Default Setting

Enabled

#### Command Mode

Global Configuration

#### Command Usage

If enabled, the switch will serve as querier if elected. The querier is responsible for asking hosts if they want to receive multicast traffic.

#### Example

```
Console(config)#ip igmp snooping querier
Console(config)#
```

### ip igmp snooping query-count

This command configures the query count. Use the **no** form to restore the default.

#### Syntax

**ip igmp snooping query-count** *count*  
**no ip igmp snooping query-count**

*count* - The maximum number of queries issued for which there has been no response before the switch takes action to drop a client from the multicast group. (Range: 2-10)

### Default Setting

2 times

### Command Mode

Global Configuration

### Command Usage

The query count defines how long the querier waits for a response from a multicast client before taking action. If a querier has sent a number of queries defined by this command, but a client has not responded, a countdown timer is started using the time defined by **ip igmp snooping query-max-response-time**. If the countdown finishes, and the client still has not responded, then that client is considered to have left the multicast group.

### Example

The following shows how to configure the query count to 10:

```
Console(config)#ip igmp snooping query-count 10
Console(config)#
```

### Related Commands

ip igmp snooping query-max-response-time (4-187)

### ip igmp snooping query-interval

This command configures the query interval. Use the **no** form to restore the default.

### Syntax

**ip igmp snooping query-interval** *seconds*  
**no ip igmp snooping query-interval**

*seconds* - The frequency at which the switch sends IGMP host-query messages. (Range: 60-125)

### Default Setting

125 seconds

### Command Mode

Global Configuration

### Example

The following shows how to configure the query interval to 100 seconds:

```
Console(config)#ip igmp snooping query-interval 100
Console(config)#
```

## ip igmp snooping query-max-response-time

This command configures the query report delay. Use the **no** form to restore the default.

### Syntax

**ip igmp snooping query-max-response-time** *seconds*  
**no ip igmp snooping query-max-response-time**

*seconds* - The report delay advertised in IGMP queries. (Range: 5-25)

### Default Setting

10 seconds

### Command Mode

Global Configuration

### Command Usage

- The switch must be using IGMPv2 for this command to take effect.
- This command defines the time after a query, during which a response is expected from a multicast client. If a querier has sent a number of queries defined by the **ip igmp snooping query-count**, but a client has not responded, a countdown timer is started using an initial value set by this command. If the countdown finishes, and the client still has not responded, then that client is considered to have left the multicast group.

### Example

The following shows how to configure the maximum response time to 20 seconds:

```
Console(config)#ip igmp snooping query-max-response-time 20
Console(config)#
```

### Related Commands

ip igmp snooping version (4-183)

ip igmp snooping query-max-response-time (4-187)

## ip igmp snooping router-port-expire-time

This command configures the query timeout. Use the **no** form to restore the default.

### Syntax

**ip igmp snooping router-port-expire-time** *seconds*  
**no ip igmp snooping router-port-expire-time**

*seconds* - The time the switch waits after the previous querier stops before it considers the router port (i.e., the interface which had been receiving query packets) to have expired.

(Range: 300-500)

## Default Setting

300 seconds

## Command Mode

Global Configuration

## Command Usage

The switch must use IGMPv2 for this command to take effect.

## Example

The following shows how to configure the default timeout to 300 seconds:

```
Console(config)#ip igmp snooping router-port-expire-time 300
Console(config)#
```

## Related Commands

ip igmp snooping version (4-183)

## Static Multicast Routing Commands

Table 4-66 Static Multicast Routing Commands

Command	Function	Mode	Page
ip igmp snooping vlan mrouter	Adds a multicast router port	GC	4-188
show ip igmp snooping mrouter	Shows multicast router ports	PE	4-189

### ip igmp snooping vlan mrouter

This command statically configures a multicast router port. Use the **no** form to remove the configuration.

### Syntax

**[no] ip igmp snooping vlan *vlan-id* mrouter *interface***

- *vlan-id* - VLAN ID (Range: 1-4094)
- *interface*
  - **ethernet** *unit/port*
    - *unit* - Stack unit. (Range: 1-8)
    - *port* - Port number. (Range: 1-26)
  - **port-channel** *channel-id* (Range: 1-4)

### Default Setting

No static multicast router ports are configured.

### Command Mode

Global Configuration

## Command Usage

Depending on your network connections, IGMP snooping may not always be able to locate the IGMP querier. Therefore, if the IGMP querier is a known multicast router/switch connected over the network to an interface (port or trunk) on your router, you can manually configure that interface to join all the current multicast groups.

## Example

The following shows how to configure port 11 as a multicast router port within VLAN 1:

```
Console(config)#ip igmp snooping vlan 1 mrouter ethernet 1/11
Console(config)#
```

## show ip igmp snooping mrouter

This command displays information on statically configured and dynamically learned multicast router ports.

## Syntax

```
show ip igmp snooping mrouter [vlan vlan-id]
```

*vlan-id* - VLAN ID (Range: 1-4094)

## Default Setting

Displays multicast router ports for all configured VLANs.

## Command Mode

Privileged Exec

## Command Usage

Multicast router port types displayed include Static.

## Example

The following shows that port 11 in VLAN 1 is attached to a multicast router:

```
Console#show ip igmp snooping mrouter vlan 1
VLAN M'cast Router Ports Type
-----
  1           Eth 1/11  Static
  2           Eth 1/12  Static
Console#
```

## IP Interface Commands

An IP addresses may be used for management access to the switch over your network. The IP address for this switch is obtained via DHCP by default. You can manually configure a specific IP address, or direct the device to obtain an address from a BOOTP or DHCP server when it is powered on. You may also need to establish a default gateway between this device and management stations or other devices that exist on another network segment.

Table 4-67 IP Interface Commands

Command	Function	Mode	Page
ip address	Sets the IP address for the current interface	IC	4-190
ip default-gateway	Defines the default gateway through which this switch can reach other subnetworks	GC	4-191
ip dhcp restart	Submits a BOOTP or DHCP client request	PE	4-192
show ip interface	Displays the IP settings for this device	PE	4-192
show ip redirects	Displays the default gateway configured for this device	PE	4-193
ping	Sends ICMP echo request packets to another node on the network	NE, PE	4-193

### ip address

This command sets the IP address for the currently selected VLAN interface. Use the **no** form to restore the default IP address.

### Syntax

**ip address** {*ip-address netmask* | **bootp** | **dhcp**}

**no ip address**

- *ip-address* - IP address
- *netmask* - Network mask for the associated IP subnet. This mask identifies the host address bits used for routing to specific subnets.
- **bootp** - Obtains IP address from BOOTP.
- **dhcp** - Obtains IP address from DHCP.

### Default Setting

DHCP

### Command Mode

Interface Configuration (VLAN)

### Command Usage

- You must assign an IP address to this device to gain management access over the network. You can manually configure a specific IP address, or direct the device to obtain an address from a BOOTP or DHCP server. Valid IP addresses consist of four numbers, 0 to 255, separated by periods. Anything outside this format will not be accepted by the configuration program.



- If you select the **bootp** or **dhcp** option, IP is enabled but will not function until a BOOTP or DHCP reply has been received. Requests will be broadcast periodically by this device in an effort to learn its IP address. (BOOTP and DHCP values can include the IP address, default gateway, and subnet mask).
- You can start broadcasting BOOTP or DHCP requests by entering an **ip dhcp restart** command, or by rebooting the switch.

**Note:** Only one VLAN interface can be assigned an IP address (the default is VLAN 1). This defines the management VLAN, the only VLAN through which you can gain management access to the switch. If you assign an IP address to any other VLAN, the new IP address overrides the original IP address and this becomes the new management VLAN.

### Example

In the following example, the device is assigned an address in VLAN 1.

```
Console(config)#interface vlan 1
Console(config-if)#ip address 192.168.1.5 255.255.255.0
Console(config-if)#
```

### Related Commands

ip dhcp restart (4-192)

### ip default-gateway

This command establishes a static route between this switch and devices that exist on another network segment. Use the **no** form to remove the static route.

### Syntax

**ip default-gateway** *gateway*

**no ip default-gateway**

*gateway* - IP address of the default gateway

### Default Setting

No static route is established.

### Command Mode

Global Configuration

### Command Usage

A gateway must be defined if the management station is located in a different IP segment.

### Example

The following example defines a default gateway for this device:

```
Console(config)#ip default-gateway 10.1.1.254
Console(config)#
```

### Related Commands

show ip redirects (4-193)

## ip dhcp restart

This command submits a BOOTP or DHCP client request.

### Default Setting

None

### Command Mode

Privileged Exec

### Command Usage

- This command issues a BOOTP or DHCP client request for any IP interface that has been set to BOOTP or DHCP mode via the **ip address** command.
- DHCP requires the server to reassign the client's last address if available.
- If the BOOTP or DHCP server has been moved to a different domain, the network portion of the address provided to the client will be based on this new domain.

### Example

In the following example, the device is reassigned the same address.

```
Console(config)#interface vlan 1
Console(config-if)#ip address dhcp
Console(config-if)#end
Console#ip dhcp restart
Console#show ip interface
IP address and netmask: 192.168.1.54 255.255.255.0 on VLAN 1,
and address mode: DHCP.
Console#
```

### Related Commands

ip address (4-190)

### show ip interface

This command displays the settings of an IP interface.

### Default Setting

All interfaces

### Command Mode

Privileged Exec

### Example

```
Console#show ip interface
IP address and netmask: 192.168.1.54 255.255.255.0 on VLAN 1,
and address mode: User specified.
Console#
```

### Related Commands

show ip redirects (4-193)

## show ip redirects

This command shows the default gateway configured for this device.

### Default Setting

None

### Command Mode

Privileged Exec

### Example

```
Console#show ip redirects
IP default gateway 10.1.0.254
Console#
```

### Related Commands

ip default-gateway (4-191)

## ping

This command sends ICMP echo request packets to another node on the network.

### Syntax

**ping** *host* [**size** *size*] [**count** *count*]

- *host* - IP address or IP alias of the host.
- *size* - Number of bytes in a packet. (Range: 32-512, default: 32)  
The actual packet size will be eight bytes larger than the size specified because the switch adds header information.
- *count* - Number of packets to send. (Range: 1-16, default: 5)

### Default Setting

This command has no default for the host.

### Command Mode

Normal Exec, Privileged Exec

### Command Usage

- Use the ping command to see if another site on the network can be reached.
- Following are some results of the **ping** command:
  - *Normal response* - The normal response occurs in one to ten seconds, depending on network traffic.
  - *Destination does not respond* - If the host does not respond, a "timeout" appears in ten seconds.
  - *Destination unreachable* - The gateway for this destination indicates that the destination is unreachable.
  - *Network or host unreachable* - The gateway found no corresponding entry in the route table.
- Press <Esc> to stop pinging.

## Example

```
Console#ping 10.1.0.9
Type ESC to abort.
PING to 10.1.0.9, by 5 32-byte payload ICMP packets, timeout is 5 seconds
response time: 10 ms
response time: 10 ms
response time: 10 ms
response time: 10 ms
response time: 10 ms
Ping statistics for 10.1.0.9:
 5 packets transmitted, 5 packets received (100%), 0 packets lost (0%)
Approximate round trip times:
  Minimum = 10 ms, Maximum = 20 ms, Average = 10 ms
Console#
```

## Related Commands

interface (4-108)

# Appendix A: Software Specifications

---

## Software Features

### Authentication

- Local, RADIUS, TACACS, Port (802.1X), HTTPS, SSH, Port Security

### Access Control Lists

- IP, MAC (up to 88 lists)

### DHCP Client

### Port Configuration

- 100BASE-TX: 10/100 Mbps, half/full duplex

- 1000BASE-T: 10/100 Mbps at half/full duplex, 1000 Mbps at full duplex

### Flow Control

- Full Duplex: IEEE 802.3-2002

- Half Duplex: Back pressure

### Broadcast Storm Control

- Traffic throttled above a critical threshold

### Port Mirroring

- One source port, one destination port

### Rate Limits

- Input Limit

- Output limit

- Range (configured per port)

### Port Trunking

- Static trunks (Cisco EtherChannel compliant)

- Dynamic trunks (Link Aggregation Control Protocol)

### Spanning Tree Algorithm

- Spanning Tree Protocol (STP, IEEE 802.1D)

- Rapid Spanning Tree Protocol (RSTP, IEEE 802.1w)

### VLAN Support

- Up to 255 groups; port-based or tagged (802.1Q),

- GVRP for automatic VLAN learning, private VLANs

### Class of Service

- Supports four levels of priority and Weighted Round Robin Queueing (which can be configured by VLAN tag or port),

- Layer 3/4 priority mapping: IP Port, IP Precedence, IP DSCP

### Multicast Filtering

- IGMP Snooping (Layer 2)

### Additional Features

- BOOTP client
- SNTP (Simple Network Time Protocol)
- SNMP (Simple Network Management Protocol)
- RMON (Remote Monitoring, groups 1,2,3,9)
- SMTP Email Alerts

## Management Features

### In-Band Management

- Telnet, Web-based HTTP or HTTPS, SNMP manager, or Secure Shell

### Out-of-Band Management

- RS-232 DB-9 console port

### Software Loading

- TFTP in-band or XModem out-of-band

### SNMP

- Management access via MIB database
- Trap management to specified hosts

### RMON

- Groups 1, 2, 3, 9 (Statistics, History, Alarm, Event)

## Standards

- IEEE 802.1D Spanning Tree Protocol and traffic priorities
- IEEE 802.1p Priority tags
- IEEE 802.1Q VLAN
- IEEE 802.1w Rapid Spanning Tree Protocol
- IEEE 802.1X Port Authentication
- IEEE 802.3-2002
  - Ethernet, Fast Ethernet, Gigabit Ethernet
  - Full-duplex flow control
  - Link Aggregation Control Protocol
- IEEE 802.3ac VLAN tagging
- DHCP Client (RFC 1541)
- HTTPS
- IGMP (RFC 1112)
- IGMPv2 (RFC 2236)
- RADIUS+ (RFC 2618)
- RMON (RFC 1757 groups 1,2,3,9)
- SNMP (RFC 1157)
- SNMPv2 (RFC 2571)
- SNTP (RFC 2030)
- SSH (Version 2.0)
- TFTP (RFC 1350)

## Management Information Bases

Bridge MIB (RFC 1493)  
Entity MIB (RFC 2737)  
Ether-like MIB (RFC 2665)  
Extended Bridge MIB (RFC 2674)  
Extensible SNMP Agents MIB (RFC 2742)  
Forwarding Table MIB (RFC 2096)  
IGMP MIB (RFC 2933)  
Interface Group MIB (RFC 2233)  
Interfaces Evolution MIB (RFC 2863)  
IP Multicasting related MIBs  
MAU MIB (RFC 2668)  
MIB II (RFC 1213)  
Port Access Entity MIB (IEEE 802.1X)  
Port Access Entity Equipment MIB  
Private MIB  
RADIUS Authentication Client MIB (RFC 2621)  
RMON MIB (RFC 2819)  
RMON II Probe Configuration Group (RFC 2021, partial implementation)  
SNMP Community MIB (RFC 2576)  
SNMPv2 IP MIB (RFC 2011)  
TACACS+ Authentication Client MIB  
TCP MIB (RFC 2013)  
Trap (RFC 1215)  
UDP MIB (RFC 2012)





# Appendix B: Troubleshooting

---

## Problems Accessing the Management Interface

Table B-1 Troubleshooting Chart

Symptom	Action
Cannot connect using Telnet, web browser, or SNMP software	<ul style="list-style-type: none"><li>• Be sure the switch is powered up.</li><li>• Check network cabling between the management station and the switch.</li><li>• Check that you have a valid network connection to the switch and that the port you are using has not been disabled.</li><li>• Be sure you have configured the VLAN interface through which the management station is connected with a valid IP address, subnet mask and default gateway.</li><li>• Be sure the management station has an IP address in the same subnet as the switch's IP interface to which it is connected.</li><li>• If you are trying to connect to the switch via the IP address for a tagged VLAN group, your management station, and the ports connecting intermediate switches in the network, must be configured with the appropriate tag.</li><li>• If you cannot connect using Telnet, you may have exceeded the maximum number of concurrent Telnet/SSH sessions permitted. Try connecting again at a later time.</li></ul>
Cannot connect using Secure Shell	<ul style="list-style-type: none"><li>• If you cannot connect using SSH, you may have exceeded the maximum number of concurrent Telnet/SSH sessions permitted. Try connecting again at a later time.</li><li>• Be sure the control parameters for the SSH server are properly configured on the switch, and that the SSH client software is properly configured on the management station.</li><li>• Be sure you have generated a public key on the switch, and exported this key to the SSH client.</li><li>• Be sure you have set up an account on the switch for each SSH user, including user name, authentication level, and password.</li><li>• Be sure you have imported the client's public key to the switch (if public key authentication is used).</li></ul>
Cannot access the on-board configuration program via a serial port connection	<ul style="list-style-type: none"><li>• Be sure you have set the terminal emulator program to VT100 compatible, 8 data bits, 1 stop bit, no parity, and 9600 bps.</li><li>• Check that the null-modem serial cable conforms to the pin-out connections provided in the Installation Guide.</li></ul>
Forgot or lost the password	<ul style="list-style-type: none"><li>• Contact your local distributor.</li></ul>

## Using System Logs

If a fault does occur, refer to the Installation Guide to ensure that the problem you encountered is actually caused by the switch. If the problem appears to be caused by the switch, follow these steps:

1. Enable logging.
2. Set the error messages reported to include all categories.
3. Designate the SNMP host that is to receive the error messages.
4. Repeat the sequence of commands or other actions that lead up to the error.
5. Make a list of the commands or circumstances that led to the fault. Also make a list of any error messages displayed.
6. Contact your distributor's service engineer.

For example:

```
Console(config)#logging on
Console(config)#logging history flash 7
Console(config)#snmp-server host 192.168.1.23
:
```

# Glossary

---

## **Access Control List (ACL)**

ACLs can limit network traffic and restrict access to certain users or devices by checking each packet for certain IP or MAC (i.e., Layer 2) information.

## **Boot Protocol (BOOTP)**

BOOTP is used to provide bootup information for network devices, including IP address information, the address of the TFTP server that contains the devices system files, and the name of the boot file.

## **Class of Service (CoS)**

CoS is supported by prioritizing packets based on the required level of service, and then placing them in the appropriate output queue. Data is transmitted from the queues using weighted round-robin service to enforce priority service and prevent blockage of lower-level queues. Priority may be set according to the port default, the packet's priority bit (in the VLAN tag), TCP/UDP port number, IP Precedence bit, or DSCP priority bit.

## **Differentiated Services Code Point Service (DSCP)**

DSCP uses a six-bit tag to provide for up to 64 different forwarding behaviors. Based on network policies, different kinds of traffic can be marked for different kinds of forwarding. The DSCP bits are mapped to the Class of Service categories, and then into the output queues.

## **Domain Name Service (DNS)**

A system used for translating host names for network nodes into IP addresses.

## **Dynamic Host Control Protocol (DHCP)**

Provides a framework for passing configuration information to hosts on a TCP/IP network. DHCP is based on the Bootstrap Protocol (BOOTP), adding the capability of automatic allocation of reusable network addresses and additional configuration options.

## **Extensible Authentication Protocol over LAN (EAPOL)**

EAPOL is a client authentication protocol used by this switch to verify the network access rights for any device that is plugged into the switch. A user name and password is requested by the switch, and then passed to an authentication server (e.g., RADIUS) for verification. EAPOL is implemented as part of the IEEE 802.1X Port Authentication standard.

### **GARP VLAN Registration Protocol (GVRP)**

Defines a way for switches to exchange VLAN information in order to register necessary VLAN members on ports along the Spanning Tree so that VLANs defined in each switch can work automatically over a Spanning Tree network.

### **Generic Attribute Registration Protocol (GARP)**

GARP is a protocol that can be used by endstations and switches to register and propagate multicast group membership information in a switched environment so that multicast data frames are propagated only to those parts of a switched LAN containing registered endstations. Formerly called Group Address Registration Protocol.

### **Generic Multicast Registration Protocol (GMRP)**

GMRP allows network devices to register end stations with multicast groups. GMRP requires that any participating network devices or end stations comply with the IEEE 802.1p standard.

### **Group Attribute Registration Protocol (GARP)**

*See Generic Attribute Registration Protocol.*

### **IEEE 802.1D**

Specifies a general method for the operation of MAC bridges, including the Spanning Tree Protocol.

### **IEEE 802.1Q**

VLAN Tagging—Defines Ethernet frame tags which carry VLAN information. It allows switches to assign endstations to different virtual LANs, and defines a standard way for VLANs to communicate across switched networks.

### **IEEE 802.1p**

An IEEE standard for providing quality of service (QoS) in Ethernet networks. The standard uses packet tags that define up to eight traffic classes and allows switches to transmit packets based on the tagged priority value.

### **IEEE 802.1X**

Port Authentication controls access to the switch ports by requiring users to first enter a user ID and password for authentication.

### **IEEE 802.3ac**

Defines frame extensions for VLAN tagging.

### **IEEE 802.3x**

Defines Ethernet frame start/stop requests and timers used for flow control on full-duplex links. (Now incorporated in IEEE 802.3-2002.)

## **IGMP Snooping**

Listening to IGMP Query and IGMP Report packets transferred between IP Multicast Routers and IP Multicast host groups to identify IP Multicast group members.

## **IGMP Query**

On each subnetwork, one IGMP-capable device will act as the querier — that is, the device that asks all hosts to report on the IP multicast groups they wish to join or to which they already belong. The elected querier will be the device with the lowest IP address in the subnetwork.

## **Internet Group Management Protocol (IGMP)**

A protocol through which hosts can register with their local router for multicast services. If there is more than one multicast switch/router on a given subnetwork, one of the devices is made the “querier” and assumes responsibility for keeping track of group membership.

## **In-Band Management**

Management of the network from a station attached directly to the network.

## **IP Multicast Filtering**

A process whereby this switch can pass multicast traffic along to participating hosts.

## **IP Precedence**

The Type of Service (ToS) octet in the IPv4 header includes three precedence bits defining eight different priority levels ranging from highest priority for network control packets to lowest priority for routine traffic. The eight values are mapped one-to-one to the Class of Service categories by default, but may be configured differently to suit the requirements for specific network applications.

## **Layer 2**

Data Link layer in the ISO 7-Layer Data Communications Protocol. This is related directly to the hardware interface for network devices and passes on traffic based on MAC addresses.

## **Link Aggregation**

*See Port Trunk.*

## **Link Aggregation Control Protocol (LACP)**

Allows ports to automatically negotiate a trunked link with LACP-configured ports on another device.

## **Management Information Base (MIB)**

An acronym for Management Information Base. It is a set of database objects that contains information about a specific device.

### **MD5 Message-Digest Algorithm**

An algorithm that is used to create digital signatures. It is intended for use with 32 bit machines and is safer than the MD4 algorithm, which has been broken. MD5 is a one-way hash function, meaning that it takes a message and converts it into a fixed string of digits, also called a message digest.

### **Multicast Switching**

A process whereby the switch filters incoming multicast frames for services for which no attached host has registered, or forwards them to all ports contained within the designated multicast VLAN group.

### **Network Time Protocol (NTP)**

NTP provides the mechanisms to synchronize time across the network. The time servers operate in a hierarchical-master-slave configuration in order to synchronize local clocks within the subnet and to national time standards via wire or radio.

### **Out-of-Band Management**

Management of the network from a station not attached to the network.

### **Port Authentication**

See *IEEE 802.1X*.

### **Port Mirroring**

A method whereby data on a target port is mirrored to a monitor port for troubleshooting with a logic analyzer or RMON probe. This allows data on the target port to be studied unobstructively.

### **Port Trunk**

Defines a network link aggregation and trunking method which specifies how to create a single high-speed logical link that combines several lower-speed physical links.

### **Private VLANs**

Private VLANs provide port-based security and isolation between ports within the assigned VLAN. Data traffic on downlink ports can only be forwarded to, and from, uplink ports.

### **Remote Authentication Dial-in User Service (RADIUS)**

RADIUS is a logon authentication protocol that uses software running on a central server to control access to RADIUS-compliant devices on the network.

**Remote Monitoring (RMON)**

RMON provides comprehensive network monitoring capabilities. It eliminates the polling required in standard SNMP, and can set alarms on a variety of traffic conditions, including specific error types.

**Rapid Spanning Tree Protocol (RSTP)**

RSTP reduces the convergence time for network topology changes to about 10% of that required by the older IEEE 802.1D STP standard.

**Secure Shell (SSH)**

A secure replacement for remote access functions, including Telnet. SSH can authenticate users with a cryptographic key, and encrypt data connections between management clients and the switch.

**Simple Network Management Protocol (SNMP)**

The application protocol in the Internet suite of protocols which offers network management services.

**Simple Network Time Protocol (SNTP)**

SNTP allows a device to set its internal clock based on periodic updates from a Network Time Protocol (NTP) server. Updates can be requested from a specific NTP server, or can be received via broadcasts sent by NTP servers.

**Spanning Tree Algorithm (STA)**

A technology that checks your network for any loops. A loop can often occur in complicated or backup linked network systems. Spanning Tree detects and directs data along the shortest available path, maximizing the performance and efficiency of the network.

**Telnet**

Defines a remote communication facility for interfacing to a terminal device over TCP/IP.

**Terminal Access Controller Access Control System Plus (TACACS+)**

TACACS+ is a logon authentication protocol that uses software running on a central server to control access to TACACS-compliant devices on the network.

**Transmission Control Protocol/Internet Protocol (TCP/IP)**

Protocol suite that includes TCP as the primary transport protocol, and IP as the network layer protocol.

**Trivial File Transfer Protocol (TFTP)**

A TCP/IP protocol commonly used for software downloads.

### **User Datagram Protocol (UDP)**

UDP provides a datagram mode for packet-switched communications. It uses IP as the underlying transport mechanism to provide access to IP-like services. UDP packets are delivered just like IP packets – connection-less datagrams that may be discarded before reaching their targets. UDP is useful when TCP would be too complex, too slow, or just unnecessary.

### **Virtual LAN (VLAN)**

A Virtual LAN is a collection of network nodes that share the same collision domain regardless of their physical location or connection point in the network. A VLAN serves as a logical workgroup with no physical barriers, and allows users to share information and resources as though located on the same LAN.

### **XModem**

A protocol used to transfer files between devices. Data is grouped in 128-byte blocks and error-corrected.



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