



Catalyst 2940 Switch Software Configuration Guide

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Preface

Audience

The *Catalyst 2940 Switch Software Configuration Guide* is for the network manager responsible for configuring the Catalyst 2940 switch, hereafter referred to as the *switch*. Before using this guide, you should be familiar with the concepts and terminology of Ethernet and local area networking.

Purpose

This guide provides information about configuring and troubleshooting a switch or switch clusters. It includes descriptions of the management interface options and the features supported by the switch software.

Use this guide with other documents for information about these topics:

- **Requirements**—This guide assumes that you have met the hardware and software requirements and cluster compatibility requirements described in the hardware installation guide.
- **Start-up information**—This guide assumes that you have assigned switch IP information and passwords by using the setup program described in the hardware installation guide.
- **Cluster Management Suite (CMS) information**—This guide provides an overview of the CMS web-based, switch management interface. For information about CMS requirements and the procedures for browser and plug-in configuration and accessing CMS, refer to the hardware installation guide. For CMS field-level window descriptions and procedures, refer to the CMS online help.
- **Cluster configuration**—This guide provides information about planning for, creating, and maintaining switch clusters. Because configuring switch clusters is most easily performed through CMS, this guide does not provide the command-line interface (CLI) procedures. For the cluster commands, refer to the command reference for this release.
- **CLI command information**—This guide provides an overview for using the CLI. For complete syntax and usage information about the commands that have been specifically created or changed for the switches, refer to the command reference for this release.

This guide does not describe system messages you might encounter or how to install your switch. For more information, refer to the *Catalyst 2940 Switch System Message Guide* for this release and to the *Catalyst 2940 Switch Hardware Installation Guide*.

**Note**

This guide does not repeat the concepts and CLI procedures provided in the standard Cisco IOS Release 12.1 documentation. For information about the standard Cisco IOS Release 12.1 commands, refer to the IOS documentation set available from the Cisco.com home page at **Service and Support > Technical Documents**. On the Cisco Product Documentation home page, select Release 12.1 from the Cisco IOS Software drop-down list.

Conventions

This guide uses these conventions to convey instructions and information:

Command descriptions use these conventions:

- Commands and keywords are in **boldface** text.
- Arguments for which you supply values are in *italic*.
- Square brackets ([]) indicate optional elements.
- Braces ({ }) group required choices, and vertical bars (|) separate the alternative elements.
- Braces and vertical bars within square brackets ([{ | }]) indicate a required choice within an optional element.

Interactive examples use these conventions:

- Terminal sessions and system displays are in `screen font`.
- Information you enter is in **boldface screen font**.
- Nonprinting characters, such as passwords or tabs, are in angle brackets (<>).

Notes, cautions, and tips use these conventions and symbols:

**Note**

Means *reader take note*. Notes contain helpful suggestions or references to materials not contained in this manual.

**Caution**

Means *reader be careful*. In this situation, you might do something that could result in equipment damage or loss of data.

**Tip**

Means *the following will help you solve a problem*. The tips information might not be troubleshooting or even an action, but could be useful information.

Related Publications

These documents provide complete information about the switch and are available from this URL:

<http://www.cisco.com/univercd/cc/td/doc/product/lan/cat2940/index.htm>

You can order printed copies of documents with a DOC-xxxxxx= number from the Cisco.com sites and from the telephone numbers listed in the “[Obtaining Documentation](#)” section on page [xxi](#).

- *Release Notes for the Catalyst 2940 Switch* (not orderable but available on Cisco.com)



Note

Procedures for installing and initially configuring a switch are listed in the hardware installation guide. Procedures for upgrading a switch, along with any documentation updates, are listed only in the release notes.

Before installing a switch, refer to the hardware installation guide. Before upgrading a switch, refer to the release notes on Cisco.com for the latest information.

For hardware information for the Catalyst 2940 switches, refer to the *Catalyst 2940 Hardware Installation Guide* (order number DOC-15431-01=).

For software information about the Catalyst 2940 switch, refer to these documents:

- *Catalyst 2940 Switch Software Configuration Guide* (order number DOC-7815507=)
- *Catalyst 2940 Switch Command Reference* (order number DOC-7815505=)
- *Catalyst 2940 Switch System Message Guide* (order number DOC-7815524=)
- The Cluster Management Suite (CMS) online help, available only from the switch CMS software
- Cisco Small Form-Factor Pluggable Modules Installation Notes (order number DOC-7815160=)

Obtaining Documentation

Cisco provides several ways to obtain documentation, technical assistance, and other technical resources. These sections explain how to obtain technical information from Cisco Systems.

Cisco.com

You can access the most current Cisco documentation on the World Wide Web at this URL:

<http://www.cisco.com/univercd/home/home.htm>

You can access the Cisco website at this URL:

<http://www.cisco.com>

International Cisco websites can be accessed from this URL:

http://www.cisco.com/public/countries_languages.shtml

Documentation CD-ROM

Cisco documentation and additional literature are available in a Cisco Documentation CD-ROM package, which may have shipped with your product. The Documentation CD-ROM is updated regularly and may be more current than printed documentation. The CD-ROM package is available as a single unit or through an annual or quarterly subscription.

Registered Cisco.com users can order a single Documentation CD-ROM (product number DOC-CONDOCCD=) through the Cisco Ordering tool:

http://www.cisco.com/en/US/partner/ordering/ordering_place_order_ordering_tool_launch.html

All users can order annual or quarterly subscriptions through the online Subscription Store:

<http://www.cisco.com/go/subscription>

Ordering Documentation

You can find instructions for ordering documentation at this URL:

http://www.cisco.com/univercd/cc/td/doc/es_inpk/pdi.htm

You can order Cisco documentation in these ways:

- Registered Cisco.com users (Cisco direct customers) can order Cisco product documentation from the Networking Products MarketPlace:

<http://www.cisco.com/en/US/partner/ordering/index.shtml>

- Nonregistered Cisco.com users can order documentation through a local account representative by calling Cisco Systems Corporate Headquarters (California, USA) at 408 526-7208 or, elsewhere in North America, by calling 800 553-NETS (6387).

Documentation Feedback

You can submit comments electronically on Cisco.com. On the Cisco Documentation home page, click **Feedback** at the top of the page.

You can send your comments in e-mail to bug-doc@cisco.com.

You can submit comments by using the response card (if present) behind the front cover of your document or by writing to the following address:

Cisco Systems
Attn: Customer Document Ordering
170 West Tasman Drive
San Jose, CA 95134-9883

We appreciate your comments.

Obtaining Technical Assistance

For all customers, partners, resellers, and distributors who hold valid Cisco service contracts, the Cisco Technical Assistance Center (TAC) provides 24-hour, award-winning technical support services, online and over the phone. Cisco.com features the Cisco TAC website as an online starting point for technical assistance.

Cisco TAC Website

The Cisco TAC website (<http://www.cisco.com/tac>) provides online documents and tools for troubleshooting and resolving technical issues with Cisco products and technologies. The Cisco TAC website is available 24 hours a day, 365 days a year.

Accessing all the tools on the Cisco TAC website requires a Cisco.com user ID and password. If you have a valid service contract but do not have a login ID or password, register at this URL:

<http://tools.cisco.com/RPF/register/register.do>

Opening a TAC Case

The online TAC Case Open Tool (<http://www.cisco.com/tac/caseopen>) is the fastest way to open P3 and P4 cases. (Your network is minimally impaired or you require product information). After you describe your situation, the TAC Case Open Tool automatically recommends resources for an immediate solution. If your issue is not resolved using these recommendations, your case will be assigned to a Cisco TAC engineer.

For P1 or P2 cases (your production network is down or severely degraded) or if you do not have Internet access, contact Cisco TAC by telephone. Cisco TAC engineers are assigned immediately to P1 and P2 cases to help keep your business operations running smoothly.

To open a case by telephone, use one of the following numbers:

Asia-Pacific: +61 2 8446 7411 (Australia: 1 800 805 227)

EMEA: +32 2 704 55 55

USA: 1 800 553-2447

For a complete listing of Cisco TAC contacts, go to this URL:

<http://www.cisco.com/warp/public/687/Directory/DirTAC.shtml>

TAC Case Priority Definitions

To ensure that all cases are reported in a standard format, Cisco has established case priority definitions.

Priority 1 (P1)—Your network is “down” or there is a critical impact to your business operations. You and Cisco will commit all necessary resources around the clock to resolve the situation.

Priority 2 (P2)—Operation of an existing network is severely degraded, or significant aspects of your business operation are negatively affected by inadequate performance of Cisco products. You and Cisco will commit full-time resources during normal business hours to resolve the situation.

Priority 3 (P3)—Operational performance of your network is impaired, but most business operations remain functional. You and Cisco will commit resources during normal business hours to restore service to satisfactory levels.

Priority 4 (P4)—You require information or assistance with Cisco product capabilities, installation, or configuration. There is little or no effect on your business operations.

Obtaining Additional Publications and Information

Information about Cisco products, technologies, and network solutions is available from various online and printed sources.

- The Cisco Product Catalog describes the networking products offered by Cisco Systems, as well as ordering and customer support services. Access the Cisco Product Catalog at this URL:

http://www.cisco.com/en/US/products/products_catalog_links_launch.html

- Cisco Press publishes a wide range of networking publications. Cisco suggests these titles for new and experienced users: Internetworking Terms and Acronyms Dictionary, Internetworking Technology Handbook, Internetworking Troubleshooting Guide, and the Internetworking Design Guide. For current Cisco Press titles and other information, go to Cisco Press online at this URL:

<http://www.ciscopress.com>

- Packet magazine is the Cisco quarterly publication that provides the latest networking trends, technology breakthroughs, and Cisco products and solutions to help industry professionals get the most from their networking investment. Included are networking deployment and troubleshooting tips, configuration examples, customer case studies, tutorials and training, certification information, and links to numerous in-depth online resources. You can access Packet magazine at this URL:

<http://www.cisco.com/go/packet>

- iQ Magazine is the Cisco bimonthly publication that delivers the latest information about Internet business strategies for executives. You can access iQ Magazine at this URL:

<http://www.cisco.com/go/iqmagazine>

- Internet Protocol Journal is a quarterly journal published by Cisco Systems for engineering professionals involved in designing, developing, and operating public and private internets and intranets. You can access the Internet Protocol Journal at this URL:

http://www.cisco.com/en/US/about/ac123/ac147/about_cisco_the_internet_protocol_journal.html

- Training—Cisco offers world-class networking training. Current offerings in network training are listed at this URL:

<http://www.cisco.com/en/US/learning/index.html>



Overview

This chapter provides these topics about the Catalyst 2940 switch software:

- [Features, page 1-1](#)
- [Management Options, page 1-5](#)
- [Network Configuration Examples, page 1-7](#)
- [Where to Go Next, page 1-11](#)



Note

In this document, IP refers to IP version 4 (IPv4). Layer 3 IP version 6 (IPv6) packets are treated as non-IP packets.

Features

This section describes the features supported in this release:

Ease of Use and Ease of Deployment

- Express Setup for quickly configuring a switch for the first time with basic IP information, contact information, switch and Telnet passwords, and Simple Network Management Protocol (SNMP) information through a browser-based program
- User-defined SmartPort macros for creating custom switch configurations for simplified deployment across the network
- Cluster Management Suite (CMS) software for simplifying switch and switch cluster management through a web browser, such as Netscape Communicator or Microsoft Internet Explorer, from anywhere in your intranet
- Switch clustering technology used with CMS for
 - Unified configuration, monitoring, authentication, and software upgrade of multiple switches (refer to the release notes for a list of eligible cluster members).
 - Automatic discovery of candidate switches and creation of clusters of up to 16 switches that can be managed through a single IP address.
 - Extended discovery of cluster candidates that are not directly connected to the command switch.
- Hot Standby Router Protocol (HSRP) for command-switch redundancy. The redundant command switches used for HSRP must have compatible software releases.



Note

See the [“Advantages of Using CMS and Clustering Switches”](#) section on page 1-6.



Note Refer to the release notes for the list of Catalyst switches eligible for switch clustering, including which ones can be command switches and which ones can only be member switches. See [Chapter 5, “Clustering Switches,”](#) for the required software versions and browser and Java plug-in configurations.

Performance

- Autosensing of speed on the 10/100 and 10/100/1000 ports and autonegotiation of duplex mode on the 10/100 ports for optimizing bandwidth
- Automatic medium-dependent interface crossover (Auto-MDIX) capability on 10/100 and 10/100/1000 Mbps interfaces that enables the interface to automatically detect the required cable connection type (straight-through or crossover) and configure the connection appropriately



Note Auto-MDIX is not supported on 1000BASE-SX or -LX Small Form-Factor Pluggable (SFP) interfaces.

- Fast EtherChannel for enhanced fault tolerance and increased bandwidth between switches, routers, and servers
- Per-port broadcast storm control for preventing faulty end stations from degrading overall system performance with broadcast storms
- Port Aggregation Protocol (PAgP) and Link Aggregation Control Protocol (LACP) for automatic creation of EtherChannel links
- Internet Group Management Protocol (IGMP) snooping for IGMP versions 1, 2, and 3 to limit flooding of IP multicast traffic
- IGMP report suppression for sending only one IGMP report per multicast router query to the multicast devices (supported only for IGMPv1 or IGMPv2 queries)
- Multicast VLAN regitime-stamptime-stampstration (MVR) to continuously send multicast streams in a multicast VLAN while isolating the streams from subscriber VLANs for bandwidth and security reasons
- IGMP filtering for controlling the set of multicast groups to which hosts on a switch port can belong
- IGMP throttling for configuring the action when the maximum number of entries is in the IGMP forwarding table
- Dynamic address learning for enhanced security
- Protected port (Private VLAN Edge) option for restricting the forwarding of traffic to designated ports on the same switch

Manageability

- Address Resolution Protocol (ARP) for identifying a switch through its IP address and its corresponding MAC address
- Cisco Discovery Protocol (CDP) versions 1 and 2 for network topology discovery and mapping between the switch and other Cisco devices on the network
- Network Time Protocol (NTP) for providing a consistent timestamp to all switches from an external source
- Directed unicast requests to a Trivial File Transfer Protocol (TFTP) server for obtaining software upgrades from a TFTP server

- Default configuration storage in Flash memory to ensure that the switch can be connected to a network and can forward traffic with minimal user intervention
- In-band management access through a CMS web-based session
- In-band command-line interface (CLI) management using Telnet connections
- In-band management access through SNMP versions 1, 2c, and 3 get-and-set requests
- Out-of-band management access through the switch console port to a directly-attached terminal or to a remote terminal through a serial connection and a modem



Note For additional descriptions of the management interfaces, see the [“Management Options” section on page 1-5](#).

Redundancy

- HSRP for command-switch redundancy
- UniDirectional link detection (UDLD) on all Ethernet ports for detecting and disabling unidirectional links on fiber-optic interfaces caused by incorrect fiber-optic wiring or port faults.
- IEEE 802.1D Spanning Tree Protocol (STP) for redundant backbone connections and loop-free networks. STP has these features:
 - Per-VLAN spanning-tree plus (PVST+) for balancing load across LANs
 - UplinkFast and BackboneFast for fast convergence after a spanning-tree topology change and for achieving load balancing between redundant uplinks, including Gigabit uplinks
- VLAN 1 minimization to reduce the risk of spanning-tree loops or storms by allowing VLAN 1 to be disabled on any individual VLAN trunk link. With this feature enabled, no user traffic is sent or received. The switch CPU continues to send and receive control protocol frames
- Optional spanning-tree features available in the PVST+ mode:
 - Port Fast for eliminating the forwarding delay by enabling a port to immediately transition from the blocking state to the forwarding state
 - BPDU guard for shutting down Port Fast-enabled ports that receive BPDUs
 - BPDU filtering for preventing a Port Fast-enabled port from sending or receiving BPDUs
 - Root guard for preventing switches outside the network core from becoming the spanning-tree root
 - Loop guard for preventing alternate or root ports from becoming designated ports because of a failure that leads to a unidirectional link



Note The switch supports up to four spanning-tree instances.

VLAN Support

- The Catalyst 2940 switch supports 4 port-based VLANs for assigning users to VLANs associated with appropriate network resources, traffic patterns, and bandwidth
- IEEE 802.1Q trunking protocol on all ports for network moves, adds, and changes; management and control of broadcast and multicast traffic; and network security by establishing VLAN groups for high-security users and network resources
- VLAN Membership Policy Server (VMPS) for dynamic VLAN membership

- VLAN Trunking Protocol (VTP) for reducing network traffic by restricting flooded traffic to links destined for stations receiving the traffic.
- Dynamic Trunking Protocol (DTP) for negotiating trunking on a link between two devices and for negotiating the type of trunking encapsulation (802.1Q) to be used
- Voice VLAN for creating subnets for voice traffic from Cisco IP Phones
- VLAN 1 minimization to reduce the risk of spanning-tree loops or storms by allowing VLAN 1 to be disabled on any individual VLAN trunk link. With this feature enabled, no user traffic is sent or received. The switch CPU continues to send and receive control protocol frames

Security

- Bridge protocol data unit (BPDU) guard for shutting down a Port Fast-configured port when an invalid configuration occurs
- Protected port option for restricting the forwarding of traffic to designated ports on the same switch
- Password-protected access (read-only and read-write access) to management interfaces (CMS and CLI) for protection against unauthorized configuration changes
- Port security option for limiting and identifying MAC addresses of the stations allowed to access the port
- Port security aging to set the aging time for secure addresses on a port
- Multilevel security for a choice of security level, notification, and resulting actions
- Remote Authentication Dial-In User Service (RADIUS) and Terminal Access Controller Access Control System Plus (TACACS+) support that requires network administrators to login with a user name and password before they can access a switch
- VLAN 1 minimization to reduce the risk of spanning-tree loops or storms by allowing VLAN 1 to be disabled on any individual VLAN trunk link. With this feature enabled, no user traffic is sent or received. The switch CPU continues to send and receive control protocol frames.
- IEEE 802.1X port-based authentication to prevent unauthorized devices from gaining access to the network
- IEEE 802.1X port-based authentication with voice VLAN to permit an IP phone access to the voice VLAN irrespective of the authorized or unauthorized state of the port
- Access control lists (ACLs) for defining security policies on management interfaces, which can be a management VLAN or any traffic that is going directly to the CPU, such as SNMP, Telnet, or web traffic.

For instructions about applying ACLs to management interfaces, refer to the “Configuring IP Services” section of the *Cisco IOS IP and IP Routing Configuration Guide, Cisco IOS Release 12.1* and to the *Cisco IOS IP and IP Routing Command Reference, Cisco IOS Release 12.1*.



Note The switch does not support ACLs on physical interfaces.

Quality of Service and Class of Service

- Support for IEEE 802.1P class of service (CoS) scheduling for classification and preferential treatment of high-priority voice traffic
- Trusted boundary (detect the presence of a Cisco IP Phone, trust the CoS value received, and ensure port security. If the IP phone is not detected, disable the trusted setting on the port and prevent misuse of a high-priority queue.)

- Scheduling of egress queues—Four egress queues on all switch ports. Support for strict priority and weighted round-robin (WRR) CoS policies

Monitoring

- Switch LEDs that provide visual port and switch status
- Switched Port Analyzer (SPAN) for traffic monitoring on any port or VLAN
- SPAN support of intrusion detection systems (IDSs) to monitor, repel, and report network security violations
- MAC address notification for tracking the MAC addresses that the switch has learned or removed
- Syslog facility for logging system messages about authentication or authorization errors, resource issues, and time-out events
- Layer 2 traceroute to identify the physical path that a packet takes from a source device to a destination device

Management Options

The switches are designed for plug-and-play operation: you only need to assign basic IP information to the switch and connect it to the other devices in your network. If you have specific network needs, you can configure and monitor the switch—on an individual basis or as part of a switch cluster—through its various management interfaces.

This section discusses these topics:

- [Management Interface Options, page 1-6](#)
- [Advantages of Using CMS and Clustering Switches, page 1-6](#)

Management Options

The switches are designed for plug-and-play operation: you can install the switch in your network without any configuration. To manage the switch remotely, you only need to assign basic IP information to the switch and connect it to the other devices in your network. If you have specific network needs, you can configure and monitor the switch—on an individual basis or as part of a switch cluster—through its various management interfaces.



Note

To assign an IP address by using the browser-based Express Setup program, refer to Chapter 1, “Quick Setup”, in the hardware installation guide.

This section discusses these topics:

- [Management Interface Options, page 1-6](#)
- [Advantages of Using CMS and Clustering Switches, page 1-6](#)

Management Interface Options

You can configure and monitor individual switches and switch clusters by using these interfaces:

- **CMS**—CMS is a graphical user interface that can be launched from anywhere in your network through a web browser such as Netscape Communicator or Microsoft Internet Explorer. CMS is already installed on the switch. Using CMS, you can configure and monitor a standalone switch, a specific cluster member, or an entire switch cluster. You can also display network topologies to gather link information and display switch images to modify switch and port level settings.

For more information about CMS, see [Chapter 3, “Getting Started with CMS.”](#)

- **CLI**—The switch Cisco IOS CLI software is enhanced to support desktop-switching features. You can configure and monitor the switch and switch cluster members from the CLI. You can access the CLI either by connecting your management station directly to the switch console port or by using Telnet from a remote management station.

For more information about the CLI, see [Chapter 2, “Using the Command-Line Interface.”](#)

- **SNMP**—SNMP provides a means to monitor and control the switch and switch cluster members. You can manage switch configuration settings, performance, and security and collect statistics by using SNMP management applications such as CiscoWorks2000 LAN Management Suite (LMS) and HP OpenView.

You can manage the switch from an SNMP-compatible management station that is running platforms such as HP OpenView or SunNet Manager. The switch supports a comprehensive set of MIB extensions and four RMON groups.

For more information about using SNMP, see the [Chapter 23, “Configuring SNMP.”](#)

Advantages of Using CMS and Clustering Switches

Using CMS and switch clusters can simplify and minimize your configuration and monitoring tasks. You can use Cisco switch clustering technology to manage up to 16 interconnected and supported Catalyst switches through one IP address as if they were a single entity. This can conserve IP addresses if you have a limited number of them. CMS is the easiest interface to use and makes switch and switch cluster management accessible to authorized users from any PC on your network.

By using switch clusters and CMS, you can:

- Manage and monitor interconnected Catalyst switches (refer to the release notes for a list of supported switches), regardless of their geographic proximity and interconnection media, including Small Form-Factor Pluggable (SFP), Ethernet, Fast Ethernet, Fast EtherChannel, Gigabit Ethernet, and Gigabit EtherChannel connections.
- Accomplish multiple configuration tasks from a single CMS window without needing to remember CLI commands to accomplish specific tasks.
- Apply actions from CMS to multiple ports and multiple switches at the same time to avoid re-entering the same commands for each individual port or switch. Here are some examples of globally setting and managing multiple ports and switches:
 - Port configuration such as speed and duplex settings
 - Port and console port security settings
 - NTP, STP, and VLAN configurations
 - Inventory and statistic reporting and link and switch-level monitoring and troubleshooting
 - Group software upgrades

- View a topology of interconnected devices to identify existing switch clusters and eligible switches that can join a cluster. You can also use the topology to quickly identify link information between switches.
- Monitor real-time status of a switch or multiple switches from the LEDs on the front-panel images. The port LED colors on the images are similar to those on the physical LEDs.
- Use an interactive mode that takes you step-by-step through configuring complex features such as VLANs.

For more information about CMS, see [Chapter 3, “Getting Started with CMS.”](#) For more information about switch clusters, see [Chapter 5, “Clustering Switches.”](#)

Network Configuration Examples

This section provides network configuration concepts and includes examples of using the switch to create dedicated network segments and interconnecting the segments through Fast Ethernet and Gigabit Ethernet connections.

Design Concepts for Using the Switch

As your network users compete for network bandwidth, it takes longer to send and receive data. When you configure your network, consider the bandwidth required by your network users and the relative priority of the network applications they use.

[Table 1-1](#) describes what can cause network performance to degrade and how you can configure your network to increase the bandwidth available to your network users.

Table 1-1 Increasing Network Performance

Network Demands	Suggested Design Methods
Too many users on a single network segment and a growing number of users accessing the Internet	<ul style="list-style-type: none"> • Create smaller network segments so that fewer users share the bandwidth, and use VLANs and IP subnets to place the network resources in the same logical network as the users who access those resources most. • Use full-duplex operation between the switch and its connected workstations.
<ul style="list-style-type: none"> • Increased power of new PCs, workstations, and servers • High demand from networked applications (such as e-mail with large attached files) and from bandwidth-intensive applications (such as multimedia) 	<ul style="list-style-type: none"> • Connect global resources—such as servers and routers to which network users require equal access—directly to the Fast Ethernet or Gigabit Ethernet switch ports so that they have their own Fast Ethernet or Gigabit Ethernet segment. • Use the Fast EtherChannel or Gigabit EtherChannel feature between the switch and its connected servers and routers.

Bandwidth alone is not the only consideration when designing your network. As your network traffic profiles evolve, consider providing network services that can support applications such as voice and data integration and security.

[Table 1-2](#) describes some network demands and how you can meet them.

Table 1-2 Providing Network Services

Network Demands	Suggested Design Methods
High demand for multimedia support	<ul style="list-style-type: none"> Use IGMP and MVR to efficiently forward multicast traffic.
High demand for protecting mission-critical applications	<ul style="list-style-type: none"> Use VLANs and protected ports to provide security and port isolation. Use VLAN trunks, cross-stack UplinkFast, and BackboneFast for traffic-load balancing on the uplink ports so that the uplink port with a lower relative port cost is selected to carry the VLAN traffic.
An evolving demand for IP telephony	<ul style="list-style-type: none"> Use quality of service (QoS) to prioritize applications such as IP telephony during congestion and to help control both delay and jitter within the network. Use switches that support at least two queues per port to prioritize voice and data traffic as either high- or low-priority, based on 802.1P/Q.
A growing demand for using existing infrastructure to transport data and voice from a home or office to the Internet or an intranet at higher speeds.	<ul style="list-style-type: none"> Use the Catalyst 2900 LRE XL or Catalyst 2950 LRE switches to provide up to 15 Mb of IP connectivity over existing infrastructure (existing telephone lines).

Small Network Configuration

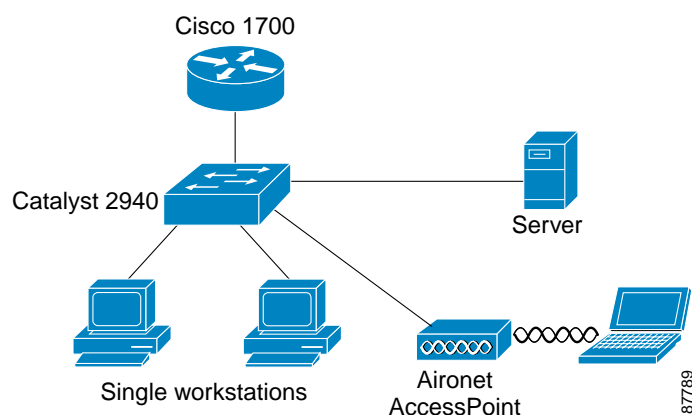
Figure 1-1 shows a configuration for a network that has up to 25 users. Users in this network require e-mail, file-sharing, database, and Internet access.



Note

An external power supply is required for the Cisco Aironet access point.

Figure 1-1 Small to Medium-Sized Network Configuration



You optimize network performance by placing workstations on the same logical segment (VLAN) as the servers they access most often. This in turn reduces access point processing and improves performance and throughput.

Workstations are connected directly to the 10/100 switch ports for their own 10- or 100-Mbps access to network resources (such as web and mail servers). When a workstation is configured for full-duplex operation, it receives up to 200 Mbps of dedicated bandwidth from the switch. The Cisco Aironet

Wireless Access Point provides network connectivity for mobile users. Although the wireless access provides less bandwidth, it allows users to have network connectivity regardless of their location in the office.

A server is connected to the Gigabit ports on the switch, allowing 1-Gbps throughput to users when needed. When the switch and server ports are configured for full-duplex operation, the links provide 2 Gbps of bandwidth. For networks that do not require Gigabit performance from a server, connect the server to a Fast Ethernet or Fast EtherChannel switch port.

Connecting a router to a Fast Ethernet switch port provides multiple, simultaneous access to the Internet through one line.

Collapsed Backbone and Switch Cluster Configuration

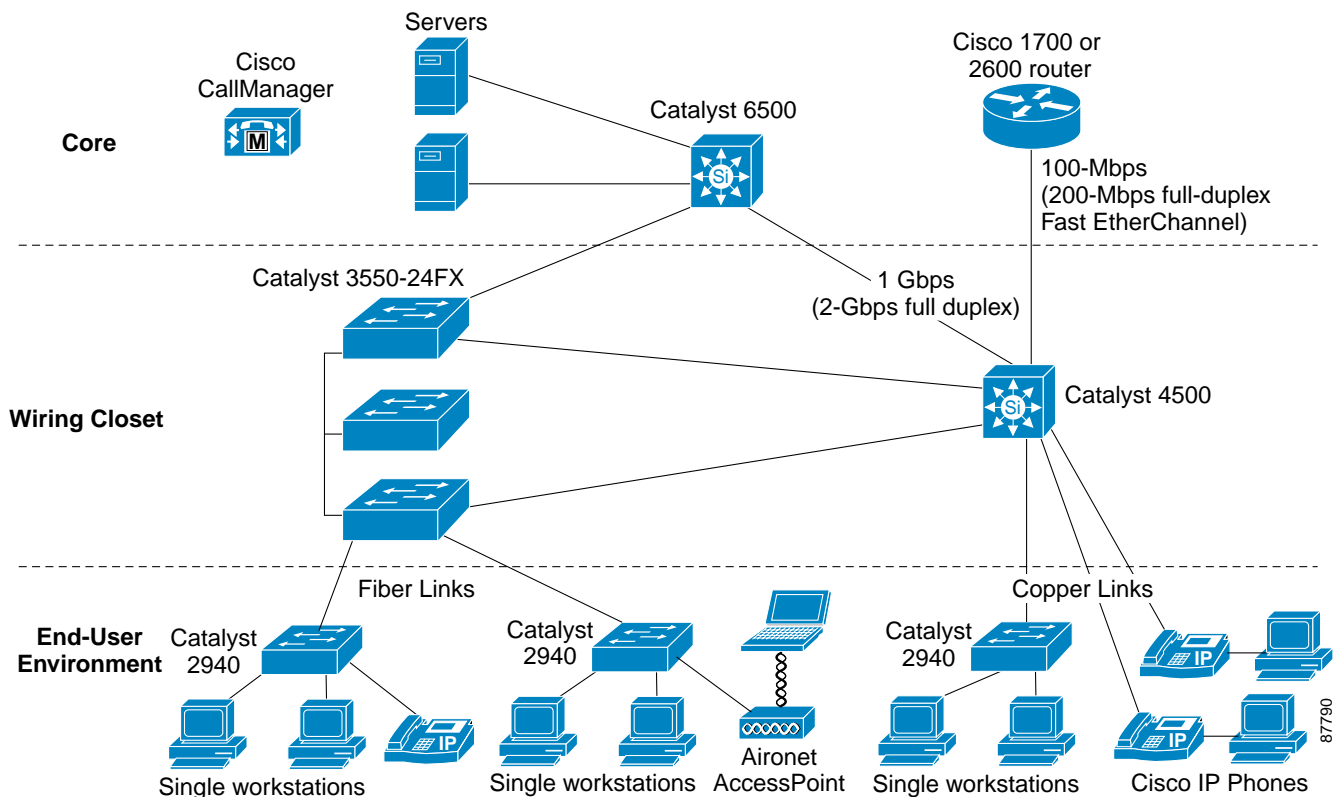
Figure 1-2 shows a configuration for a network of up to 500 employees. This network uses a collapsed backbone and switch clusters. A collapsed backbone has high-bandwidth uplinks from all segments and subnetworks to a single device, such as a Gigabit switch, that serves as a single point for monitoring and controlling the network. You can use a Catalyst 6500 switch, as shown, or other Gigabit switch to create a Gigabit backbone. A Layer 3 backbone switch provides the benefits of inter-VLAN routing and allows the router to focus on WAN access.



Note

An external power supply is required for IP phones and the Cisco Aironet access point.

Figure 1-2 Collapsed Backbone and Switch Cluster Configuration



The workgroups are created by clustering all the Catalyst switches except the Catalyst 4500 switch. Using CMS and Cisco switch clustering technology, you can group the switches into multiple clusters, as shown, or into a single cluster. You can manage a cluster through the IP address of its active and standby command switches, regardless of the geographic location of the cluster members.

Workgroups that require fiber connectivity can be connected to the network by the 2940-8TF-S with its fixed 100-FX uplink. Multiple 100-FX links can be aggregated to a 3550-24FX or Catalyst 4500. As an alternative, a Catalyst 2940-8TF with a 1000Base-SX SFP can be used to provide Gigabit connectivity to a Catalyst 3550-12G or Catalyst 4500.

This network uses VLANs to segment the network logically into well-defined broadcast groups and for security management. You can configure up to four VLANs on the Catalyst 2940 switch. Data and multimedia traffic are configured on the same VLAN. Voice traffic from the Cisco IP Phones are configured on separate voice VLAN IDs (VVIDs), or you can combine voice, multimedia, and data on a single VLAN. For any switch port connected to Cisco IP Phones, 802.1P/Q QoS gives forwarding priority to voice traffic over data traffic.

Grouping servers in a centralized location provides benefits such as security and easier maintenance. The Gigabit connections to a server farm provide the workgroups full access to the network resources (such as a call-processing server running Cisco CallManager software, a DHCP server, or an IP/TV multicast server).

Cisco IP Phones are connected—using standard straight-through, twisted-pair cable with RJ-45 connectors—to the 10/100 inline-power ports on the Catalyst 4500 switches and to the 10/100 ports on the Catalyst 2940 switches. These multiservice switch ports automatically detect any IP phones that are connected. Cisco CallManager controls call processing, routing, and IP phone features and configuration. Users with workstations running Cisco SoftPhone software can place, receive, and control calls from their PCs. Using Cisco IP Phones, Cisco CallManager software, and Cisco SoftPhone software integrates telephony and IP networks, and the IP network supports both voice and data.

Each 10/100 inline-power port on the Catalyst 4500 switches provides –48 VDC power to the Cisco IP Phone. The IP phone can receive redundant power when it is also connected to an AC power source. IP phones not connected to an inline power switch receive power from an AC power source.

Large Campus Configuration

Figure 1-3 shows a configuration for a network of more than 1000 users. Because it can aggregate up to 142 nonblocking Gigabit connections, a Catalyst 6500 multilayer switch is used as the distribution layer switch.

You can use the workgroup configurations shown in previous examples to create workgroups with Gigabit uplinks to the Catalyst 6500 switch. For example, you can use switch clusters that have a mix of Catalyst 3550 and 2950 switches. Catalyst 2940 switches are used outside of the wiring closet in the user environment to add managed ports if pulling additional wiring from the wiring closet is unfeasible or not cost efficient.

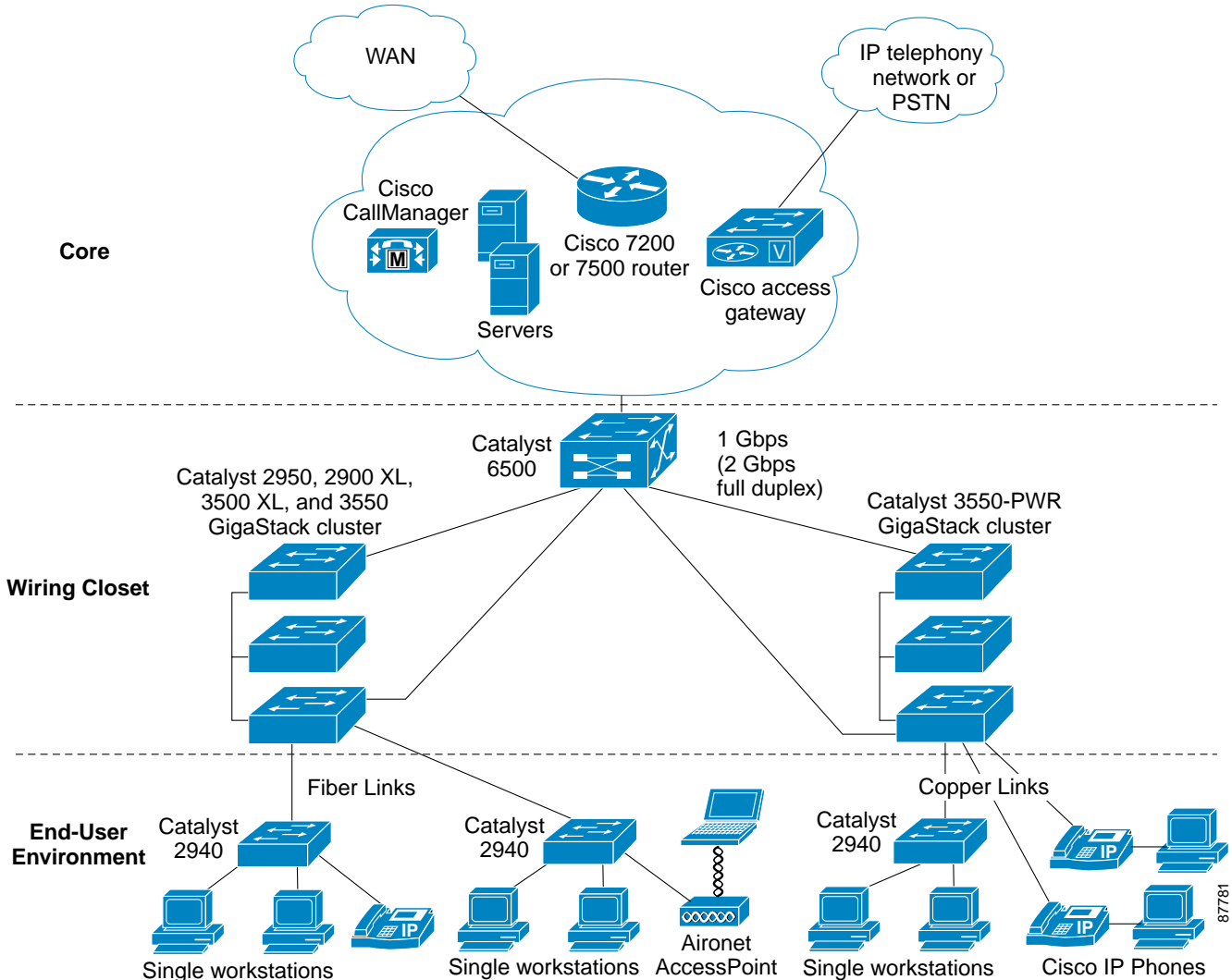
The Catalyst 6500 switch provides the workgroups with Gigabit access to core resources:

- Cisco 7000 series router for access to the WAN and the Internet.
- Server farm that includes a call-processing server running Cisco CallManager software. Cisco CallManager controls call processing, routing, and IP phone features and configuration.
- Cisco Access gateway (such as Cisco Access Digital Trunk Gateway or Cisco Access Analog Trunk Gateway) that connects the IP network to the Public Switched Telephone Network (PSTN) or to users in an IP telephony network.



Note An external power supply is required for IP phones and the Cisco Aironet access point.

Figure 1-3 Large Campus Configuration



Where to Go Next

Before configuring the switch, review these sections for start-up information:

- [Chapter 2, “Using the Command-Line Interface”](#)
- [Chapter 3, “Getting Started with CMS”](#)
- [Chapter 4, “Assigning the Switch IP Address and Default Gateway”](#)



Using the Command-Line Interface

This chapter describes the Cisco IOS command-line interface (CLI) that you can use to configure your Catalyst 2940 switch switches. It contains these sections:

- [Cisco IOS Command Modes, page 2-1](#)
- [Getting Help, page 2-3](#)
- [Using no and default Forms of Commands, page 2-4](#)
- [Understanding CLI Messages, page 2-5](#)
- [Using Command History, page 2-5](#)
- [Using Editing Features, page 2-6](#)
- [Searching and Filtering Output of show and more Commands, page 2-9](#)
- [Accessing the CLI, page 2-9](#)

Cisco IOS Command Modes

The Cisco IOS user interface is divided into many different modes. The commands available to you depend on which mode you are currently in. Enter a question mark (?) at the system prompt to obtain a list of commands available for each command mode.

When you start a session on the switch, you begin in user mode, often called user EXEC mode. Only a limited subset of the commands are available in user EXEC mode. For example, most of the user EXEC commands are one-time commands, such as **show** commands, which show the current configuration status, and **clear** commands, which clear counters or interfaces. The user EXEC commands are not saved when the switch reboots.

To have access to all commands, you must enter privileged EXEC mode. Normally, you must enter a password to enter privileged EXEC mode. From this mode, you can enter any privileged EXEC command or enter global configuration mode.

Using the configuration modes (global, interface, and line), you can make changes to the running configuration. If you save the configuration, these commands are stored and used when the switch reboots. To access the various configuration modes, you must start at global configuration mode. From global configuration mode, you can enter interface configuration mode and line configuration mode.

Table 2-1 describes the main command modes, how to access each one, the prompt you see in that mode, and how to exit the mode. The examples in the table use the host name *Switch*.

Table 2-1 Command Mode Summary

Mode	Access Method	Prompt	Exit Method	About This Mode
User EXEC	Begin a session with your switch.	Switch>	Enter logout or quit .	Use this mode to <ul style="list-style-type: none"> • Change terminal settings. • Perform basic tests. • Display system information.
Privileged EXEC	While in user EXEC mode, enter the enable command.	Switch#	Enter disable to exit.	Use this mode to verify commands that you have entered. Use a password to protect access to this mode.
Global configuration	While in privileged EXEC mode, enter the configure command.	Switch(config)#	To exit to privileged EXEC mode, enter exit or end , or press Ctrl-Z .	Use this mode to configure parameters that apply to the entire switch.
Config-vlan	While in global configuration mode, enter the vlan <i>vlan-id</i> command.	Switch(config-vlan)#	To exit to global configuration mode, enter the exit command. To return to privileged EXEC mode, press Ctrl-Z or enter end .	Use this mode to configure VLAN parameters.
VLAN configuration	While in privileged EXEC mode, enter the vlan database command.	Switch(vlan)#	To exit to privileged EXEC mode, enter exit .	Use this mode to configure VLAN parameters for VLANs 1 to 1005 in the VLAN database.

Table 2-1 Command Mode Summary (continued)

Mode	Access Method	Prompt	Exit Method	About This Mode
Interface configuration	While in global configuration mode, enter the interface command (with a specific interface).	Switch(config-if)#	To exit to global configuration mode, enter exit . To return to privileged EXEC mode, press Ctrl-Z or enter end .	Use this mode to configure parameters for the switch and Long-Reach Ethernet (LRE) customer premises equipment (CPE) device interfaces. To configure multiple interfaces with the same parameters, see the “Configuring a Range of Interfaces” section on page 9-6.
Line configuration	While in global configuration mode, specify a line with the line vty or line console command.	Switch(config-line)#	To exit to global configuration mode, enter exit . To return to privileged EXEC mode, press Ctrl-Z or enter end .	Use this mode to configure parameters for the terminal line.

Getting Help

You can enter a question mark (?) at the system prompt to display a list of commands available for each command mode. You can also obtain a list of associated keywords and arguments for any command, as shown in [Table 2-2](#).

Table 2-2 Help Summary

Command	Purpose
help	Obtain a brief description of the help system in any command mode.
<i>abbreviated-command-entry?</i>	Obtain a list of commands that begin with a particular character string. For example: Switch# di? dir disable disconnect
<i>abbreviated-command-entry<Tab></i>	Complete a partial command name. For example: Switch# sh conf<tab> Switch# show configuration
?	List all commands available for a particular command mode. For example: Switch> ?

Table 2-2 Help Summary (continued)

Command	Purpose
<code>command ?</code>	List the associated keywords for a command. For example: Switch> show ?
<code>command keyword ?</code>	List the associated arguments for a keyword. For example: Switch(config)# cdp holdtime ? <10-255> Length of time (in sec) that receiver must keep this packet

Specifying Ports in Interface Configuration Mode

To configure a port, you need to specify the interface type, slot, and port number by using the **interface** configuration command. For example, to configure port 4 on a switch, you enter:

```
switch(config)# interface fa 0/4
```

- Interface type—Each switch platform supports different types of interfaces. To display a complete list of the interface types supported on your switch, enter the **interface ?** global configuration command.
- Slot number—The slot number on the switch. On the modular Catalyst 2900 XL switches, the slot number is 1 or 2. On the Catalyst 2950 or the Catalyst 2955 switches, the slot number is 0.
- Port number—The number of the physical port on the switch. Refer to your switch for the port numbers.

Abbreviating Commands

You have to enter only enough characters for the switch to recognize the command as unique. This example shows how to enter the **show configuration** privileged EXEC command:

```
Switch# show conf
```

Using no and default Forms of Commands

Almost every configuration command also has a **no** form. In general, use the **no** form to disable a feature or function or reverse the action of a command. For example, the **no shutdown** interface configuration command reverses the shutdown of an interface. Use the command without the keyword **no** to re-enable a disabled feature or to enable a feature that is disabled by default.

Configuration commands can also have a **default** form. The **default** form of a command returns the command setting to its default. Most commands are disabled by default, so the **default** form is the same as the **no** form. However, some commands are enabled by default and have variables set to certain default values. In these cases, the **default** command enables the command and sets variables to their default values.

Understanding CLI Messages

Table 2-3 lists some error messages that you might encounter while using the CLI to configure your switch.

Table 2-3 Common CLI Error Messages

Error Message	Meaning	How to Get Help
% Ambiguous command: "show con"	You did not enter enough characters for your switch to recognize the command.	Re-enter the command followed by a question mark (?) with a space between the command and the question mark. The possible keywords that you can enter with the command appear.
% Incomplete command.	You did not enter all the keywords or values required by this command.	Re-enter the command followed by a question mark (?) with a space between the command and the question mark. The possible keywords that you can enter with the command appear.
% Invalid input detected at '^' marker.	You entered the command incorrectly. The caret (^) marks the point of the error.	Enter a question mark (?) to display all the commands that are available in this command mode. The possible keywords that you can enter with the command appear.

Using Command History

The Cisco IOS provides a history or record of commands that you have entered. This feature is particularly useful for recalling long or complex commands or entries, including access lists. You can customize the command history feature to suit your needs as described in these sections:

- [Changing the Command History Buffer Size, page 2-5](#)
- [Recalling Commands, page 2-6](#)
- [Disabling the Command History Feature, page 2-6](#)

Changing the Command History Buffer Size

By default, the switch records ten command lines in its history buffer. Beginning in privileged EXEC mode, enter this command to change the number of command lines that the switch records during the current terminal session:

```
Switch# terminal history [size number-of-lines]
```

The range is from 0 to 256.

Beginning in line configuration mode, enter this command to configure the number of command lines the switch records for all sessions on a particular line:

```
Switch(config-line)# history [size number-of-lines]
```

The range is from 0 to 256.

Recalling Commands

To recall commands from the history buffer, perform one of the actions listed in [Table 2-4](#):

Table 2-4 *Recalling Commands*

Action ¹	Result
Press Ctrl-P or the up arrow key.	Recall commands in the history buffer, beginning with the most recent command. Repeat the key sequence to recall successively older commands.
Press Ctrl-N or the down arrow key.	Return to more recent commands in the history buffer after recalling commands with Ctrl-P or the up arrow key. Repeat the key sequence to recall successively more recent commands.
show history	While in privileged EXEC mode, list the last several commands that you just entered. The number of commands that appear are determined by the setting of the terminal history global configuration command and history line configuration command.

1. The arrow keys function only on ANSI-compatible terminals such as VT100s.

Disabling the Command History Feature

The command history feature is automatically enabled.

To disable the feature during the current terminal session, enter the **terminal no history** privileged EXEC command.

To disable command history for the line, enter the **no history** line configuration command.

Using Editing Features

This section describes the editing features that can help you manipulate the command line. It contains these sections:

- [Enabling and Disabling Editing Features, page 2-6](#)
- [Editing Commands through Keystrokes, page 2-7](#)
- [Editing Command Lines that Wrap, page 2-8](#)

Enabling and Disabling Editing Features

Although enhanced editing mode is automatically enabled, you can disable it.

To re-enable the enhanced editing mode for the current terminal session, enter this command in privileged EXEC mode:

```
Switch# terminal editing
```

To reconfigure a specific line to have enhanced editing mode, enter this command in line configuration mode:

```
Switch(config-line)# editing
```

To globally disable enhanced editing mode, enter this command in line configuration mode:

```
Switch(config-line)# no editing
```

Editing Commands through Keystrokes

Table 2-5 shows the keystrokes that you need to edit command lines.

Table 2-5 Editing Commands through Keystrokes

Capability	Keystroke ¹	Purpose
Move around the command line to make changes or corrections.	Press Ctrl-B , or press the left arrow key.	Move the cursor back one character.
	Press Ctrl-F , or press the right arrow key.	Move the cursor forward one character.
	Press Ctrl-A .	Move the cursor to the beginning of the command line.
	Press Ctrl-E .	Move the cursor to the end of the command line.
	Press Esc B .	Move the cursor back one word.
	Press Esc F .	Move the cursor forward one word.
Recall commands from the buffer and paste them in the command line. The switch provides a buffer with the last ten items that you deleted.	Press Ctrl-Y .	Recall the most recent entry in the buffer.
	Press Esc Y .	Recall the next buffer entry. The buffer contains only the last 10 items that you have deleted or cut. If you press Esc Y more than ten times, you cycle to the first buffer entry.
Delete entries if you make a mistake or change your mind.	Press the Delete or Backspace key.	Erase the character to the left of the cursor.
	Press Ctrl-D .	Delete the character at the cursor.
	Press Ctrl-K .	Delete all characters from the cursor to the end of the command line.
	Press Ctrl-U or Ctrl-X .	Delete all characters from the cursor to the beginning of the command line.
	Press Ctrl-W .	Delete the word to the left of the cursor.
Capitalize or lowercase words or capitalize a set of letters.	Press Esc D .	Delete from the cursor to the end of the word.
	Press Esc C .	Capitalize at the cursor.

Table 2-5 Editing Commands through Keystrokes (continued)

Capability	Keystroke ¹	Purpose
	Press Esc L .	Change the word at the cursor to lowercase.
	Press Esc U .	Capitalize letters from the cursor to the end of the word.
Designate a particular keystroke as an executable command, perhaps as a shortcut.	Press Ctrl-V or Esc Q .	
Scroll down a line or screen on displays that are longer than the terminal screen can display. Note The More prompt is used for any output that has more lines than can appear on the terminal screen, including show command output. You can use the Return and Space bar keystrokes whenever you see the More prompt.	Press the Return key.	Scroll down one line.
	Press the Space bar.	Scroll down one screen.
Redisplay the current command line if the switch suddenly sends a message to your screen.	Press Ctrl-L or Ctrl-R .	Redisplay the current command line.

1. The arrow keys function only on ANSI-compatible terminals such as VT100s.

Editing Command Lines that Wrap

You can use a wraparound feature for commands that extend beyond a single line on the screen. When the cursor reaches the right margin, the command line shifts ten spaces to the left. You cannot see the first ten characters of the line, but you can scroll back and check the syntax at the beginning of the command.

To scroll back to the beginning of the command entry, press **Ctrl-B** or the left arrow key repeatedly. You can also press **Ctrl-A** to immediately move to the beginning of the line.



Note

The arrow keys function only on ANSI-compatible terminals such as VT100s.

In this example, the **access-list** global configuration command entry extends beyond one line. When the cursor first reaches the end of the line, the line is shifted ten spaces to the left and redisplayed. The dollar sign (\$) shows that the line has been scrolled to the left. Each time the cursor reaches the end of the line, the line is again shifted ten spaces to the left.

```
Switch(config)# access-list 101 permit tcp 131.108.2.5 255.255.255.0 131.108.1
Switch(config)# $ 101 permit tcp 131.108.2.5 255.255.255.0 131.108.1.20 255.25
Switch(config)# $t tcp 131.108.2.5 255.255.255.0 131.108.1.20 255.255.255.0 eq
Switch(config)# $108.2.5 255.255.255.0 131.108.1.20 255.255.255.0 eq 45
```

After you complete the entry, press **Ctrl-A** to check the complete syntax before pressing the **Return** key to execute the command. The dollar sign (\$) appears at the end of the line to show that the line has been scrolled to the right:

```
Switch(config)# access-list 101 permit tcp 131.108.2.5 255.255.255.0 131.108.1$
```

The software assumes you have a terminal screen that is 80 columns wide. If you have a width other than that, use the **terminal width** privileged EXEC command to set the width of your terminal.

Use line wrapping with the command history feature to recall and modify previous complex command entries. For information about recalling previous command entries, see the [“Editing Commands through Keystrokes”](#) section on page 2-7.

Searching and Filtering Output of show and more Commands

You can search and filter the output for **show** and **more** commands. This is useful when you need to sort through large amounts of output or if you want to exclude output that you do not need to see.

To use this functionality, enter a **show** or **more** command followed by the *pipe* character (|), one of the keywords **begin**, **include**, or **exclude**, and an expression that you want to search for or filter out:

```
command | {begin | include | exclude} regular-expression
```

Expressions are case sensitive. For example, if you enter | **exclude output**, the lines that contain *output* do not appear, but the lines that contain *Output* do appear.

This example shows how to include in the output display only lines where the expression *protocol* appears:

```
Switch# show interfaces | include protocol
Vlan1 is up, line protocol is up
Vlan10 is up, line protocol is down
GigabitEthernet0/1 is up, line protocol is down
GigabitEthernet0/2 is up, line protocol is up
```

Accessing the CLI

Before you can access the CLI, you need to connect a terminal or PC to the switch console port and power on the switch as described in the hardware installation guide that shipped with your switch. Then, to understand the boot process and the options available for assigning IP information, see [Chapter 4, “Assigning the Switch IP Address and Default Gateway.”](#)

If your switch is already configured, you can access the CLI through a local console connection or through a remote Telnet session, but your switch must first be configured for this type of access. For more information, see the [“Setting a Telnet Password for a Terminal Line”](#) section on page 7-5.

You can establish a connection with the switch by either

- Connecting the switch console port to a management station or dial-up modem. For information about connecting to the console port, refer to the switch hardware installation guide.
- Using any Telnet TCP/IP package from a remote management station. The switch must have network connectivity with the Telnet client, and the switch must have an enable secret password configured.

For information about configuring the switch for Telnet access, see the “[Setting a Telnet Password for a Terminal Line](#)” section on page 7-5. The switch supports up to 16 simultaneous Telnet sessions. Changes made by one Telnet user are reflected in all other Telnet sessions.

After you connect through the console port by using a Telnet session, the user EXEC prompt appears on the management station.

Accessing the CLI from a Browser

This procedure assumes you have met the software requirements (including browser and Java plug-in configurations) and have assigned IP information and a Telnet password to the switch or command switch, as described in the release notes.

To access the CLI from a web browser, follow these steps:

-
- Step 1** Start one of the supported browsers.
 - Step 2** In the **URL** field, enter the IP address of the command switch.
 - Step 3** When the Cisco Systems Access page appears, click **Telnet** to start a Telnet session.
 - Step 4** Enter the switch password.
The user EXEC prompt appears on the management station.
-



Note

Copies of the CMS pages that you display are saved in your browser memory cache until you exit the browser session. A password is not required to redisplay these pages, including the Cisco Systems Access page. You can access the CLI by clicking **Web Console - HTML access to the command line interface** from a cached copy of the Cisco Systems Access page. To prevent unauthorized access to CMS and the CLI, exit your browser to end the browser session.



Getting Started with CMS

This chapter contains these sections that describe the Cluster Management Suite (CMS) on the Catalyst 2940 switch:

- “Understanding CMS” section on page 3-1
- “Configuring CMS” section on page 3-7
- “Displaying CMS” section on page 3-10
- “Where to Go Next” section on page 3-15

Refer to the appropriate switch documentation for descriptions of the browser-based management software used on other Catalyst switches. For more information about CMS, refer to the online help.

For a list of new CMS features in this release, select **Help > What’s New** from the CMS menu bar.

For information about cluster configurations and which Catalyst switches can be command switches or member switches, refer to the release notes for this switch.

Understanding CMS

CMS provides these features for managing switch clusters and individual switches from web browsers such as Netscape Communicator or Microsoft Internet Explorer:

- Front-panel and topology views of your network, as shown in [Figure 3-7 on page 3-13](#) and [Figure 3-8 on page 3-14](#), that can be displayed at the same time
- A menu bar, a toolbar, and a feature bar, as shown in [Figure 3-6 on page 3-13](#), to access configuration and management options
- Comprehensive online help that gives high-level concepts and procedures for performing CMS tasks
- Interactive modes—guide mode, expert mode, and wizards—that control the presentation of some complex configuration options
- Two levels of access modes to the configuration options: read-write access for users who can change switch settings and read-only access for users who can only view switch settings

Front Panel View

The Front Panel view displays the Front Panel image of a specific set of switches in a cluster. From this view, you can select multiple ports or multiple switches and configure them with the same settings.

For more information, see the “[Displaying CMS](#)” section on page 3-10.

Topology View

The Topology view displays a network map that uses icons representing switch clusters, the command switch, cluster members, cluster candidates, neighboring devices that are not eligible to join a cluster, and link types. You can also display link information in the form of link reports and link graphs.

This view is available only when CMS is launched from a command switch.

For more information, see the “[Displaying CMS](#)” section on page 3-10.

CMS Menu Bar, Toolbar, and Feature Bar

The configuration and monitoring options for configuring switches and switch clusters are available from the menu bar, the toolbar, and the feature bar.

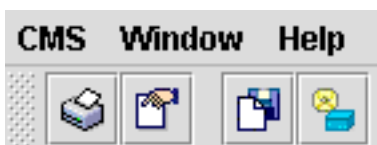
- The menu bar, shown in [Figure 3-1](#), provides these options for managing a single switch and switch clusters:
 - CMS—Choose printing options, select interaction modes, display CMS preferences, install CMS on your PC or workstation, and show or hide the feature bar.



Note CMS is downloaded to your browser each time you launch CMS. You can increase the speed at which CMS loads by permanently installing CMS on your PC or workstation. Select **CMS > Installation and Distributions**, and click **Install**. CMS will be installed locally and load faster the next time that you launch it.












- Window—Choose from the currently open CMS windows.
- Help—Launch the online help.

Figure 3-1 Menu Bar



- The toolbar provides buttons for commonly used switch and cluster configuration options and information windows such as legends and online help. [Table 3-1](#) lists the toolbar options from left to right on the toolbar.

Table 3-1 Toolbar Buttons

Toolbar Option	Icon	Task
Print		Print a CMS window or help file.
Preferences ¹		Set CMS display properties, such as polling intervals, the views to open at CMS startup, and the color of administratively shutdown ports.
Save Configuration ²		Save the configuration of the cluster or a switch to Flash memory.
Software Upgrade ²		Upgrade the software for the cluster or a switch.
Port Settings ¹		Display and configure port parameters on a switch.
VLAN ¹		Display VLAN membership, assign ports to VLANs, and change the administration mode.
Inventory		Display the device type, the software version, the IP address, and other information about a switch.
Refresh		Update the views with the latest status.
Front Panel		Display the Front Panel view.
Topology ³		Display the Topology view.
Topology Options ³		Select the information to be displayed in the Topology view.
Save Topology Layout ^{2 3}		Save your arrangement of the cluster icons in the Topology view to Flash memory.
Legend		Display the legend that describes the icons, labels, and links.
Help for Active Window		Display the help for the active, open window. You can also click Help from the active window or press the F1 key.

1. Not available in read-only mode. For more information about the read-only and read-write access modes, see the “Privilege Levels” section on page 3-6.

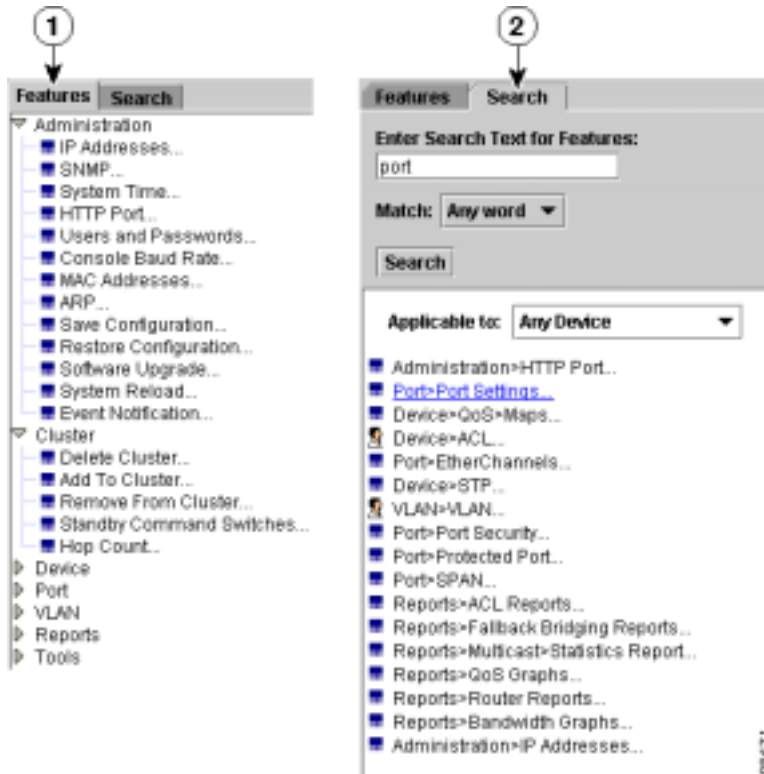
2. Some options from this menu option are not available in read-only mode.

3. Available only from a cluster-management session.

- The feature bar shows the features available for the devices in your cluster. By default, the feature bar is in standard mode. In this mode, the feature bar is always visible, and you can reduce or increase the width of the feature bar. In autohide mode, the feature bar appears only when you move the cursor to the left edge of the CMS workspace.
 - To enable the feature bar, click **CMS > Feature Bar**, and select **Standard Mode**.
 - To hide the feature bar, click **CMS > Feature Bar**, and select **Autohide Mode**.

Figure 3-2 shows the features available in a sample cluster.

Figure 3-2 Feature Bar and Search Window



1	Feature bar	2	Search window
---	-------------	---	---------------



Note

Only features supported by the devices in your cluster are displayed in the feature bar.

You can search for features that are available for your cluster by clicking **Search** and entering a feature name, as shown in [Figure 3-2](#).

Access modes affect the availability of features from CMS. Some CMS features are not available in read-only mode. For more information about how access modes affect CMS, see the [“Privilege Levels” section on page 3-6](#).

Online Help

CMS provides comprehensive online help to assist you in understanding and performing configuration and monitoring tasks from the CMS windows.

Online help is available for features that are supported by devices in your cluster. Sometimes the information in a topic differs for different cluster members. In these cases, the right pane contains all the versions of the topic, each labeled with the host names of the members it applies to.

Online help includes these features:

- Feature-specific help that gives background information and concepts on the features
- Dialog-specific help that gives procedures for performing tasks
- An index of online help topics
- A glossary of terms used in the online help

You can send us feedback about the information provided in the online help. Click **Feedback** to display an online form. After completing the form, click **Submit** to send your comments to Cisco Systems Inc. We appreciate and value your comments.

Configuration Modes

You can change the CMS interaction mode to either expert or guide mode. Expert mode displays a configuration window in which you configure the feature options. Guide mode takes you through each feature option and provides information about the parameter. Wizards are also available for some configuration options. These are similar to guide-mode configuration windows, except that fewer options are available.

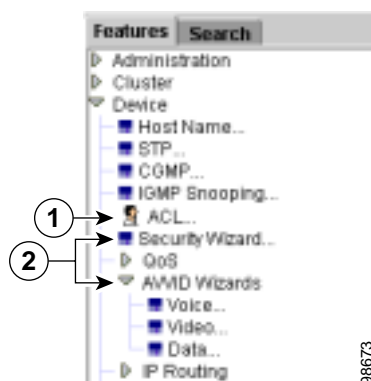
Guide Mode

Guide mode is for users who want a step-by-step approach for completing a specific configuration task. This mode is not available for all features. A person icon appears next to features that have guide mode available, as shown in [Figure 3-3](#).

When you click **Guide Mode** and then select a feature that supports it, CMS displays a specific parameter of that feature and information about the parameter. To configure the feature, you enter the information in each step until you click **Finish** in the last step. Clicking **Cancel** at any time ends the configuration task without applying any changes.

If you select **Guide Mode** but you want to use **Expert Mode** instead, you click **Guide** *before* selecting an option from the menu bar, tool bar, or popup menu. If you change the interaction mode after selecting a configuration option, the mode change does not take effect until you select another configuration option.

Figure 3-3 Guide Mode and Wizards



1	Guide mode icon	2	Wizards
---	-----------------	---	---------

Guide mode is not available if your switch access level is read-only. For more information about the read-only access mode, see the [“Privilege Levels” section on page 3-6](#).

Expert Mode

Expert mode is for users who prefer to display all the parameter fields of a feature in a single CMS window. You can view information about the parameter fields by clicking the **Help** button.

If you select **Expert Mode** but you want to use **Guide Mode** instead, you must click **Guide** *before* selecting an option from the menu bar, tool bar, or popup menu. If you change the interaction mode after selecting a configuration option, the mode change does not take effect until you select another configuration option.

Wizards

Similar to guide mode, wizards provide a step-by-step approach for completing a specific configuration task. Unlike guide mode, a wizard does not prompt you to provide information for all of the feature options. Instead, it prompts you to provide minimal information and then uses the default settings of the remaining options to set up default configurations.

When you select a feature that has *Wizard* in the name, the wizard launches for that feature, as shown in [Figure 3-3 on page 3-5](#).

Wizards are not available for all features or for read-only access levels. For more information about the read-only access mode, see the [“Privilege Levels” section on page 3-6](#).

Privilege Levels

CMS provides two levels of access to the configuration options: read-write access and read-only access. If you know your privilege level, you must specify it in the URL that you use to access the cluster. For example, if your privilege level is 13, enter this URL:

```
http://ip_address/level/13
```

Privilege levels 0 to 15 are supported.

- Privilege level 15 provides read-write access to CMS. This is the default.
- Privilege levels 1 to 14 provide read-only access to CMS. Any options in the CMS windows, menu bar, toolbar, and popup menus that change the switch or cluster configuration are not shown in read-only mode.
- Privilege level 0 denies access to CMS.

If you do not specify a privilege level when you access CMS, the switch verifies whether you have privilege level 15. If you do not, you are denied access to CMS. If you do have privilege level 15, you are granted read-write access. Therefore, you do not need to include the privilege level if it is 15. Entering zero denies access to CMS.

For more information about privilege levels, see the [“Preventing Unauthorized Access to Your Switch” section on page 7-1](#) and the [“Configuring Multiple Privilege Levels” section on page 7-7](#).

Access to Older Switches In a Cluster

If your cluster has these member switches running earlier software releases and if you have read-only access to these member switches, some configuration windows for those switches display incomplete information:

- Catalyst 2900 XL or Catalyst 3500 XL member switches running Cisco IOS Release 12.0(5)WC2 or earlier
- Catalyst 2950 member switches running Cisco IOS Release 12.0(5)WC2 or earlier

For more information about this limitation, refer to the release notes.

These switches do not support read-only mode on CMS:

- Catalyst 1900 and Catalyst 2820 switches
- Catalyst 2900 XL switches with 4-MB CPU DRAM

In read-only mode, these switches appear as unavailable devices and cannot be configured from CMS.

Configuring CMS

This section contains these topics that describe the requirements and configuration information for CMS:

- [“CMS Requirements” section on page 3-7](#)
- [“Cross-Platform Considerations” section on page 3-9](#)
- [“Launching CMS” section on page 3-10](#)

CMS Requirements

This section describes the hardware and software requirements for running CMS:

- [“Minimum Hardware Configuration” section on page 3-7](#)
- [“Operating System and Browser Support” section on page 3-8](#)
- [“Browser Plug-In Requirements” section on page 3-8](#)
- [“Specifying an HTTP Port \(Nondefault Configuration Only\)” section on page 3-9](#)
- [“Configuring an Authentication Method \(Nondefault Configuration Only\)” section on page 3-9](#)

**Note**

The software requirements are automatically verified by the CMS Startup Report when you launch CMS. For more information, see the [“Launching CMS” section on page 3-10](#).

Minimum Hardware Configuration

The minimum PC requirement is a Pentium processor running at 233 MHz with 64 MB of DRAM. The minimum UNIX workstation requirement is a Sun Ultra 1 running at 143 MHz with 64 MB of DRAM.

[Table 3-2](#) lists the minimum platforms for running CMS.

Table 3-2 Minimum Hardware Configuration

OS	Processor Speed	DRAM	Number of Colors	Resolution	Font Size
Windows NT 4.0 ¹	Pentium 300 MHz	128 MB	65,536	1024 x 768	Small
Solaris 2.5.1 or higher	SPARC 333 MHz	128 MB	Most colors for applications	—	Small (3)

1. Service Pack 3 or higher is required.

Operating System and Browser Support

You can access the CMS interface by using the operating systems and browsers listed in [Table 3-3](#). CMS checks the browser version when starting a session to ensure that the browser is supported.

Table 3-3 Supported Operating Systems and Browsers

Operating System	Minimum Service Pack or Patch	Netscape Communicator ¹	Microsoft Internet Explorer ²
Windows 98	Second Edition	7.1	5.5 or 6.0
Windows NT 4.0	Service Pack 3 or later	7.1	5.5 or 6.0
Windows 2000	None	7.1	5.5 or 6.0
Windows XP	None	7.1	5.5 or 6.0
Solaris 2.5.1 or later	Sun-recommended patch cluster for the OS and Motif library patch 103461-24	7.0	Not supported

1. Netscape Communicator version 6.0 is not supported.

2. Service Pack 1 or higher is required for Internet Explorer 5.5.

Browser Plug-In Requirements

You need to install a browser plug-in to run CMS.

Windows

For Windows platforms, the CMS plug-in is required to run CMS. For more information about the CMS plug-in, including the URL, see the “Software Compatibility” section in the release notes.



Note

If you need to both upgrade your web browser and install the CMS plug-in, you *must* upgrade your browser first. If you install the CMS plug-in and then upgrade your browser, the plug-in is not registered with the new browser.



Note

Do not install the CMS plug-in on Solaris.

Solaris

For Solaris, Java plug-in 1.4.1 is required to run CMS. You can download the Java plug-in and installation instructions from this URL:

<http://www.cisco.com/pcgi-bin/tablebuild.pl/java>

On Solaris platforms, follow the instructions in the README_FIRST.txt file to install the Java plug-in. You need to close and restart your browser after installing a Java plug-in.

Cross-Platform Considerations

When managing switch clusters through CMS, remember that clusters can have a mix of switch models using different Cisco IOS releases and that CMS in earlier Cisco IOS releases and on different switch platforms might look and function differently from CMS in this Cisco IOS release.

When you select **Device > Device Manager** for a cluster member, a new browser session launches, and the CMS version for that switch appears.

Here are examples of how CMS can differ between Cisco IOS releases and switch platforms:

- On Catalyst switches running Cisco IOS Release 12.0(5)WC2 or earlier or Cisco IOS Release 12.1(6)EA1 or earlier, the CMS versions in those software releases might appear similar but are not the same as this release. For example, the Topology view in this release is not the same as the Topology view or the Cluster View in those earlier software releases.
- CMS on the Catalyst 1900 and Catalyst 2820 switches is referred to as Switch Manager. Cluster management options are not available on these switches. This is the earliest version of CMS.

Refer to the documentation specific to the switch and its Cisco IOS release for descriptions of the CMS version.

HTTP Access to CMS

CMS uses the HTTP protocol (the default is port 80) and the default method of authentication (the enable password) to communicate with the switch through any of its Ethernet ports and to allow switch management from a standard web browser.

If you have not configured a specific (nondefault) HTTP port and are using the enable password (or no password) for access to the switch, you can go to the “[Displaying CMS](#)” section on page 3-10.

Specifying an HTTP Port (Nondefault Configuration Only)

If you change the HTTP port, you must include the new port number when you enter the IP address in the browser **Location** or **Address** field (for example, `http://10.1.126.45:184` where 184 is the new HTTP port number.) You should write down the port number to which you are connected. Use care when changing the switch IP information.

Configuring an Authentication Method (Nondefault Configuration Only)

If you are *not* using the default method of authentication (the enable password), you need to configure the HTTP server interface with the method of authentication used on the switch.

Beginning in privileged EXEC mode, follow these steps to configure the HTTP server interface:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	ip http authentication {enable local tacacs}	Configure the HTTP server interface for the type of authentication you want to use. <ul style="list-style-type: none"> • enable—Enable password, which is the default method of HTTP server user authentication. • local—Local user database as defined on the Cisco router or access server is used. • tacacs—TACACS server is used.
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config	Verify your entries.

After you have configured the HTTP server interface, display the CMS access page, as described in the [“Launching CMS” section on page 3-10](#).

Displaying CMS

This section provides these topics about displaying CMS:

[“Launching CMS” section on page 3-10](#)

[“Front Panel View” section on page 3-12](#)

[“Topology View” section on page 3-14](#)

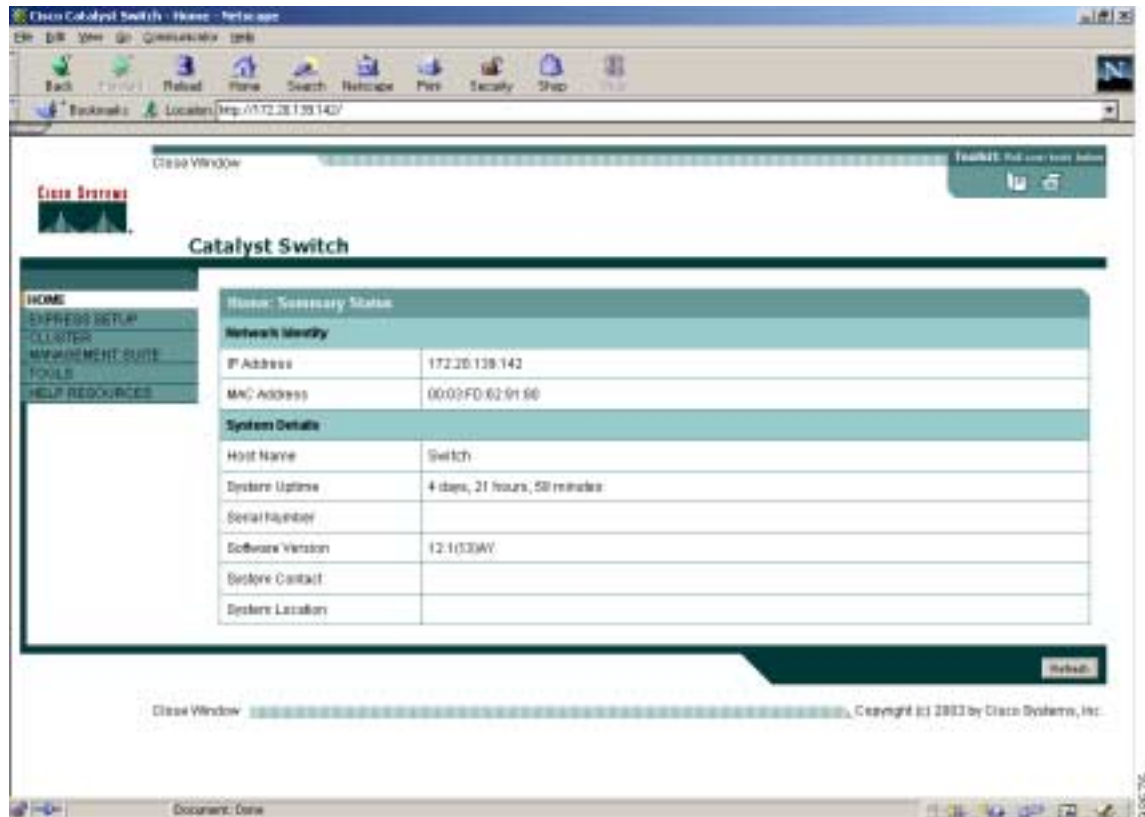
Launching CMS

To display the switch access page, follow these steps:

-
- Step 1** Enter the switch IP address in the browser, and press **Return**.
- Step 2** Enter your username and password when prompted. If no username is configured on your switch (the default), enter only the enable password (if an enable password is configured) in the password field.

The switch home page appears, as shown in [Figure 3-4](#).

Figure 3-4 Switch Home Page



The Switch Home Page has these tabs:

- Express Setup—Opens the Express Setup page



Note You can use Express Setup to assign an IP address to an unconfigured switch. For more information, refer to the hardware installation guide.

- Cluster Management Suite—Launches CMS
- Tools—Accesses diagnostic and monitoring tools, such as Telnet, Extended Ping, and the **show interfaces** privileged EXEC command
- Help Resources—Provides links to the Cisco website, technical documentation, and the Cisco Technical Assistance Center (TAC)

Step 3 Click **Cluster Management Suite** to launch the CMS interface. The CMS Startup Report runs and verifies that your PC or workstation can correctly run CMS.

If you are running an unsupported operating system, web browser, CMS plug-in or Java plug-in, or if the plug-in is not enabled, the CMS Startup Report page appears, as shown in [Figure 3-5](#).

Figure 3-5 CMS Startup Report



The CMS Startup Report has links that instruct you how to correctly configure your PC or workstation. If the CMS Startup Report appears, click the links, and follow the instructions to configure your PC or workstation.

**Note**

If you are running Windows and need to both upgrade your web browser and install the CMS plug-in, you *must* upgrade your browser first. If you install the CMS plug-in and then upgrade your browser, the plug-in is not registered with the new browser.

**Note**

If your PC or workstation is correctly configured for CMS, you do not see the CMS Startup Report.

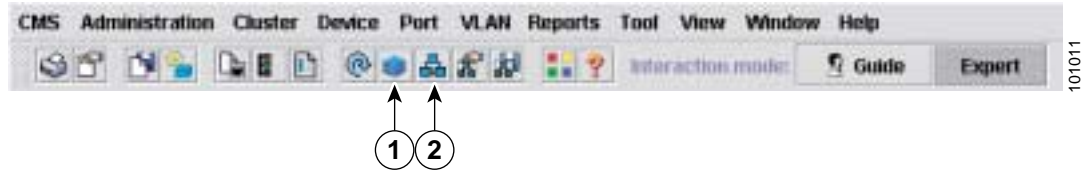
When your PC or workstation is correctly configured, CMS launches.

Front Panel View

When CMS is launched from a noncommand switch, the Front Panel view displays by default, and the front-panel view displays only the front panel of the specific switch.

When CMS is launched from a command switch, you can display the Front Panel view by clicking the Front Panel button on the tool bar, as shown in [Figure 3-6](#).

Figure 3-6 Toolbar

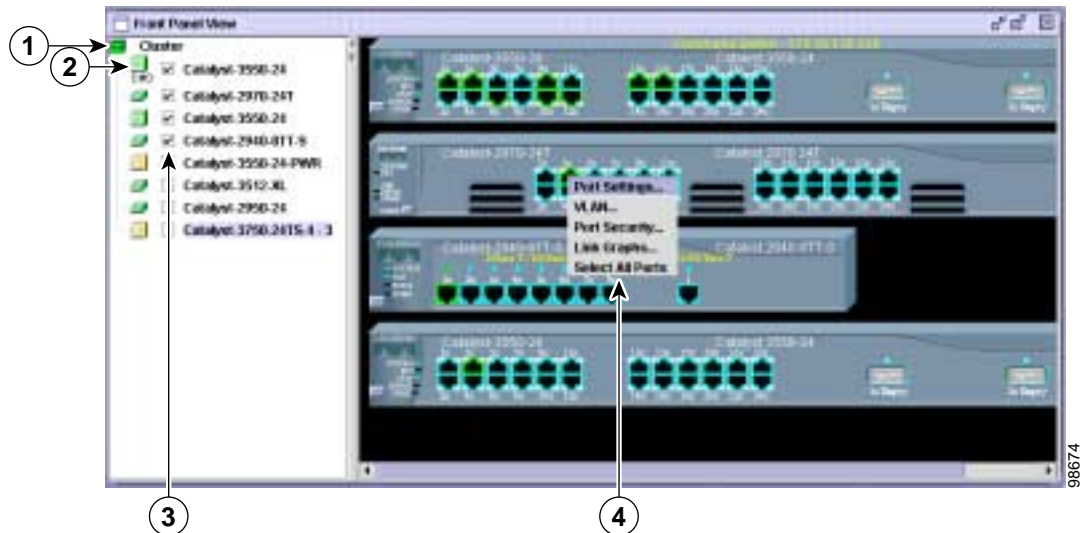


1	Front Panel view button	2	Topology view button
---	-------------------------	---	----------------------

The Front Panel view displays the front-panel image of the command switch and other selected switches, as shown in Figure 3-7, and you can select more switches to be displayed.

You can choose and configure the switches that appear in Front Panel view. You can drag the switches that appear and re-arrange them. You can right-click on a switch port to configure that port.

Figure 3-7 Front Panel View and Port Popup Menu



1	Cluster tree	3	Checkboxes to show switches
2	Command switch	4	Port configuration popup menu



Note

Figure 3-7 shows a cluster with a Catalyst 3550 switch as the command switch. Refer to the release notes for a list of switches that can be members of a cluster with a Catalyst 2940 switch as the command switch.



Note

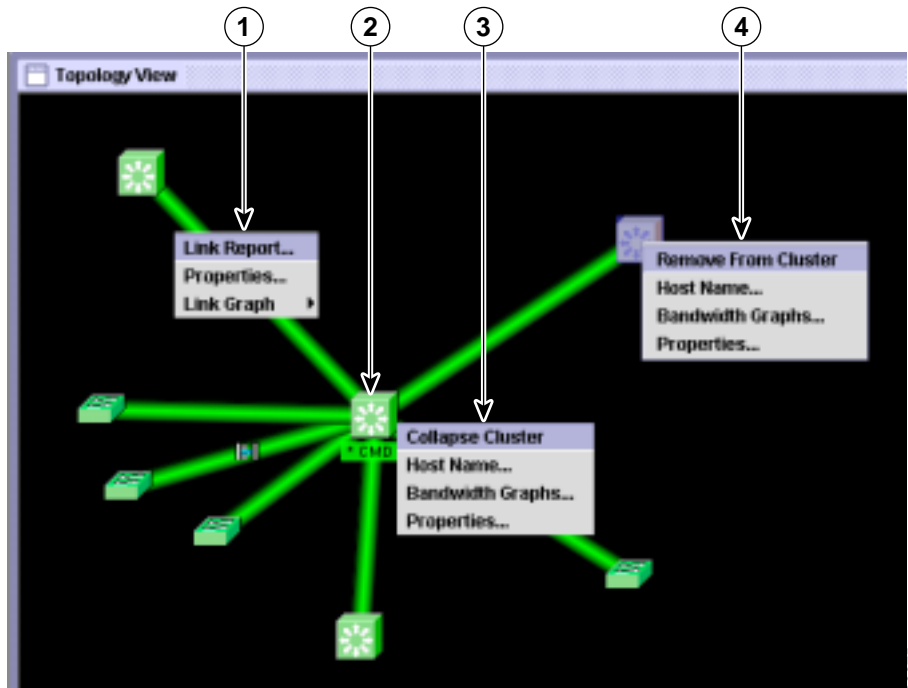
On Catalyst 1900 and Catalyst 2820 switches, CMS is referred to as Device Manager (also referred to as Switch Manager). Device Manager is for configuring an individual switch. When you select Device Manager for a specific switch in the cluster, you launch a separate CMS session. The Device Manager interface can vary among the Catalyst switch platforms.

Topology View

When CMS is launched from a command switch, the Topology view appears by default. (This view is available only when CMS is launched from a command switch.)

When you click the topology button on the tool bar, the Topology view displays the command switch (indicated by the **CMD** label) and the devices that are connected to it, as shown in [Figure 3-8](#). You can right-click on a switch or link icon to display a menu for that icon.

Figure 3-8 Topology View and Device Popup Menus



1	Link popup menu	3	Command switch popup menu
2	Command switch	4	Cluster member popup menu



Note

[Figure 3-8](#) shows multiple popup menus. Only one popup menu at a time appears in the CMS.

The Topology view shows how the devices within a switch cluster are connected and how the switch cluster is connected to other clusters and devices. From this view, you can add and remove cluster members. This view provides two levels of detail of the network topology:

- **Expand Cluster**—When you right-click a cluster icon and select **Expand Cluster**, the Topology view displays the switch cluster in detail. This view shows the command switch and member switches in a cluster. It also shows candidate switches that can join the cluster. This view does not display the details of any neighboring switch clusters

- Collapse Cluster—When you right-click a command-switch icon and select **Collapse Cluster**, the cluster is collapsed and represented by a single icon. The view shows how the cluster is connected to other clusters, candidate switches, and devices that are not eligible to join the cluster (such as routers, access points, IP phones, and so on).

**Note**

The Topology view displays only the switch cluster and network neighborhood of the specific command or member switch that you access. To display a different switch cluster, you need to access the command switch or member switch of that cluster.

CMS Icons

For a complete list of device and link icons available in CMS, select **Help > Legend** from the CMS menu bar.

Where to Go Next

- See [Chapter 5, “Clustering Switches,”](#) for more information about command and member switches.
- See [Chapter 6, “Administering the Switch,”](#) for more information about administrative tasks.
- Click **Help > What’s New** in the online help for a list of new CMS features in this release.

The rest of this guide provides information about the command-line interface (CLI) procedures for the software features supported in this release. For CMS procedures and window descriptions, refer to the online help.



Assigning the Switch IP Address and Default Gateway

This chapter describes how to create the initial switch configuration (for example, assign the switch IP address and default gateway information) by using a variety of automatic and manual methods.



Note

For complete syntax and usage information for the commands used in this chapter, refer to the command reference for this release.

This chapter consists of these sections:

- [Understanding the Boot Process, page 4-1](#)
- [Assigning Switch Information, page 4-2](#)
- [Checking and Saving the Running Configuration, page 4-10](#)

Understanding the Boot Process

Before you can assign switch information (IP address, subnet mask, default gateway, secret and Telnet passwords, and so forth), you need to install and power on the switch as described in the hardware installation guide that shipped with your Catalyst 2940 switch.

The normal boot process involves the operation of the boot loader software, which performs these activities:

- Performs low-level CPU initialization. It initializes the CPU registers, which control where physical memory is mapped, its quantity, its speed, and so forth.
- Performs power-on self-test (POST) for the CPU subsystem. It tests the CPU DRAM and the portion of the Flash device that makes up the Flash file system.
- Initializes the Flash file system on the system board.
- Loads a default operating system software image into memory and boots the switch.

The boot loader provides access to the Flash file system before the operating system is loaded. Normally, the boot loader is used only to load, uncompress, and launch the operating system. After the boot loader gives the operating system control of the CPU, the boot loader is not active until the next system reset or power-on.

The boot loader also provides trap-door access into the system if the operating system has problems serious enough that it cannot be used. The trap-door mechanism provides enough access to the system so that if it is necessary, you can format the Flash file system, reinstall the operating system software image by using the XMODEM Protocol, recover from a lost or forgotten password, and finally restart the operating system. For more information, see the [“Recovering from Corrupted Software”](#) section on page 26-2 and the [“Recovering from a Lost or Forgotten Password”](#) section on page 26-2.

Before you assign switch information, your switch needs to be connected to a PC or workstation Ethernet ports. Refer to the “Quick Setup” chapter in your switch hardware installation guide for specific instructions.

Assigning Switch Information

You can assign IP information through the switch Express Setup program, through a Dynamic Host Configuration Protocol (DHCP) server, or manually by using the command-line interface (CLI).

Use the switch Express Setup program if you are a new user and want to provide specific IP information. With this program, you can also configure a default gateway and an enable secret password. The Express Setup program gives you the option of specifying a host name, identifying a system contact and location, enabling Telnet access and assigning a Telnet password (to provide security during remote management), and enabling SNMP. Refer to the “Quick Setup” chapter of the switch hardware installation guide for more detailed information about using the Express Setup program to assign switch information.

Use a DHCP server for centralized control and automatic assignment of IP information once the server is configured.



Note

If you are using DHCP, do not respond to any of the questions in the setup program until the switch receives the dynamically-assigned IP address and reads the configuration file.

Use the manual method of configuration if you are an experienced user familiar with the switch configuration steps; otherwise, use the setup program described earlier.

This section contains this configuration information:

- [Default Switch Information, page 4-2](#)
- [Understanding DHCP-Based Autoconfiguration, page 4-3](#)
- [Manually Assigning IP Information, page 4-9](#)

Default Switch Information

[Table 4-1](#) shows the default switch information.

Table 4-1 Default Switch Information

Feature	Default Setting
IP address and subnet mask	No IP address or subnet mask are defined.
Default gateway	No default gateway is defined.
Enable secret password	No password is defined.
Host name	The factory-assigned default host name is <i>Switch</i> .

Table 4-1 Default Switch Information (continued)

Feature	Default Setting
Telnet password	No password is defined.
Cluster command switch functionality	Disabled.
Cluster name	No cluster name is defined.

Understanding DHCP-Based Autoconfiguration

The DHCP provides configuration information to Internet hosts and internetworking devices. This protocol consists of two components: one for delivering configuration parameters from a DHCP server to a device and a mechanism for allocating network addresses to devices. DHCP is built on a client-server model, in which designated DHCP servers allocate network addresses and deliver configuration parameters to dynamically configured devices.

During DHCP-based autoconfiguration, your switch (DHCP client) is automatically configured at startup with IP address information and a configuration file.

With DHCP-based autoconfiguration, no DHCP client-side configuration is needed on your switch. However, you need to configure the DHCP server for various lease options associated with IP addresses. If you are using DHCP to relay the configuration file location on the network, you might also need to configure a Trivial File Transfer Protocol (TFTP) server and a Domain Name System (DNS) server.

The DHCP server can be on the same LAN or on a different LAN than the switch. If the DHCP server is running on a different LAN, you should configure a DHCP relay. A relay device forwards broadcast traffic between two directly connected LANs. A router does not forward broadcast packets, but it forwards packets based on the destination IP address in the received packet.

DHCP-based autoconfiguration replaces the BOOTP client functionality on your switch.

DHCP Client Request Process

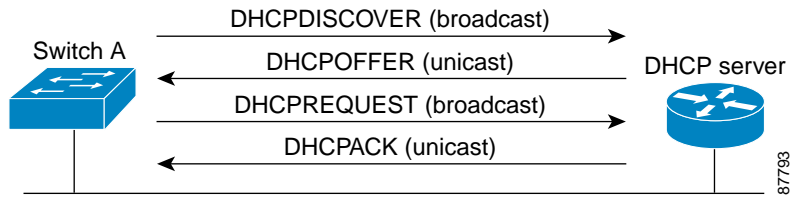
When you boot your switch, the switch automatically requests configuration information from a DHCP server only if a configuration file is not present on the switch.

DHCP autoconfiguration does not occur under these conditions:

- When a configuration file is present and the **service config** global configuration command is disabled on the switch.
- When a configuration file is present and the **service config** global configuration command is enabled on the switch. In this case, the switch broadcasts TFTP requests for the configuration file.

Figure 4-1 shows the sequence of messages that are exchanged between the DHCP client and the DHCP server.

Figure 4-1 DHCP Client and Server Message Exchange



The client, Switch A, broadcasts a DHCPDISCOVER message to locate a DHCP server. The DHCP server offers configuration parameters (such as an IP address, subnet mask, gateway IP address, DNS IP address, a lease for the IP address, and so forth) to the client in a DHCPOFFER unicast message.

In a DHCPREQUEST broadcast message, the client returns a formal request for the offered configuration information to the DHCP server. The formal request is broadcast so that all other DHCP servers that received the DHCPDISCOVER broadcast message from the client can reclaim the IP addresses that they offered to the client.

The DHCP server confirms that the IP address has been allocated to the client by returning a DHCPACK unicast message to the client. With this message, the client and server are bound, and the client uses configuration information received from the server. The amount of information the switch receives depends on how you configure the DHCP server. For more information, see the “[Configuring the DHCP Server](#)” section on page 4-4.

If the configuration parameters sent to the client in the DHCPOFFER unicast message are invalid (a configuration error exists), the client returns a DHCPDECLINE broadcast message to the DHCP server.

The DHCP server sends the client a DHCPNAK denial broadcast message, which means that the offered configuration parameters have not been assigned, that an error has occurred during the negotiation of the parameters, or that the client has been slow in responding to the DHCPOFFER message (the DHCP server assigned the parameters to another client).

A DHCP client might receive offers from multiple DHCP or BOOTP servers and can accept any of the offers; however, the client usually accepts the first offer it receives. The offer from the DHCP server is not a guarantee that the IP address is allocated to the client; however, the server usually reserves the address until the client has had a chance to formally request the address. If the switch accepts replies from a BOOTP server and configures itself, the switch broadcasts, instead of unicasts, TFTP requests to obtain the switch configuration file.

Configuring the DHCP Server

You should configure the DHCP server with reserved leases that are bound to each switch by the switch hardware address.

If you want the switch to receive IP address information, you must configure the DHCP server with these lease options:

- IP address of the client (required)
- Subnet mask of the client (required)
- DNS server IP address (optional)
- Router IP address (default gateway address to be used by the switch) (required)

If you want the switch to receive the configuration file from a TFTP server, you must configure the DHCP server with these lease options:

- TFTP server name (required)
- Boot filename (the name of the configuration file that the client needs) (recommended)
- Host name (optional)

Depending on the settings of the DHCP server, the switch can receive IP address information, the configuration file, or both.

If you do not configure the DHCP server with the lease options described earlier, it replies to client requests with only those parameters that are configured. If the IP address and subnet mask are not in the reply, the switch is not configured. If the router IP address or TFTP server name are not found, the switch might send broadcast, instead of unicast, TFTP requests. Unavailability of other lease options does not affect autoconfiguration.

The DHCP server can be on the same LAN or on a different LAN than the switch. If the DHCP server is running on a different LAN, you should configure a DHCP relay. For more information, see the [“Configuring the Relay Device” section on page 4-6](#). If your DHCP server is a Cisco device, refer to the *“IP Addressing and Services”* section in the *Cisco IOS IP and IP Routing Configuration Guide for Cisco Cisco IOS Release 12.1*.

Configuring the TFTP Server

Based on the DHCP server configuration, the switch attempts to download one or more configuration files from the TFTP server. If you configured the DHCP server to respond to the switch with all the options required for IP connectivity to the TFTP server, and if you configured the DHCP server with a TFTP server name, address, and configuration filename, the switch attempts to download the specified configuration file from the specified TFTP server.

If you did not specify the configuration filename, the TFTP server, or if the configuration file could not be downloaded, the switch attempts to download a configuration file by using various combinations of filenames and TFTP server addresses. The files include the specified configuration filename (if any) and these files: `network-config`, `cisconet.cfg`, `hostname.config`, or `hostname.cfg`, where `hostname` is the switch's current hostname. The TFTP server addresses used include the specified TFTP server address (if any) and the broadcast address (255.255.255.255).

For the switch to successfully download a configuration file, the TFTP server must contain one or more configuration files in its base directory. The files can include these files:

- The configuration file named in the DHCP reply (the actual switch configuration file).
- The `network-config` or the `cisconet.cfg` file (known as the default configuration files).
- The `router-config` or the `ciscortr.cfg` file (These files contain commands common to all switches. Normally, if the DHCP and TFTP servers are properly configured, these files are not accessed.)

If you specify the TFTP server name in the DHCP server-lease database, you must also configure the TFTP server name-to-IP-address mapping in the DNS-server database.

If the TFTP server to be used is on a different LAN from the switch, or if it is to be accessed by the switch through the broadcast address (which occurs if the DHCP server response does not contain all the required information described earlier), a relay must be configured to forward the TFTP packets to the TFTP server. For more information, see the [“Configuring the Relay Device” section on page 4-6](#). The preferred solution is to configure the DHCP server with all the required information.

Configuring the DNS

The DHCP server uses the DNS server to resolve the TFTP server name to an IP address. You must configure the TFTP server name-to-IP address map on the DNS server. The TFTP server contains the configuration files for the switch.

You can configure the IP addresses of the DNS servers in the lease database of the DHCP server from where the DHCP replies will retrieve them. You can enter up to two DNS server IP addresses in the lease database.

The DNS server can be on the same or on a different LAN as the switch. If it is on a different LAN, the switch must be able to access it through a router.

Configuring the Relay Device

You must configure a relay device when a switch sends broadcast packets that need to be responded to by a host on a different LAN. Examples of broadcast packets that the switch might send are DHCP, DNS, and in some cases, TFTP packets. You must configure this relay device to forward received broadcast packets on an interface to the destination host.

If the relay device is a Cisco router, enable IP routing (**ip routing** global configuration command), and configure helper addresses by using the **ip helper-address** interface configuration command.

For example, in [Figure 4-2](#), configure the router interfaces as follows:

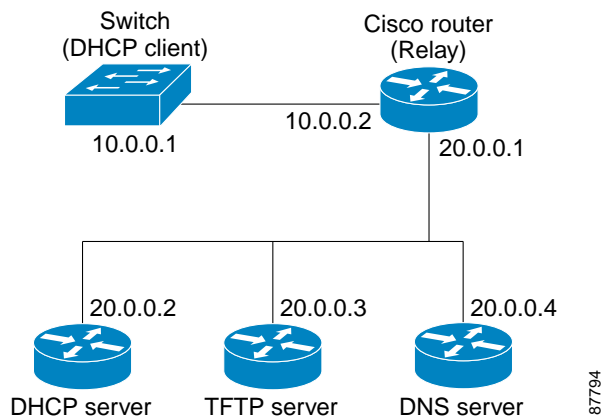
On interface 10.0.0.2:

```
router(config-if)# ip helper-address 20.0.0.2
router(config-if)# ip helper-address 20.0.0.3
router(config-if)# ip helper-address 20.0.0.4
```

On interface 20.0.0.1

```
router(config-if)# ip helper-address 10.0.0.1
```

Figure 4-2 Relay Device Used in Autoconfiguration



Obtaining Configuration Files

Depending on the availability of the IP address and the configuration filename in the DHCP reserved lease, the switch obtains its configuration information in these ways:

- The IP address and the configuration filename is reserved for the switch and provided in the DHCP reply (one-file read method).

The switch receives its IP address, subnet mask, TFTP server address, and the configuration filename from the DHCP server. The switch sends a unicast message to the TFTP server to retrieve the named configuration file from the base directory of the server, and upon receipt, completes its boot-up process.

- The IP address and the configuration filename is reserved for the switch, but the TFTP server address is not provided in the DHCP reply (one-file read method).

The switch receives its IP address, subnet mask, and the configuration filename from the DHCP server. The switch sends a broadcast message to a TFTP server to retrieve the named configuration file from the base directory of the server, and upon receipt, completes its boot-up process.

- Only the IP address is reserved for the switch and provided in the DHCP reply. The configuration filename is not provided (two-file read method).

The switch receives its IP address, subnet mask, and the TFTP server address from the DHCP server. The switch sends a unicast message to the TFTP server to retrieve the `network-config` or `cisconet.cfg` default configuration file. (If the `network-config` file cannot be read, the switch reads the `cisconet.cfg` file.)

The default configuration file contains the host names-to-IP-address mapping for the switch. The switch fills its host table with the information in the file and obtains its host name. If the host name is not found in the file, the switch uses the host name in the DHCP reply. If the host name is not specified in the DHCP reply, the switch uses the default *Switch* as its host name.

After obtaining its host name from the default configuration file or the DHCP reply, the switch reads the configuration file that has the same name as its host name (`hostname-config` or `hostname.cfg`, depending on whether `network-config` or `cisconet.cfg` was read earlier) from the TFTP server. If the `cisconet.cfg` file is read, the filename of the host is truncated to eight characters.

If the switch cannot read the `network-config`, `cisconet.cfg`, or the `hostname` file, it reads the `router-config` file. If the switch cannot read the `router-config` file, it reads the `ciscotr.cfg` file.



Note

The switch broadcasts TFTP server requests if the TFTP server is not obtained from the DHCP replies, if all attempts to read the configuration file through unicast transmissions fail, or if the TFTP server name cannot be resolved to an IP address.

Example Configuration

Figure 4-3 shows a sample network for retrieving IP information by using DHCP-based autoconfiguration.

Figure 4-3 DHCP-Based Autoconfiguration Network Example

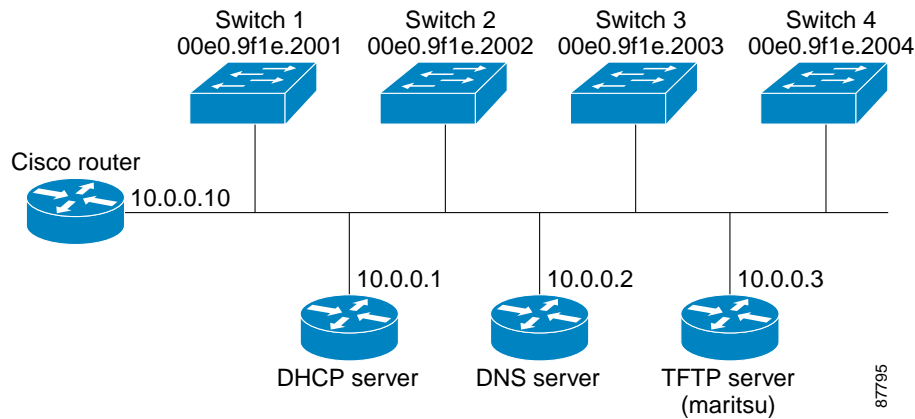


Table 4-2 shows the configuration of the reserved leases on the DHCP server.

Table 4-2 DHCP Server Configuration

	Switch-1	Switch-2	Switch-3	Switch-4
Binding key (hardware address)	00e0.9f1e.2001	00e0.9f1e.2002	00e0.9f1e.2003	00e0.9f1e.2004
IP address	10.0.0.21	10.0.0.22	10.0.0.23	10.0.0.24
Subnet mask	255.255.255.0	255.255.255.0	255.255.255.0	255.255.255.0
Router address	10.0.0.10	10.0.0.10	10.0.0.10	10.0.0.10
DNS server address	10.0.0.2	10.0.0.2	10.0.0.2	10.0.0.2
TFTP server name	maritsu or 10.0.0.3	maritsu or 10.0.0.3	maritsu or 10.0.0.3	maritsu or 10.0.0.3
Boot filename (configuration file) (optional)	switch1-config	switch2-config	switch3-config	switch4-config
Host name (optional)	switch1	switch2	switch3	switch4

DNS Server Configuration

The DNS server maps the TFTP server name *maritsu* to IP address 10.0.0.3.

TFTP Server Configuration (on UNIX)

The TFTP server base directory is set to `/tftpserver/work/`. This directory contains the `network-config` file used in the two-file read method. This file contains the host name to be assigned to the switch based on its IP address. The base directory also contains a configuration file for each switch (*switch1-config*, *switch2-config*, and so forth) as shown in this display:

```
prompt> cd /tftpserver/work/
prompt> ls
network-config
switch1-config
```

```

switch2-config
switch3-config
switch4-config
prompt> cat network-config
ip host switch1 10.0.0.21
ip host switch2 10.0.0.22
ip host switch3 10.0.0.23
ip host switch4 10.0.0.24

```

DHCP Client Configuration

No configuration file is present on Switch 1 through Switch 4.

Configuration Explanation

In [Figure 4-3](#), Switch 1 reads its configuration file as follows:

- It obtains its IP address 10.0.0.21 from the DHCP server.
- If no configuration filename is given in the DHCP server reply, Switch 1 reads the network-config file from the base directory of the TFTP server.
- It adds the contents of the network-config file to its host table.
- It reads its host table by indexing its IP address 10.0.0.21 to its host name (switch1).
- It reads the configuration file that corresponds to its host name; for example, it reads *switch1-config* from the TFTP server.

Switches 2 through 4 retrieve their configuration files and IP addresses in the same way.

Manually Assigning IP Information

Beginning in privileged EXEC mode, follow these steps to manually assign IP information to multiple switched virtual interfaces (SVIs) or ports:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface vlan <i>vlan-id</i>	Enter interface configuration mode, and enter the VLAN to which the IP information is assigned. The range is 1 to 1001.
Step 3	ip address <i>ip-address subnet-mask</i>	Enter the IP address and subnet mask.
Step 4	exit	Return to global configuration mode.
Step 5	ip default-gateway <i>ip-address</i>	Enter the IP address of the next-hop router interface that is directly connected to the switch where a default gateway is being configured. The default gateway receives IP packets with unresolved destination IP addresses from the switch. Once the default gateway is configured, the switch has connectivity to the remote networks with which a host needs to communicate. Note When your switch is configured to route with IP, it does not need to have a default gateway set.
Step 6	end	Return to privileged EXEC mode.
Step 7	show running-config	Verify your entries.
Step 8	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To remove the switch IP address, use the **no ip address** interface configuration command. If you are removing the address through a Telnet session, your connection to the switch will be lost. To remove the default gateway address, use the **no ip default-gateway** global configuration command.

For information on setting the switch system name, protecting access to privileged EXEC commands, and setting time and calendar services, see [Chapter 6, “Administering the Switch.”](#)

Checking and Saving the Running Configuration

You can check the configuration settings that you entered or changes that you made by entering this privileged EXEC command:

```
Switch# show running-config

Building configuration...

Current configuration : 1720 bytes
!
version 12.1
no service pad
service timestamps debug uptime
service timestamps log uptime
no service password-encryption
!
hostname 2940-Switch
!
enable secret level 5 5 $1$jbIa$5u.vTJQ5Nm0Qs62DvHKC2.
enable password password
!
ip subnet-zero
!
vtp domain perd-group
vtp mode transparent
cluster enable 2940Cluster 0
cluster member 1 mac-address 0003.fd62.8d00
!
port-channel load-balance dst-mac
no spanning-tree optimize bpdu transmission
spanning-tree extend system-id
!
!
vlan 2-3
!
interface FastEthernet0/1
no ip address
storm-control broadcast level 99.99 99.98
storm-control multicast level 99.99 99.98
storm-control unicast level 99.99 99.98
storm-control action shutdown
!
interface FastEthernet0/2
no ip address
duplex half
speed 10
!
<output truncated>
interface GigabitEthernet0/1
no ip address
!
interface Vlan1
ip address 172.20.139.142 255.255.255.224
```



```
no ip route-cache
!
ip default-gateway 172.20.139.129
ip http server
!
ip access-list extended CMP-NAT-ACL
dynamic Cluster-HSRP deny ip any any
dynamic Cluster-NAT permit ip any any
!
access-list 111 permit tcp any any neq telnet
!
line con 0
exec-timeout 0 0
password password
login
speed 115200
line vty 0 4
exec-timeout 0 0
password password
login
line vty 5 15
exec-timeout 0 0
password password
login
!
!
monitor session 1 source interface Fa0/6
mac-address-table aging-time 90
end
```

To store the configuration or changes you have made to your startup configuration in Flash memory, enter this privileged EXEC command:

```
Switch# copy running-config startup-config
Destination filename [startup-config]?
Building configuration...
```

This command saves the configuration settings that you made. If you fail to do this, your configuration will be lost the next time you reload the system. To display information stored in the NVRAM section of Flash memory, use the **show startup-config** or **more startup-config** privileged EXEC command.



Clustering Switches

This chapter provides these topics to help you get started with switch clustering:

- [Understanding Switch Clusters, page 5-1](#)
- [Planning a Switch Cluster, page 5-3](#)
- [Creating a Switch Cluster, page 5-15](#)
- [Using the CLI to Manage Switch Clusters, page 5-21](#)
- [Using SNMP to Manage Switch Clusters, page 5-22](#)

Configuring switch clusters is more easily done from the Cluster Management Suite (CMS) web-based interface than through the command-line interface (CLI). Therefore, information in this chapter focuses on using CMS to create a cluster. See [Chapter 3, “Getting Started with CMS,”](#) for additional information about switch clusters and the clustering options. For complete procedures about using CMS to configure switch clusters, refer to the online help.

For the CLI cluster commands, refer to the switch command reference.

Refer to the release notes for the list of Catalyst switches eligible for switch clustering, including which ones can be command switches and which ones can only be member switches. See [Chapter 3, “Getting Started with CMS,”](#) for the required software versions and browser and Java plug-in configurations.



Note

This chapter focuses on Catalyst 2940 switch clusters. It also includes guidelines and limitations for clusters mixed with other cluster-capable Catalyst switches, but it does not provide complete descriptions of the cluster features for these other switches. For complete cluster information for a specific Catalyst platform, refer to the software configuration guide for that switch.

Understanding Switch Clusters

A switch cluster is a group of connected Catalyst switches that are managed as a single entity. In a switch cluster, 1 switch must be the *command switch* and up to 15 switches can be *member switches*. The total number of switches in a cluster cannot exceed 16 switches. The command switch is the single point of access used to configure, manage, and monitor the member switches. Cluster members can belong to only one cluster at a time.

The benefits of clustering switches include:

- Management of Catalyst switches regardless of their interconnection media and their physical locations. The switches can be in the same location, or they can be distributed across a Layer 2 network.

Cluster members are connected to the command switch according to the connectivity guidelines described in the [“Automatic Discovery of Cluster Candidates and Members”](#) section on page 5-3.

- Command-switch redundancy if a command switch fails. One or more switches can be designated as *standby command switches* to avoid loss of contact with cluster members. A *cluster standby group* is a group of standby command switches.
- Management of a variety of Catalyst switches through a single IP address. This conserves on IP addresses, especially if you have a limited number of them. All communication with the switch cluster is through the command switch IP address.

For other clustering benefits, see the [“Advantages of Using CMS and Clustering Switches”](#) section on page 1-6.

Refer to the switch release notes for a list of Catalyst switches eligible for switch clustering, including possible command switches and member switches and the required software versions.

These sections describe:

- [Command Switch Characteristics, page 5-2](#)
- [Standby Command Switch Characteristics, page 5-2](#)
- [Candidate Switch and Member Switch Characteristics, page 5-3](#)

Command Switch Characteristics

A Catalyst 2940 command switch must meet these requirements:

- It is running Cisco IOS Release 12.1(13)AY or later.
- It has an IP address.
- It has Cisco Discovery Protocol (CDP) version 2 enabled (the default).
- It is not a command or member switch of another cluster.



Note

We strongly recommend that the highest-end, command-capable switch in the cluster be the command switch.

Standby Command Switch Characteristics

A Catalyst 2940 standby command switch must meet these requirements:

- It is running Cisco IOS Release 12.1(13)AY or later.
- It has an IP address.
- It has CDP version 2 enabled.
- It is redundantly connected to the cluster so that connectivity to member switches is maintained.
- It is not a command or member switch of another cluster.
- We strongly recommend that the command switch and standby command switches are of the same switch platform—if you have a Catalyst 2940 command switch, the standby command switches should be Catalyst 2940 switches.

Candidate Switch and Member Switch Characteristics

Candidate switches are cluster-capable switches that have not yet been added to a cluster. Member switches are switches that have actually been added to a switch cluster. Although not required, a candidate or member switch can have its own IP address and password (for related considerations, see the [“IP Addresses”](#) section on page 5-12 and [“Passwords”](#) section on page 5-12).

To join a cluster, a candidate switch must meet these requirements:

- It is running cluster-capable software.
- It has CDP version 2 enabled.
- It is not a command or member switch of another cluster.

Planning a Switch Cluster

Anticipating conflicts and compatibility issues is a high priority when you manage several switches through a cluster. This section describes these guidelines, requirements, and caveats that you should understand before you create the cluster:

- [Automatic Discovery of Cluster Candidates and Members](#), page 5-3
- [HSRP and Standby Command Switches](#), page 5-8
- [IP Addresses](#), page 5-12
- [Host Names](#), page 5-12
- [Passwords](#), page 5-12
- [SNMP Community Strings](#), page 5-13
- [TACACS+ and RADIUS](#), page 5-13
- [Access Modes in CMS](#), page 5-13
- [Management VLAN](#), page 5-14
- [LRE Profiles](#), page 5-15
- [Availability of Switch-Specific Features in Switch Clusters](#), page 5-15

Refer to the release notes for the list of Catalyst switches eligible for switch clustering, including which ones can be command switches and which ones can only be member switches. See [Chapter 3, “Getting Started with CMS,”](#) for the required software versions and browser and Java plug-in configurations.

Automatic Discovery of Cluster Candidates and Members

The command switch uses Cisco Discovery Protocol (CDP) to discover member switches, candidate switches, neighboring switch clusters, and edge devices in star or cascaded topologies.



Note

Do not disable CDP on the command switch, on cluster members, or on any cluster-capable switches that you might want a command switch to discover. For more information about CDP, see [Chapter 19, “Configuring CDP.”](#)

Following these connectivity guidelines ensures automatic discovery of the switch cluster, cluster candidates, connected switch clusters, and neighboring edge devices:

- [Discovery Through CDP Hops, page 5-4](#)
- [Discovery Through Non-CDP-Capable and Noncluster-Capable Devices, page 5-5](#)
- [Discovery Through the Same Management VLAN, page 5-5](#)
- [Discovery Through Different Management VLANs, page 5-6](#)
- [Discovery of Newly Installed Switches, page 5-7](#)

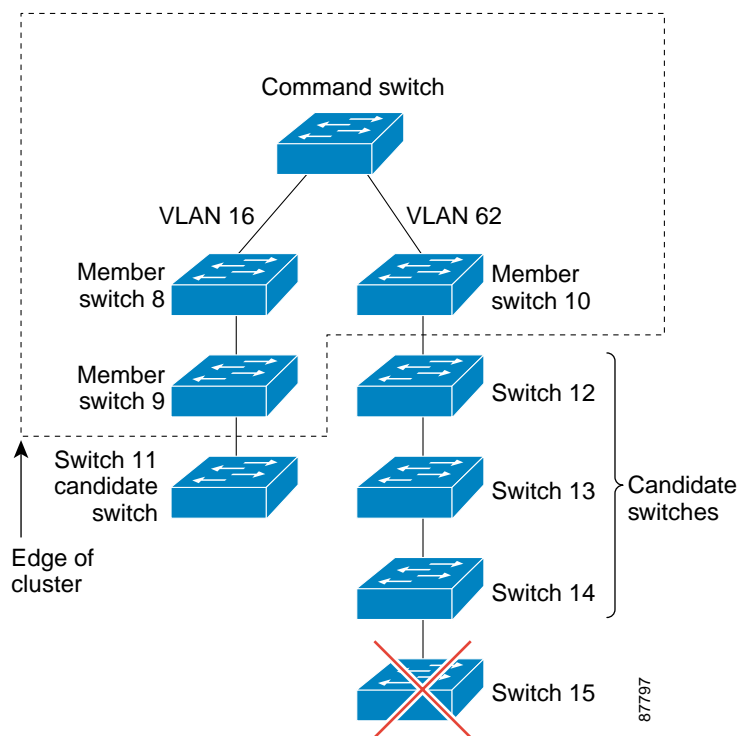
Discovery Through CDP Hops

By using CDP, a command switch can discover switches up to seven CDP hops away (the default is three hops) from the edge of the cluster. The edge of the cluster is where the last member switches are connected to the cluster and to candidate switches. For example, member switches 9 and 10 in [Figure 5-1](#) are at the edge of the cluster.

You can set the number of hops the command switch searches for candidate and member switches by selecting **Cluster > Hop Count**. When new candidate switches are added to the network, the command switch discovers them and adds them to the list of candidate switches.

In [Figure 5-1](#), the command switch has ports assigned to VLANs 16 and 62. The CDP hop count is three. Each command switch discovers switches 11, 12, 13, and 14 because they are within three hops from the edge of the cluster. It does not discover switch 15 because it is four hops from the edge of the cluster.

Figure 5-1 Discovery Through CDP Hops



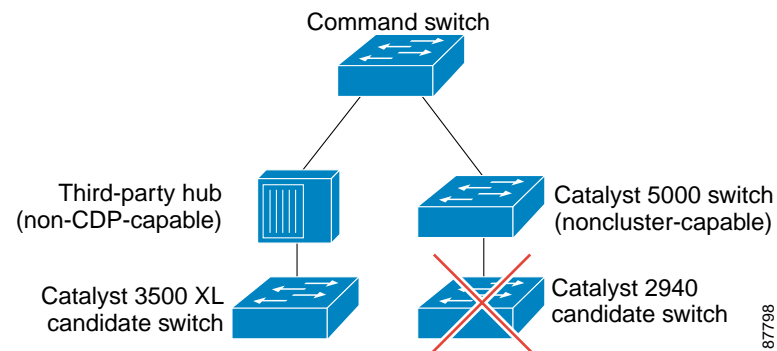
Discovery Through Non-CDP-Capable and Noncluster-Capable Devices

If a command switch is connected to a *non-CDP-capable third-party hub* (such as a non-Cisco hub), it can discover cluster-enabled devices connected to that third-party hub. However, if the command switch is connected to a *noncluster-capable Cisco device*, it cannot discover a cluster-enabled device connected beyond the noncluster-capable Cisco device.

Figure 5-2 shows that the command switch discovers the Catalyst 3500 XL switch, which is connected to a third-party hub. However, the command switch does not discover the Catalyst 2940 switch that is connected to a Catalyst 5000 switch.

Refer to the release notes for the Catalyst switches that can be part of a switch cluster.

Figure 5-2 Discovery Through Non-CDP-Capable and Noncluster-Capable Devices



Discovery Through the Same Management VLAN

A Catalyst 2900 XL command switch, a Catalyst 2950 command switch running a release earlier than Cisco IOS Release 12.1(9)EA1, or a Catalyst 3500 XL command switch must connect to all cluster members through its management VLAN. The default management VLAN is VLAN 1. For more information about management VLANs, see the “[Management VLAN](#)” section on page 5-14.



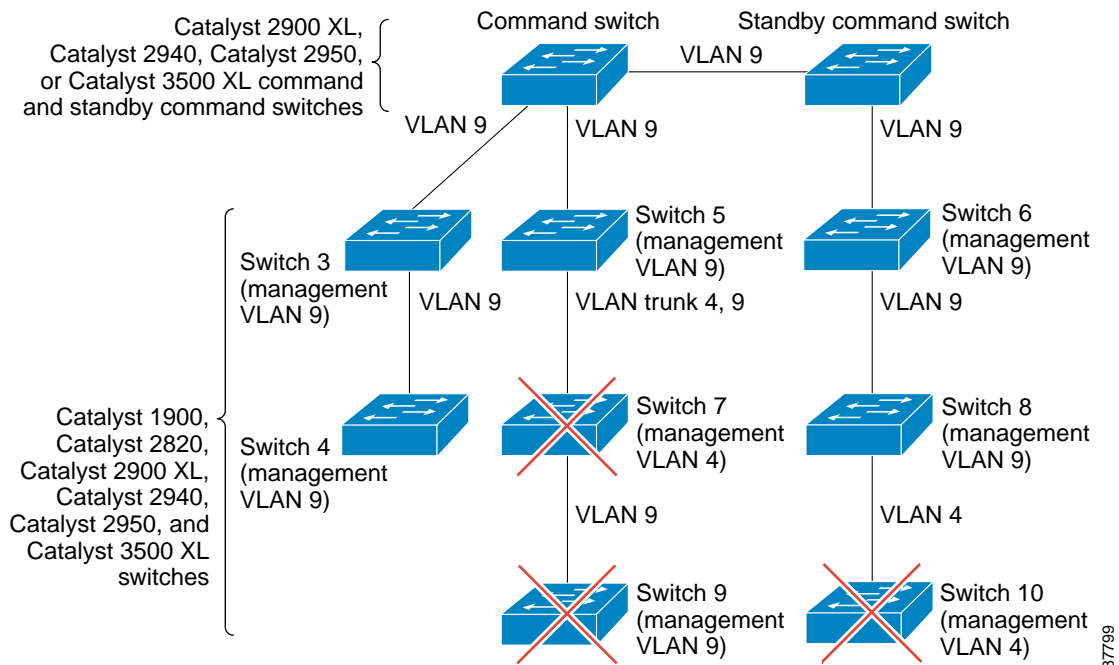
Note

You can avoid this limitation by using, whenever possible, a Catalyst 3550 command switch, a Catalyst 2950 command switch running Cisco IOS Release 12.1(9)EA1 or later, or a Catalyst 2940 command switch. These command switches can manage cluster members even if they belong to different management VLANs. See the “[Discovery Through Different Management VLANs](#)” section on page 5-6.

The command switch in Figure 5-3 has ports assigned to management VLAN 9. It discovers all but these switches:

- Switches 7 and 10 because their management VLAN (VLAN 4) is different from the command-switch management VLAN (VLAN 9)
- Switch 9 because automatic discovery does not extend beyond a noncandidate device, which is switch 7

Figure 5-3 Discovery Through the Same Management VLAN



Discovery Through Different Management VLANs

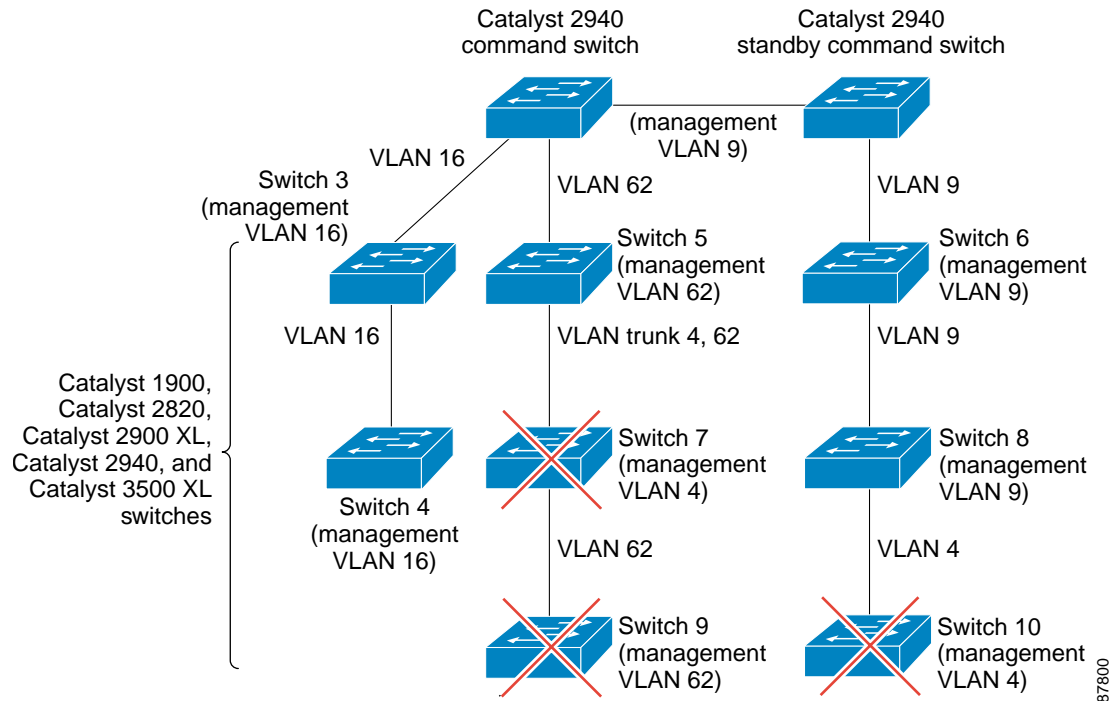
We recommend using a Catalyst 3550 command switch, a Catalyst 2955 command switch, a Catalyst 2950 command switch running Cisco IOS Release 12.1(9)EA1 or later, or a Catalyst 2940 switch. These command switches can discover and manage member switches in different VLANs and different management VLANs. Catalyst 3550 member switches, Catalyst 2955 member switches, Catalyst 2950 member switches running Cisco IOS Release 12.1(9)EA1 or later, and Catalyst 2940 switches must be connected through at least one VLAN in common with the command switch. All other member switches must be connected to the command switch through their management VLAN.

In contrast, a Catalyst 2900 XL command switch, a Catalyst 2950 command switch running a release earlier than Cisco IOS Release 12.1(9)EA1, or a Catalyst 3500 XL command switch must connect to all cluster members through its management VLAN. The default management VLAN is VLAN 1. For information about discovery through the same management VLAN on these switches, see the [“Discovery Through the Same Management VLAN”](#) section on page 5-5.

The Catalyst 2940 command switch in [Figure 5-4](#) has ports assigned to VLANs 9, 16, and 62. The management VLAN on the Catalyst 2940 command switch is VLAN 9. Each command switch discovers the switches in the different management VLANs except these:

- Switches 7 and 10 (switches in management VLAN 4) because they are not connected through a common VLAN (meaning VLANs 62 and 9) with the command switch
- Switch 9 because automatic discovery does not extend beyond a noncandidate device, which is switch 7

Figure 5-4 Discovery Through Different Management VLANs with a Layer 2 Command Switch



Discovery of Newly Installed Switches

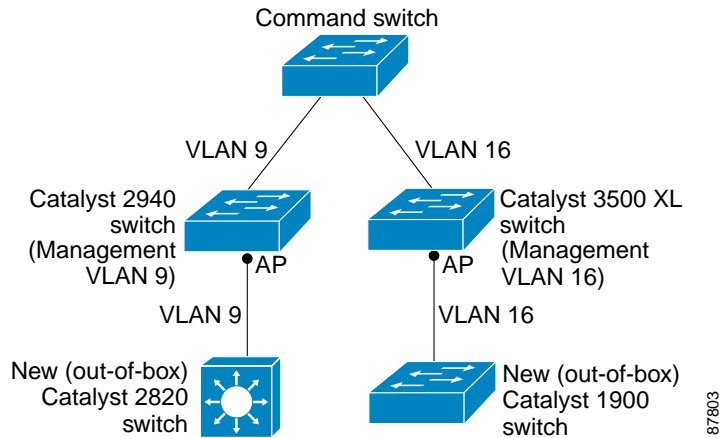
To join a cluster, the new, out-of-the-box switch must be connected to the cluster through one of its access ports. An access port (AP) carries the traffic of and belongs to the management VLAN. By default, the new switch and its access ports are assigned to management VLAN 1.

When the new switch joins a cluster, its default management VLAN changes to the VLAN of the immediately upstream neighbor. The new switch also configures its access port to belong to the VLAN of the immediately upstream neighbor.

The command switch in [Figure 5-5](#) belongs to VLANs 9 and 16. When the new Catalyst 2880 and Catalyst 1900 switches join the cluster:

- The Catalyst 2880 switch and its access port are assigned to VLAN 9.
- The Catalyst 1900 switch and its access port are assigned to management VLAN 16.

Figure 5-5 Discovery of Newly Installed Switches in Different Management VLANs



HSRP and Standby Command Switches

The switch supports Hot Standby Router Protocol (HSRP) so that you can configure a group of standby command switches. Because a command switch manages the forwarding of all communication and configuration information to all the member switches, we strongly recommend that you configure a cluster standby command switch to take over if the primary command switch fails.

A *cluster standby group* is a group of command-capable switches that meet the requirements described in the “[Standby Command Switch Characteristics](#)” section on page 5-2. Only one cluster standby group can be assigned per cluster.



Note

- When the command switch is a Catalyst 3550 switch, all standby command switches must be Catalyst 3550 switches.
- When the command switch is a Catalyst 2955 switch running Cisco IOS Release 12.1(12c)EA1 or later, all standby command switches must be Catalyst 2955 switch running Cisco IOS Release 12.1(12c)EA1 or later.
- When the command switch is a Catalyst 2950 switch running Cisco IOS Release 12.1(9)EA1 or later, all standby command switches must be Catalyst 2950 switches running Cisco IOS Release 12.1(9)EA1 or later.
- When the command switch is a Catalyst 2950 switch running Cisco IOS Release 12.1(6)EA2 or later, all standby command switches must be Catalyst 2950 switches running Cisco IOS Release 12.1(6)EA2 or later.
- When the command switch is a Catalyst 2940 switch running Cisco IOS Release 12.1(13)AY or later, all standby command switches must be Catalyst 2940 switches running Cisco IOS Release 12.1(13)AY or later.
- When the command switch is running Cisco IOS Release 12.0(5)WC2 or earlier, the standby command switches can be these switches: Catalyst 2900 XL, Catalyst 2950, and Catalyst 3500 XL switches.

**Note**

The cluster standby group is an HSRP group. Disabling HSRP disables the cluster standby group.

The switches in the cluster standby group are ranked according to HSRP priorities. The switch with the highest priority in the group is the *active command switch* (AC). The switch with the next highest priority is the *standby command switch* (SC). The other switches in the cluster standby group are the *passive command switches* (PC). If the active command switch and the standby command switch become disabled *at the same time*, the passive command switch with the highest priority becomes the active command switch. For the limitations to automatic discovery, see the “[Automatic Recovery of Cluster Configuration](#)” section on page 5-11. For information about changing HSRP priority values, refer to the **standby priority** interface configuration mode command in the Cisco IOS Release 12.1 documentation set. The HSRP commands are the same for changing the priority of cluster standby group members and router-redundancy group members.

**Note**

The HSRP standby hold time interval should be greater than or equal to 3 times the hello time interval. The default HSRP standby hold time interval is 10 seconds. The default HSRP standby hello time interval is 3 seconds. For more information about the standby hold time and hello time intervals, refer to the Cisco IOS Release 12.1 documentation set on Cisco.com.

These connectivity guidelines ensure automatic discovery of the switch cluster, cluster candidates, connected switch clusters, and neighboring edge devices. These topics also provide more detail about standby command switches:

- [Virtual IP Addresses, page 5-9](#)
- [Other Considerations for Cluster Standby Groups, page 5-9](#)
- [Automatic Recovery of Cluster Configuration, page 5-11](#)

Virtual IP Addresses

You need to assign a unique virtual IP address and group number and name to the cluster standby group. This information must be configured on the management VLAN on the active command switch. The active command switch receives traffic destined for the virtual IP address. To manage the cluster, you must access the active command switch through the virtual IP address, not through the command-switch IP address. This is in case the IP address of the active command switch is different from the virtual IP address of the cluster standby group.

If the active command switch fails, the standby command switch assumes ownership of the virtual IP address and becomes the active command switch. The passive switches in the cluster standby group compare their assigned priorities to determine the new standby command switch. The passive standby switch with the highest priority then becomes the standby command switch. When the previously active command switch becomes active again, it resumes its role as the active command switch, and the current active command switch becomes the standby command switch again. For more information about IP address in switch clusters, see the “[IP Addresses](#)” section on page 5-12.

Other Considerations for Cluster Standby Groups

These requirements also apply:

- Standby command switches must meet these requirements:
 - When the command switch is a Catalyst 3550 switch, all standby command switches must be Catalyst 3550 switches.

- When the command switch is a Catalyst 2955 switch running Cisco IOS Release 12.1(12c)EA1 or later, all standby command switches must be Catalyst 2955 switches running Cisco IOS Release 12.1(12c)EA1 or later.
- When the command switch is a Catalyst 2950 switch running Cisco IOS Release 12.1(9)EA1 or later, all standby command switches must be Catalyst 2950 switches running Cisco IOS Release 12.1(9)EA1 or later.
- When the command switch is a Catalyst 2950 switch running Cisco IOS Release 12.1(6)EA2 or later, all standby command switches must be Catalyst 2950 switches running Cisco IOS Release 12.1(6)EA2 or later.
- When the command switch is a Catalyst 2940 switch, all standby command switches must be Catalyst 2940 switches.
- When the command switch is running Cisco IOS Release 12.0(5)WC2 or earlier, the standby command switches can be these switches: Catalyst 2900 XL, Catalyst 2950, and Catalyst 3500 XL switches.

We strongly recommend that the command switch and standby command switches are of the same switch platform.

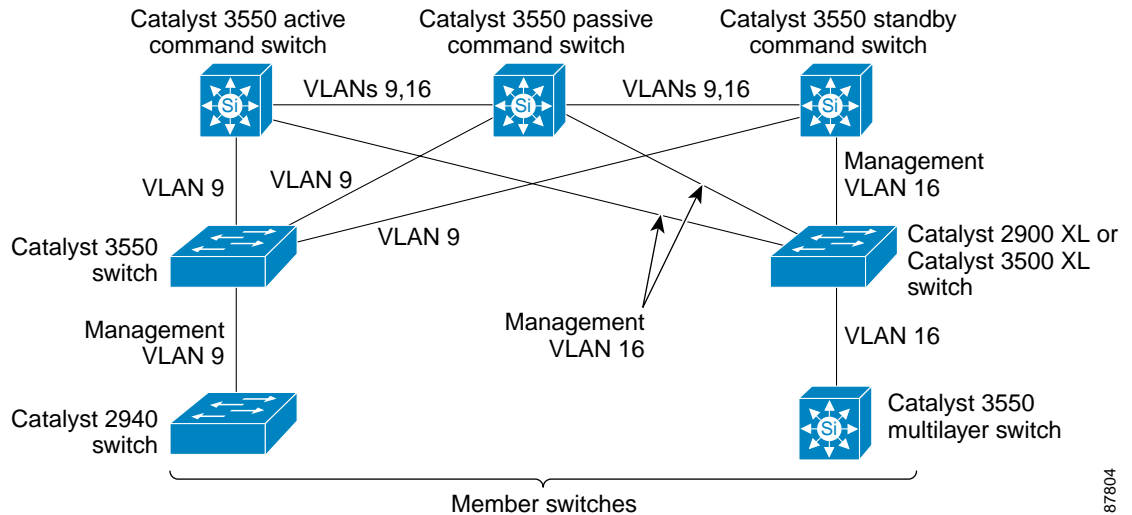
- If you have a Catalyst 3550 command switch, the standby command switches should be Catalyst 3550 switches.
 - If you have a Catalyst 2955 command switch, the standby command switches should be Catalyst 2955 switches.
 - If you have a Catalyst 2950 command switch, the standby command switches should be Catalyst 2950 switches.
 - If you have a Catalyst 2900 XL or Catalyst 3500 XL command switch, the standby command switches should be Catalyst 2900 XL and Catalyst 3500 XL switches.
- Only one cluster standby group can be assigned to a cluster.
 - All standby-group members must be members of the cluster.



Note There is no limit to the number of switches that you can assign as standby command switches. However, the total number of switches in the cluster—which would include the active command switch, standby-group members, and member switches—cannot be more than 16.

- Each standby-group member ([Figure 5-6](#)) must be connected to the command switch through its management VLAN. Each standby-group member must also be redundantly connected to each other through the management VLAN.

Figure 5-6 VLAN Connectivity Between Standby-Group Members and Cluster Members



Catalyst 1900, Catalyst 2820, Catalyst 2900 XL, Catalyst 2950, and Catalyst 3500 XL member switches must be connected to the cluster standby group through their management VLANs.

For more information about VLANs in switch clusters, see these sections:

- [“Discovery Through the Same Management VLAN”](#) section on page 5-5
- [“Discovery Through Different Management VLANs”](#) section on page 5-6

Automatic Recovery of Cluster Configuration

The active command switch continually forwards cluster-configuration information (but not device-configuration information) to the standby command switch. This ensures that the standby command switch can take over the cluster immediately after the active command switch fails.

Automatic discovery has these limitations:

- This limitation applies only to clusters that have Catalyst 2940, Catalyst 2950, Catalyst 2955, and Catalyst 3550 command and standby command switches: If the active command switch and standby command switch become disabled *at the same time*, the passive command switch with the highest priority becomes the active command switch. However, because it was a passive standby command switch, the previous command switch *did not* forward cluster-configuration information to it. The active command switch only forwards cluster-configuration information to the standby command switch. You must therefore rebuild the cluster.
- This limitation applies to all clusters: If the active command switch fails and there are more than two switches in the cluster standby group, the new command switch does not discover any Catalyst 1900, Catalyst 2820, and Catalyst 2916M XL member switches. You must re-add these member switches to the cluster.
- This limitation applies to all clusters: If the active command switch fails and becomes active again, it does not discover any Catalyst 1900, Catalyst 2820, and Catalyst 2916M XL member switches. You must again add these member switches to the cluster.

When the previously active command switch resumes its active role, it receives a copy of the latest cluster configuration from the active command switch, including members that were added while it was down. The active command switch sends a copy of the cluster configuration to the cluster standby group.

IP Addresses

You must assign IP information to a command switch. You can access the cluster through the command-switch IP address. If you configure a cluster standby group, you must use the standby-group virtual IP address to manage the cluster from the active command switch. Using the virtual IP address ensures that you retain connectivity to the cluster if the active command switch fails and that a standby command switch becomes the active command switch.

If the active command switch fails and the standby command switch takes over, you must either use the standby-group virtual IP address or the IP address available on the new active command switch to access the cluster.

You can assign an IP address to a cluster-capable switch, but it is not necessary. A member switch is managed and communicates with other member switches through the command-switch IP address. If the member switch leaves the cluster and it does not have its own IP address, you then must assign IP information to it to manage it as a standalone switch.



Note

Changing the command switch IP address ends your CMS session on the switch. Restart your CMS session by entering the new IP address in the browser **Location** field (Netscape Communicator) or **Address** field (Internet Explorer), as described in the release notes.

For more information about IP addresses, see [Chapter 4, “Assigning the Switch IP Address and Default Gateway.”](#)

Host Names

You do not need to assign a host name to either a command switch or an eligible cluster member. However, a host name assigned to the command switch can help to identify the switch cluster. The default host name for the switch is *Switch*.

If a switch joins a cluster and it does not have a host name, the command switch appends a unique member number to its own host name and assigns it sequentially as each switch joins the cluster. The number means the order in which the switch was added to the cluster. For example, a command switch named *eng-cluster* could name the fifth cluster member *eng-cluster-5*.

If a switch has a host name, it retains that name when it joins a cluster. It retains that host name even after it leaves the cluster.

If a switch received its host name from the command switch, was removed from a cluster, was then added to a new cluster, and kept the same member number (such as 5), the old host name (such as *eng-cluster-5*) is overwritten with the host name of the command switch in the new cluster (such as *mkg-cluster-5*). If the switch member number changes in the new cluster (such as 3), the switch retains the previous name (*eng-cluster-5*).

Passwords

You do not need to assign passwords to an individual switch if it will be a cluster member. When a switch joins a cluster, it inherits the command-switch password and retains it when it leaves the cluster. If no command-switch password is configured, the member switch inherits a null password. Member switches only inherit the command-switch password.

If you change the member-switch password to be different from the command-switch password and save the change, the switch is not manageable by the command switch until you change the member-switch password to match the command-switch password. Rebooting the member switch does not revert the password back to the command-switch password. We recommend that you do not change the member-switch password after it joins a cluster.

For more information about passwords, see the [“Preventing Unauthorized Access to Your Switch” section on page 7-1](#).

For password considerations specific to the Catalyst 1900 and Catalyst 2820 switches, refer to the installation and configuration guides for those switches.

SNMP Community Strings

A member switch inherits the command-switch first read-only (RO) and read-write (RW) community strings with *@esN* appended to the community strings:

- *command-switch-readonly-community-string@esN*, where *N* is the member-switch number.
- *command-switch-readwrite-community-string@esN*, where *N* is the member-switch number.

If the command switch has multiple read-only or read-write community strings, only the first read-only and read-write strings are propagated to the member switch.

The switches support an unlimited number of community strings and string lengths. For more information about SNMP and community strings, see [Chapter 23, “Configuring SNMP.”](#)

For SNMP considerations specific to the Catalyst 1900 and Catalyst 2820 switches, refer to the installation and configuration guides specific to those switches.

TACACS+ and RADIUS

Inconsistent authentication configurations in switch clusters cause CMS to continually prompt for a user name and password. If Terminal Access Controller Access Control System Plus (TACACS+) is configured on a cluster member, it must be configured on all cluster members. Similarly, if Remote Authentication Dial-In User Service (RADIUS) is configured on a cluster member, it must be configured on all cluster members. Further, the same switch cluster cannot have some members configured with TACACS+ and other members configured with RADIUS.

For more information about TACACS+, see the [“Controlling Switch Access with TACACS+” section on page 7-9](#). For more information about RADIUS, see the [“Controlling Switch Access with RADIUS” section on page 7-16](#).

Access Modes in CMS

CMS provides two levels of access to the configuration options: read-write access and read-only access. Privilege levels 0 to 15 are supported.

- Privilege level 15 provides you with read-write access to CMS.
- Privilege levels 1 to 14 provide you with read-only access to CMS. Any options in the CMS windows, menu bar, toolbar, and popup menus that change the switch or cluster configuration are not shown in read-only mode.
- Privilege level 0 denies access to CMS.

For more information about CMS access modes, see the [“Privilege Levels”](#) section on page 3-6.



Note

- If your cluster has these member switches running earlier software releases and if you have read-only access to these member switches, some configuration windows for those switches display incomplete information:
 - Catalyst 2900 XL or Catalyst 3500 XL member switches running Cisco IOS Release 12.0(5)WC2 or earlier
 - Catalyst 2950 member switches running Cisco IOS Release 12.0(5)WC2 or earlier
 - Catalyst 3550 member switches running Cisco IOS Release 12.1(6)EA1 or earlier

For more information about this limitation, refer to the release notes.

- These switches do not support read-only mode on CMS:
 - Catalyst 1900 and Catalyst 2820
 - Catalyst 2900 XL switches with 4-MB CPU DRAM

In read-only mode, these switches appear as unavailable devices and cannot be configured from CMS.

Management VLAN

Communication with the switch management interfaces is through the command-switch IP address. The IP address is associated with the management VLAN, which by default is VLAN 1. To manage switches in a cluster, the command switch, member switches, and candidate switches must be connected through ports assigned to the command-switch management VLAN.

If you add a new, out-of-box switch to a cluster and the cluster is using a management VLAN other than the default VLAN 1, the command switch automatically senses that the new switch has a different management VLAN and has not been configured. The command switch issues commands to change the management VLAN of the new switch to the one the cluster is using. This automatic VLAN change only occurs for new, out-of-box switches that do not have a config.text file and that have no changes to the running configuration. For more information, see the [“Discovery of Newly Installed Switches”](#) section on page 5-7.

You can change the management VLAN of a member switch (not the command switch). However, the command switch will not be able to communicate with it. In this case, you will need to manage the switch as a standalone switch.

You can globally change the management VLAN for the cluster as long as each member switch has either a trunk connection or a connection to the new command-switch management VLAN. From the command switch, use the **cluster management vlan** global configuration command to change the cluster management VLAN to a different management VLAN.



Caution

You can change the management VLAN through a console connection without interrupting the console connection. However, changing the management VLAN ends your CMS session. Restart your CMS session by entering the new IP address in the browser **Location** field (Netscape Communicator) or **Address** field (Microsoft Internet Explorer), as described in the release notes.

For more information about changing the management VLAN, see the [“Management VLAN”](#) section on page 5-14.

LRE Profiles

In Cisco IOS Release 12.1(14)EA1 or later, the Catalyst 2950 LRE switches do not support public profiles.

In software releases earlier than Cisco IOS Release 12.1(19)EA1, a configuration conflict occurs if a switch cluster has Long-Reach Ethernet (LRE) switches that use both private and public profiles. If one LRE switch in a cluster is assigned a public profile, all LRE switches in that cluster must have that same public profile. Before you add an LRE switch to a cluster, make sure that you assign it the same public profile used by other LRE switches in the cluster.

A cluster can have a mix of LRE switches that use different private profiles.

Availability of Switch-Specific Features in Switch Clusters

The menu bar on the command switch displays all options available from the switch cluster. Therefore, features specific to a member switch are available from the command-switch menu bar. For example, **Device > LRE Profile** appears in the command-switch menu bar when at least one Catalyst 2900 LRE XL or Catalyst 2950 LRE switch is in the cluster.

Creating a Switch Cluster

Using CMS to create a cluster is easier than using the CLI commands. This section provides this information:

- [Enabling a Command Switch, page 5-15](#)
- [Adding Member Switches, page 5-16](#)
- [Creating a Cluster Standby Group, page 5-19](#)
- [Verifying a Switch Cluster, page 5-20](#)

This section assumes you have already cabled the switches, as described in the switch hardware installation guide, and followed the guidelines described in the [“Planning a Switch Cluster”](#) section on page 5-3.



Note

Refer to the release notes for the list of Catalyst switches eligible for switch clustering, including which ones can be command switches and which ones can only be member switches. See [Chapter 5, “Clustering Switches,”](#) for the required software versions and browser and Java plug-in configurations.

Enabling a Command Switch

The switch you designate as the command switch must meet the requirements described in the [“Command Switch Characteristics”](#) section on page 5-2, the [“Planning a Switch Cluster”](#) section on page 5-3, and the release notes.

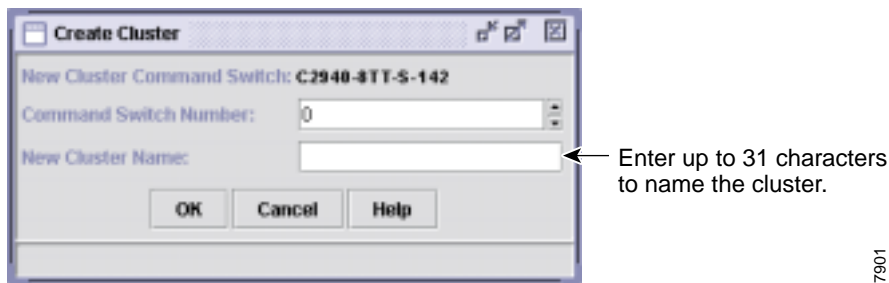
**Note**

- We strongly recommend that the highest-end, command-capable switch in the cluster be the command switch:
 - If your switch cluster has a Catalyst 3550 switch, that switch should be the command switch.
 - If your switch cluster has Catalyst 2900 XL, Catalyst 2950, Catalyst 2955, and Catalyst 3500 XL switches, the Catalyst 2950 or Catalyst 2955 switch should be the command switch.
 - If your cluster has Catalyst 1900, Catalyst 2820, and Catalyst 2940 switches, the Catalyst 2940 switch should be the command switch.
 - If your switch cluster has Catalyst 1900, Catalyst 2820, Catalyst 2900 XL, and Catalyst 3500 XL switches, either the Catalyst 2900 XL or Catalyst 3500 XL switch should be the command switch.

You can enable a command switch, name the cluster, and assign an IP address and a password to the command switch when you run the setup program during initial switch setup. For information about using the setup program, refer to the release notes.

If you did not enable a command switch during initial switch setup, launch Device Manager from a command-capable switch, and select **Cluster > Create Cluster**. Enter a cluster number (the default is 0), and use up to 31 characters to name the cluster (Figure 5-7). Instead of using CMS to enable a command switch, you can use the **cluster enable** global configuration command.

Figure 5-7 Create Cluster Window



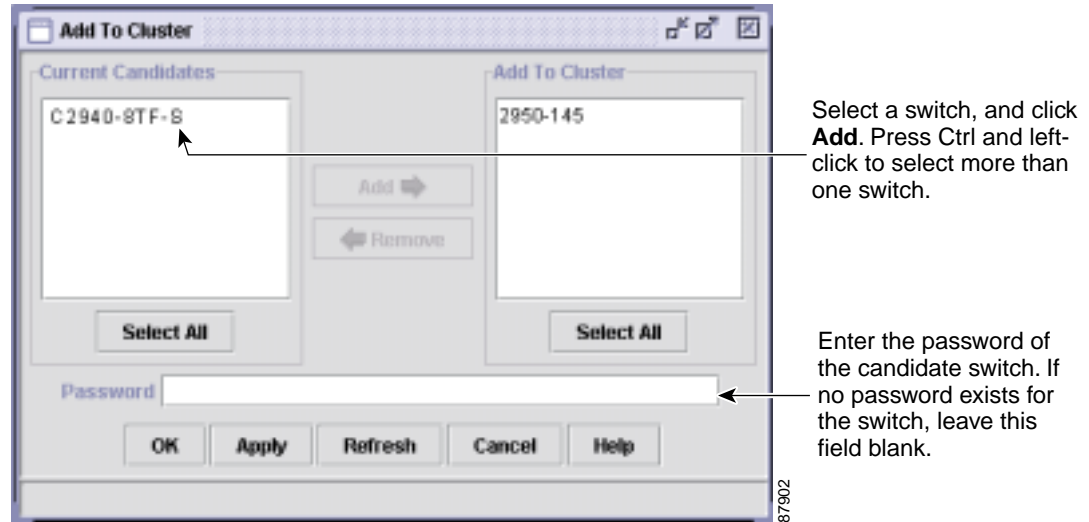
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Adding Member Switches

As explained in the “[Automatic Discovery of Cluster Candidates and Members](#)” section on page 5-3, the command switch automatically discovers candidate switches. When you add new cluster-capable switches to the network, the command switch discovers them and adds them to a list of candidate switches. To display an updated cluster candidates list from the Add to Cluster window (Figure 5-8), either relaunch CMS and redisplay this window, or follow these steps:

1. Close the Add to Cluster window.
2. Select **View > Refresh**.
3. Select **Cluster > Add to Cluster** to redisplay the Add to Cluster window.

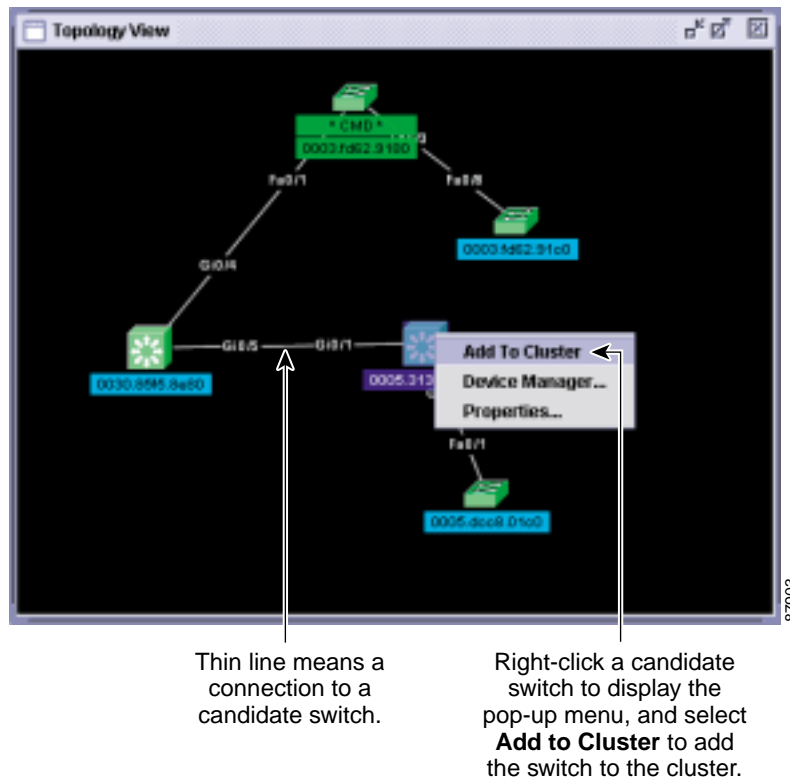
Figure 5-8 Add to Cluster Window



From CMS, there are two ways to add switches to a cluster:

- Select **Cluster > Add to Cluster**, select a candidate switch from the list, click **Add**, and click **OK**. To add more than one candidate switch, press **Ctrl**, and make your choices, or press **Shift**, and choose the first and last switch in a range.
- Display the Topology view, right-click a candidate-switch icon, and select **Add to Cluster** (Figure 5-9). In the Topology view, candidate switches are cyan, and member switches are green. To add more than one candidate switch, press **Ctrl**, and left-click the candidates that you want to add.

Figure 5-9 Using the Topology View to Add Member Switches



Instead of using CMS to add members to the cluster, you can use the **cluster member** global configuration command from the command switch. Use the **password** option in this command if the candidate switch has a password.

You can select 1 or more switches as long as the total number of switches in the cluster does not exceed 16 (this includes the command switch). When a cluster has 16 members, the **Add to Cluster** option is not available for that cluster. In this case, you must remove a member switch before adding a new one.

If a password has been configured on a candidate switch, you are prompted to enter it before it can be added to the cluster. If the candidate switch does not have a password, any entry is ignored.

If multiple candidate switches have the same password, you can select them as a group, and add them at the same time.

If a candidate switch in the group has a password different from the group, only that specific candidate switch is not added to the cluster.

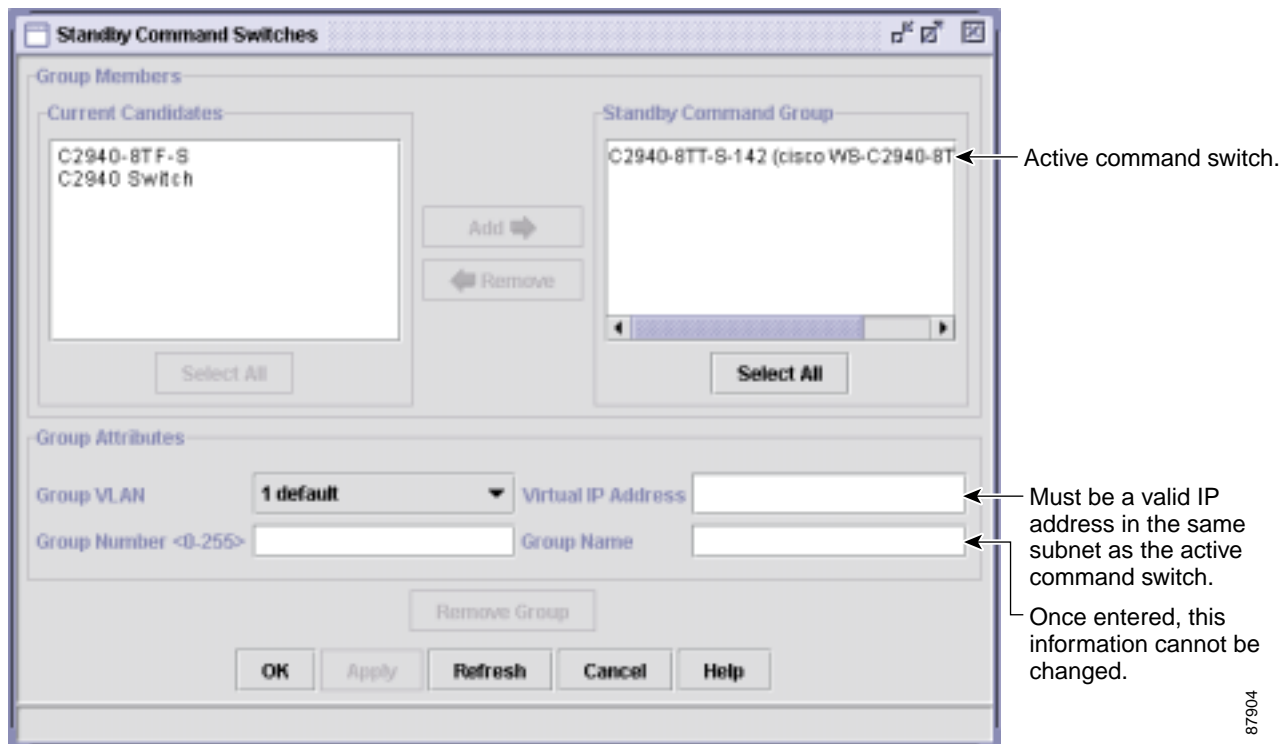
When a candidate switch joins a cluster, it inherits the command-switch password. For more information about setting passwords, see the “[Passwords](#)” section on page 5-12.

For additional authentication considerations in switch clusters, see the “[TACACS+ and RADIUS](#)” section on page 5-13.

Creating a Cluster Standby Group

The cluster standby group members must meet the requirements described in the “[Standby Command Switch Characteristics](#)” section on page 5-2 and “[HSRP and Standby Command Switches](#)” section on page 5-8. To create a cluster standby group, select **Cluster > Standby Command Switches** (Figure 5-10).

Figure 5-10 Standby Command Configuration Window



Instead of using CMS to add switches to a standby group and to bind the standby group to a cluster, you can use the **standby ip**, the **standby name**, and the **standby priority** interface configuration commands and the **cluster standby group** global configuration command.



Note

- When the command switch is a Catalyst 3550 switch, all standby command switches must be Catalyst 3550 switches.
- When the command switch is a Catalyst 2955 switch, all standby command switches must be Catalyst 2955 switches.
- When the command switch is a Catalyst 2950 switch running Cisco IOS Release 12.1(9)EA1 or later, all standby command switches must be Catalyst 2950 switches running Cisco IOS Release 12.1(9)EA1 or later.
- When the command switch is a Catalyst 2950 switch running Cisco IOS Release 12.1(6)EA2 or later, all standby command switches must be Catalyst 2950 switches running Cisco IOS Release 12.1(6)EA2 or later.

- When the command switch is a Catalyst 2940 switches, all standby command switches must be Catalyst 2940 switches.
- When the command switch is running Cisco IOS Release 12.0(5)WC2 or earlier, the standby command switches can be these switches: Catalyst 2900 XL, Catalyst 2950, and Catalyst 3500 XL switches.

These abbreviations are appended to the switch host names in the Standby Command Group list to show their eligibility or status in the cluster standby group:

- AC—Active command switch
- SC—Standby command switch
- PC—Member of the cluster standby group but not the standby command switch
- HC—Candidate switch that can be added to the cluster standby group
- CC—Command switch when HSRP is disabled

You must enter a virtual IP address for the cluster standby group. This address must be in the same subnet as the IP addresses of the switch. The group number must be unique within the IP subnet. It can be from 0 to 255, and the default is 0. The group name can have up to 31 characters.

The Standby Command Configuration window uses the default values for the **preempt** and **name** commands that you have set by using the CLI. If you use this window to create the HSRP group, all switches in the group have the **preempt** command enabled. You must also provide a name for the group.


Note

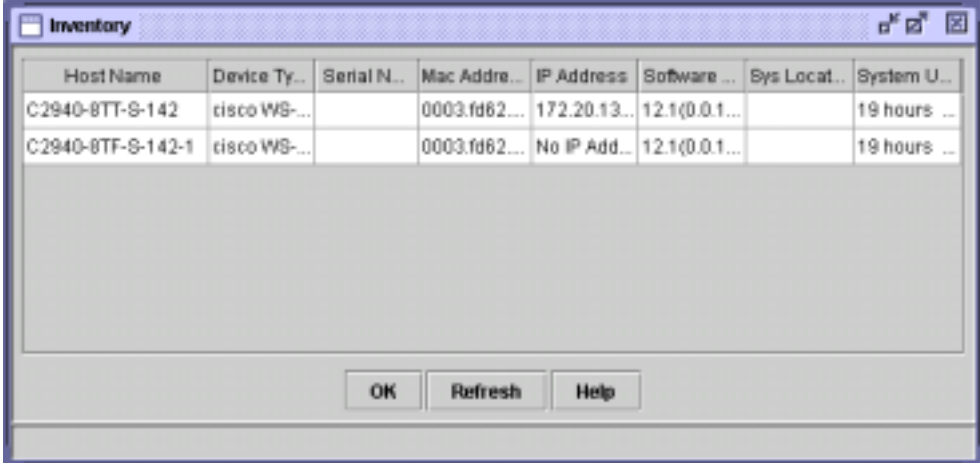
The HSRP standby hold time interval should be greater than or equal to 3 times the hello time interval. The default HSRP standby hold time interval is 10 seconds. The default HSRP standby hello time interval is 3 seconds. For more information about the standby hold time and hello time intervals, refer to the Cisco IOS Release 12.1 documentation set on Cisco.com.

Verifying a Switch Cluster

When you finish adding cluster members, follow these steps to verify the cluster:

-
- Step 1** Enter the command switch IP address in the browser **Location** field (Netscape Communicator) or **Address** field (Microsoft Internet Explorer) to access all switches in the cluster.
 - Step 2** Enter the command-switch password.
 - Step 3** Select **View > Topology** to display the cluster topology and to view link information. For complete information about the Topology view, including descriptions of the icons, links, and colors, see the [“Topology View” section on page 3-14](#).

Figure 5-11 Inventory Window



Host Name	Device Ty...	Serial N...	Mac Addre...	IP Address	Software ...	Sys Locat..	System U...
C2940-8TT-S-142	cisco WS...		0003.fd82...	172.20.13...	12.1(0.0.1...		19 hours ...
C2940-8TF-S-142-1	cisco WS...		0003.fd82...	No IP Add...	12.1(0.0.1...		19 hours ...

Buttons: OK, Refresh, Help

- Step 4** Select **Reports > Inventory** to display an inventory of the switches in the cluster (Figure 5-11). The summary includes information such as switch model numbers, serial numbers, software versions, IP information, and location.
- You can also display port and switch statistics from **Reports > Port Statistics** and **Port > Port Settings > Runtime Status**.

Instead of using CMS to verify the cluster, you can use the **show cluster members** user EXEC command from the command switch or use the **show cluster** user EXEC command from the command switch or from a member switch.

If you lose connectivity with a member switch or if a command switch fails, see the [“Using Recovery Procedures” section on page 26-1](#).

For more information about creating and managing clusters, refer to the online help. For information about the cluster commands, refer to the switch command reference.

Using the CLI to Manage Switch Clusters

You can configure member switches from the CLI by first logging into the command switch. Enter the **rcommand** user EXEC command and the member switch number to start a Telnet session (through a console or Telnet connection) and to access the member switch CLI. The command mode changes, and the Cisco IOS commands operate as usual. Enter the **exit** privileged EXEC command on the member switch to return to the command-switch CLI.

This example shows how to log into member-switch 3 from the command-switch CLI:

```
switch# rcommand 3
```

If you do not know the member-switch number, enter the **show cluster members** privileged EXEC command on the command switch. For more information about the **rcommand** command and all other cluster commands, refer to the switch command reference.

The Telnet session accesses the member-switch CLI at the same privilege level as on the command switch. The Cisco IOS commands then operate as usual. For instructions on configuring the switch for a Telnet session, see the [“Setting a Telnet Password for a Terminal Line”](#) section on page 7-5.

Catalyst 1900 and Catalyst 2820 CLI Considerations

If your switch cluster has Catalyst 1900 and Catalyst 2820 switches running standard edition software, the Telnet session accesses the management console (a menu-driven interface) if the command switch is at privilege level 15. If the command switch is at privilege level 1 to 14, you are prompted for the password to access the menu console.

Command-switch privilege levels map to the Catalyst 1900 and Catalyst 2820 member switches running standard and Enterprise Edition Software as follows:

- If the command-switch privilege level is 1 to 14, the member switch is accessed at privilege level 1.
- If the command-switch privilege level is 15, the member switch is accessed at privilege level 15.



Note

The Catalyst 1900 and Catalyst 2820 CLI is available only on switches running Enterprise Edition Software.

For more information about the Catalyst 1900 and Catalyst 2820 switches, refer to the installation and configuration guides for those switches.

Using SNMP to Manage Switch Clusters

When you first power on the switch, SNMP is enabled if you enter the IP information by using the setup program and accept its proposed configuration. If you did not use the setup program to enter the IP information and SNMP was not enabled, you can enable it as described in the [“Configuring SNMP”](#) section on page 23-5. On Catalyst 1900 and Catalyst 2820 switches, SNMP is enabled by default.

When you create a cluster, the command switch manages the exchange of messages between member switches and an SNMP application. The cluster software on the command switch appends the member switch number (*@esN*, where *N* is the switch number) to the first configured read-write and read-only community strings on the command switch and propagates them to the member switch. The command switch uses this community string to control the forwarding of gets, sets, and get-next messages between the SNMP management station and the member switches.



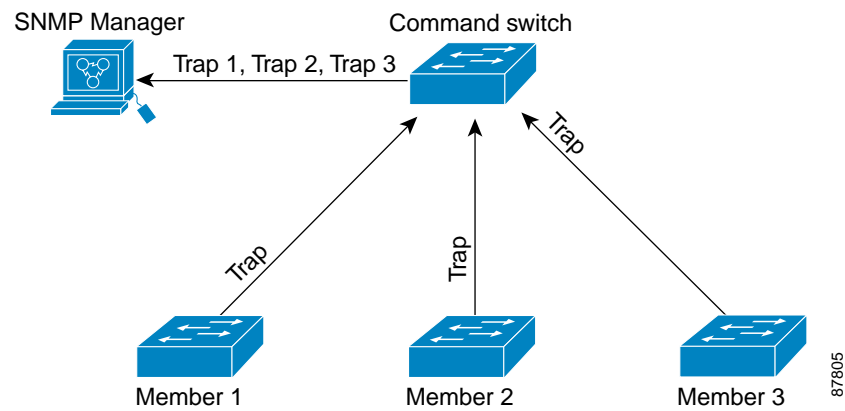
Note

When a cluster standby group is configured, the command switch can change without your knowledge. Use the first read-write and read-only community strings to communicate with the command switch if there is a cluster standby group configured for the cluster.

If the member switch does not have an IP address, the command switch redirects traps from the member switch to the management station, as shown in [Figure 5-12](#). If a member switch has its own IP address and community strings, the member switch can send traps directly to the management station, without going through the command switch.

If a member switch has its own IP address and community strings, they can be used in addition to the access provided by the command switch. For more information about SNMP and community strings, see [Chapter 23, “Configuring SNMP.”](#)

Figure 5-12 *SNMP Management for a Cluster*





Administering the Switch

This chapter describes how to perform one-time operations to administer your Catalyst 2940 switch. This chapter consists of these sections:

- [Managing the System Time and Date, page 6-1](#)
- [Configuring a System Name and Prompt, page 6-14](#)
- [Creating a Banner, page 6-18](#)
- [Managing the MAC Address Table, page 6-20](#)
- [Managing the ARP Table, page 6-26](#)

Managing the System Time and Date

You can manage the system time and date on your switch using automatic configuration, such as the Network Time Protocol (NTP), or manual configuration methods.



Note

For complete syntax and usage information for the commands used in this section, refer to the *Cisco IOS Configuration Fundamentals Command Reference for Cisco IOS Release 12.1*.

This section contains this configuration information:

- [Understanding the System Clock, page 6-1](#)
- [Understanding Network Time Protocol, page 6-2](#)
- [Configuring NTP, page 6-3](#)
- [Configuring Time and Date Manually, page 6-10](#)

Understanding the System Clock

The heart of the time service is the system clock. This clock runs from the moment the system starts up and keeps track of the date and time.

The system clock can then be set from these sources:

- Network Time Protocol
- Manual configuration

The system clock can provide time to these services:

- User **show** commands
- Logging and debugging messages

The system clock keeps track of time internally based on Universal Time Coordinated (UTC), also known as Greenwich Mean Time (GMT). You can configure information about the local time zone and summer time (daylight saving time) so that the time is correctly displayed for the local time zone.

The system clock keeps track of whether the time is *authoritative* or not (that is, whether it has been set by a time source considered to be authoritative). If it is not authoritative, the time is available only for display purposes and is not redistributed. For configuration information, see the “[Configuring Time and Date Manually](#)” section on page 6-10.

Understanding Network Time Protocol

The NTP is designed to time-synchronize a network of devices. NTP runs over User Datagram Protocol (UDP), which runs over IP. NTP is documented in RFC 1305.

An NTP network usually gets its time from an authoritative time source, such as a radio clock or an atomic clock attached to a time server. NTP then distributes this time across the network. NTP is extremely efficient; no more than one packet per minute is necessary to synchronize two devices to within a millisecond of one another.

NTP uses the concept of a *stratum* to describe how many NTP hops away a device is from an authoritative time source. A stratum 1 time server has a radio or atomic clock directly attached, a stratum 2 time server receives its time through NTP from a stratum 1 time server, and so on. A device running NTP automatically chooses as its time source the device with the lowest stratum number with which it communicates through NTP. This strategy effectively builds a self-organizing tree of NTP speakers.

NTP avoids synchronizing to a device whose time might not be accurate by never synchronizing to a device that is not synchronized. NTP also compares the time reported by several devices and does not synchronize to a device whose time is significantly different than the others, even if its stratum is lower.

The communications between devices running NTP (known as *associations*) are usually statically configured; each device is given the IP address of all devices with which it should form associations. Accurate timekeeping is possible by exchanging NTP messages between each pair of devices with an association. However, in a LAN environment, NTP can be configured to use IP broadcast messages instead. This alternative reduces configuration complexity because each device can simply be configured to send or receive broadcast messages. However, in that case, information flow is one-way only.

The time kept on a device is a critical resource; you should use the security features of NTP to avoid the accidental or malicious setting of an incorrect time. Two mechanisms are available: an access list-based restriction scheme and an encrypted authentication mechanism.

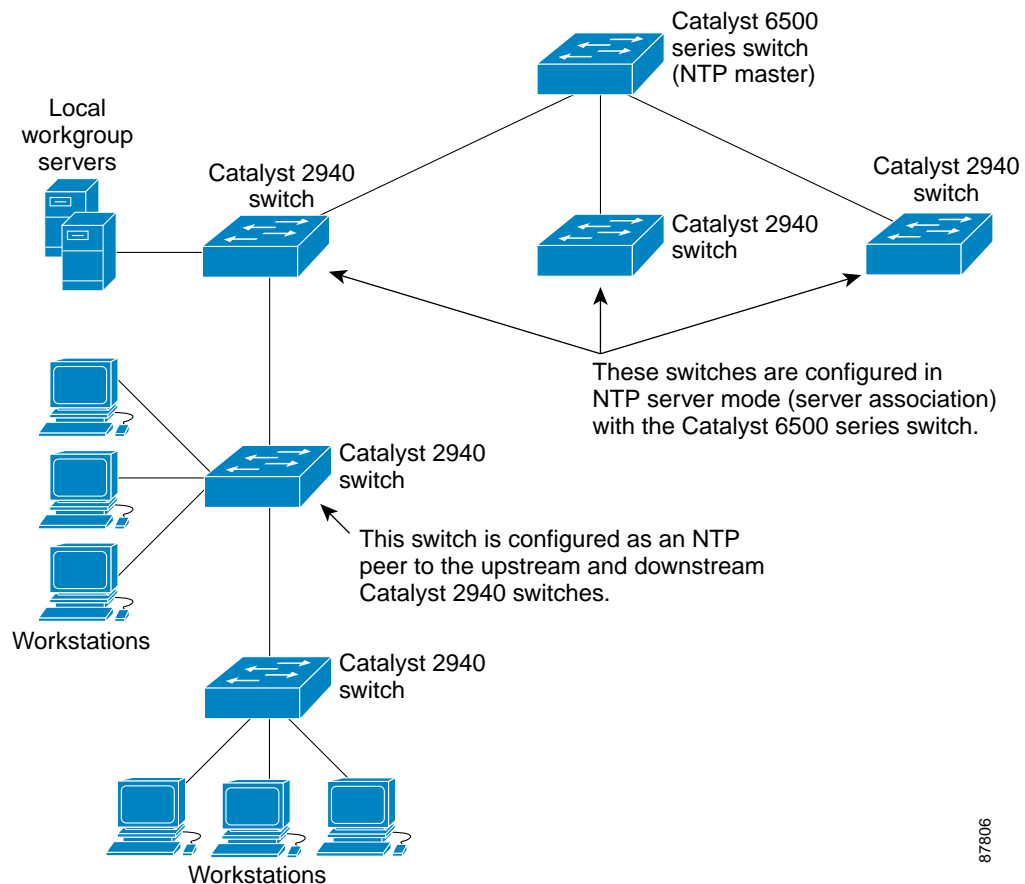
Cisco’s implementation of NTP does not support stratum 1 service; it is not possible to connect to a radio or atomic clock. We recommend that the time service for your network be derived from the public NTP servers available on the IP Internet. [Figure 6-1](#) show a typical network example using NTP.

If the network is isolated from the Internet, Cisco’s implementation of NTP allows a device to act as though it is synchronized through NTP, when in fact it has determined the time by using other means. Other devices then synchronize to that device through NTP.

When multiple sources of time are available, NTP is always considered to be more authoritative. NTP time overrides the time set by any other method.

Several manufacturers include NTP software for their host systems, and a publicly available version for systems running UNIX and its various derivatives is also available. This software allows host systems to be time-synchronized as well.

Figure 6-1 Typical NTP Network Configuration



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Configuring NTP

The Catalyst 2940 switch does not have a hardware-supported clock, and it cannot function as an NTP master clock to which peers synchronize themselves when an external NTP source is not available. These switches also have no hardware support for a calendar. As a result, the `ntp update-calendar` and the `ntp master` global configuration commands are not available.

This section contains this configuration information:

- [Default NTP Configuration, page 6-4](#)
- [Configuring NTP Authentication, page 6-4](#)
- [Configuring NTP Associations, page 6-5](#)
- [Configuring NTP Broadcast Service, page 6-6](#)
- [Configuring NTP Access Restrictions, page 6-7](#)
- [Configuring the Source IP Address for NTP Packets, page 6-9](#)
- [Displaying the NTP Configuration, page 6-10](#)

Default NTP Configuration

Table 6-1 shows the default NTP configuration.

Table 6-1 Default NTP Configuration

Feature	Default Setting
NTP authentication	Disabled. No authentication key is specified.
NTP peer or server associations	None configured.
NTP broadcast service	Disabled; no interface sends or receives NTP broadcast packets.
NTP access restrictions	No access control is specified.
NTP packet source IP address	The source address is determined by the outgoing interface.

NTP is enabled on all interfaces by default. All interfaces receive NTP packets.

Configuring NTP Authentication

This procedure must be coordinated with the administrator of the NTP server; the information you configure in this procedure must be matched by the servers used by the switch to synchronize its time to the NTP server.

Beginning in privileged EXEC mode, follow these steps to authenticate the associations (communications between devices running NTP that provide for accurate timekeeping) with other devices for security purposes:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	ntp authenticate	Enable the NTP authentication feature, which is disabled by default.
Step 3	ntp authentication-key <i>number</i> md5 <i>value</i>	<p>Define the authentication keys. By default, none are defined.</p> <ul style="list-style-type: none"> For <i>number</i>, specify a key number. The range is 1 to 4294967295. md5 specifies that message authentication support is provided by using the message digest algorithm 5 (MD5). For <i>value</i>, enter an arbitrary string of up to eight characters for the key. <p>The switch does not synchronize to a device unless both have one of these authentication keys, and the key number is specified by the ntp trusted-key <i>key-number</i> command.</p>
Step 4	ntp trusted-key <i>key-number</i>	<p>Specify one or more key numbers (defined in Step 3) that a peer NTP device must provide in its NTP packets for this switch to synchronize to it.</p> <p>By default, no trusted keys are defined.</p> <p>For <i>key-number</i>, specify the key defined in Step 3.</p> <p>This command provides protection against accidentally synchronizing the switch to a device that is not trusted.</p>

	Command	Purpose
Step 5	end	Return to privileged EXEC mode.
Step 6	show running-config	Verify your entries.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable NTP authentication, use the **no ntp authenticate** global configuration command. To remove an authentication key, use the **no ntp authentication-key number** global configuration command. To disable authentication of the identity of a device, use the **no ntp trusted-key key-number** global configuration command.

This example shows how to configure the switch to synchronize only to devices providing authentication key 42 in the device's NTP packets:

```
Switch(config)# ntp authenticate
Switch(config)# ntp authentication-key 42 md5 aNiceKey
Switch(config)# ntp trusted-key 42
```

Configuring NTP Associations

An NTP association can be a peer association (this switch can either synchronize to the other device or allow the other device to synchronize to it), or it can be a server association (meaning that only this switch synchronizes to the other device, and not the other way around).

Beginning in privileged EXEC mode, follow these steps to form an NTP association with another device:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	ntp peer ip-address [version number] [key keyid] [source interface] [prefer] or ntp server ip-address [version number] [key keyid] [source interface] [prefer]	<p>Configure the switch system clock to synchronize a peer or to be synchronized by a peer (peer association).</p> <p>or</p> <p>Configure the switch system clock to be synchronized by a time server (server association).</p> <p>No peer or server associations are defined by default.</p> <ul style="list-style-type: none"> For <i>ip-address</i> in a peer association, specify either the IP address of the peer providing, or being provided, the clock synchronization. For a server association, specify the IP address of the time server providing the clock synchronization. (Optional) For <i>number</i>, specify the NTP version number. The range is 1 to 3. By default, version 3 is selected. (Optional) For <i>keyid</i>, enter the authentication key defined with the ntp authentication-key global configuration command. (Optional) For <i>interface</i>, specify the interface from which to pick the IP source address. By default, the source IP address is taken from the outgoing interface. (Optional) Enter the prefer keyword to make this peer or server the preferred one that provides synchronization. This keyword reduces switching back and forth between peers and servers.

	Command	Purpose
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

You need to configure only one end of an association; the other device can automatically establish the association. If you are using the default NTP version (version 3) and NTP synchronization does not occur, try using NTP version 2. Many NTP servers on the Internet run version 2.

To remove a peer or server association, use the **no ntp peer ip-address** or the **no ntp server ip-address** global configuration command.

This example shows how to configure the switch to synchronize its system clock with the clock of the peer at IP address 172.16.22.44 using NTP version 2:

```
Switch(config)# ntp server 172.16.22.44 version 2
```

Configuring NTP Broadcast Service

The communications between devices running NTP (known as *associations*) are usually statically configured; each device is given the IP addresses of all devices with which it should form associations. Accurate timekeeping is possible by exchanging NTP messages between each pair of devices with an association. However, in a LAN environment, NTP can be configured to use IP broadcast messages instead. This alternative reduces configuration complexity because each device can simply be configured to send or receive broadcast messages. However, the information flow is one-way only.

The switch can send or receive NTP broadcast packets on an interface-by-interface basis if there is an NTP broadcast server, such as a router, broadcasting time information on the network. The switch can send NTP broadcast packets to a peer so that the peer can synchronize to it. The switch can also receive NTP broadcast packets to synchronize its own clock. This section has procedures for both sending and receiving NTP broadcast packets.

Beginning in privileged EXEC mode, follow these steps to configure the switch to send NTP broadcast packets to peers so that they can synchronize their clock to the switch:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface interface-id	Specify the interface to send NTP broadcast packets, and enter interface configuration mode.
Step 3	ntp broadcast [version number] [key keyid] [destination-address]	Enable the interface to send NTP broadcast packets to a peer. By default, this feature is disabled on all interfaces. <ul style="list-style-type: none"> (Optional) For <i>number</i>, specify the NTP version number. The range is 1 to 3. If you do not specify a version, version 3 is used. (Optional) For <i>keyid</i>, specify the authentication key to use when sending packets to the peer. (Optional) For <i>destination-address</i>, specify the IP address of the peer that is synchronizing its clock to this switch.
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entries.

	Command	Purpose
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.
Step 7		Configure the connected peers to receive NTP broadcast packets as described in the next procedure.

To disable the interface from sending NTP broadcast packets, use the **no ntp broadcast** interface configuration command.

This example shows how to configure an interface to send NTP version 2 packets:

```
Switch(config)# interface gigabitethernet0/1
Switch(config-if)# ntp broadcast version 2
```

Beginning in privileged EXEC mode, follow these steps to configure the switch to receive NTP broadcast packets from connected peers:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Specify the interface to receive NTP broadcast packets, and enter interface configuration mode.
Step 3	ntp broadcast client	Enable the interface to receive NTP broadcast packets. By default, no interfaces receive NTP broadcast packets.
Step 4	exit	Return to global configuration mode.
Step 5	ntp broadcastdelay <i>microseconds</i>	(Optional) Change the estimated round-trip delay between the switch and the NTP broadcast server. The default is 3000 microseconds; the range is 1 to 999999.
Step 6	end	Return to privileged EXEC mode.
Step 7	show running-config	Verify your entries.
Step 8	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable an interface from receiving NTP broadcast packets, use the **no ntp broadcast client** interface configuration command. To change the estimated round-trip delay to the default, use the **no ntp broadcastdelay** global configuration command.

This example shows how to configure an interface to receive NTP broadcast packets:

```
Switch(config)# interface gigabitethernet0/1
Switch(config-if)# ntp broadcast client
```

Configuring NTP Access Restrictions

You can control NTP access on two levels as described in these sections:

- [Creating an Access Group and Assigning a Basic IP Access List, page 6-8](#)
- [Disabling NTP Services on a Specific Interface, page 6-9](#)

Creating an Access Group and Assigning a Basic IP Access List

Beginning in privileged EXEC mode, follow these steps to control access to NTP services by using access lists:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	ntp access-group { query-only serve-only serve peer } access-list-number	<p>Create an access group, and apply a basic IP access list.</p> <p>The keywords have these meanings:</p> <ul style="list-style-type: none"> • query-only—Allows only NTP control queries. • serve-only—Allows only time requests. • serve—Allows time requests and NTP control queries, but does not allow the switch to synchronize to the remote device. • peer—Allows time requests and NTP control queries and allows the switch to synchronize to the remote device. <p>For <i>access-list-number</i>, enter a standard IP access list number from 1 to 99.</p>
Step 3	access-list access-list-number permit source [source-wildcard]	<p>Create the access list.</p> <ul style="list-style-type: none"> • For <i>access-list-number</i>, enter the number specified in Step 2. • Enter the permit keyword to permit access if the conditions are matched. • For <i>source</i>, enter the IP address of the device that is permitted access to the switch. • (Optional) For <i>source-wildcard</i>, enter the wildcard bits to be applied to the source. <p>Note When creating an access list, remember that, by default, the end of the access list contains an implicit deny statement for everything if it did not find a match before reaching the end.</p>
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

The access group keywords are scanned in this order, from least restrictive to most restrictive:

1. **peer**—Allows time requests and NTP control queries and allows the switch to synchronize itself to a device whose address passes the access list criteria.
2. **serve**—Allows time requests and NTP control queries, but does not allow the switch to synchronize itself to a device whose address passes the access list criteria.
3. **serve-only**—Allows only time requests from a device whose address passes the access list criteria.
4. **query-only**—Allows only NTP control queries from a device whose address passes the access list criteria.

If the source IP address matches the access lists for more than one access type, the first type is granted. If no access groups are specified, all access types are granted to all devices. If any access groups are specified, only the specified access types are granted.

To remove access control to the switch NTP services, use the **no ntp access-group {query-only | serve-only | serve | peer}** global configuration command.

This example shows how to configure the switch to allow itself to synchronize to a peer from access list 99. However, the switch restricts access to allow only time requests from access list 42:

```
Switch# configure terminal
Switch(config)# ntp access-group peer 99
Switch(config)# ntp access-group serve-only 42
Switch(config)# access-list 99 permit 172.20.130.5
Switch(config)# access list 42 permit 172.20.130.6
```

Disabling NTP Services on a Specific Interface

NTP services are enabled on all interfaces by default.

Beginning in privileged EXEC mode, follow these steps to disable NTP packets from being received on an interface:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface to disable.
Step 3	ntp disable	Disable NTP packets from being received on the interface. By default, all interfaces receive NTP packets.
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To re-enable receipt of NTP packets on an interface, use the **no ntp disable** interface configuration command.

Configuring the Source IP Address for NTP Packets

When the switch sends an NTP packet, the source IP address is normally set to the address of the interface through which the NTP packet is sent. Use the **ntp source** global configuration command when you want to use a particular source IP address for all NTP packets. The address is taken from the specified interface. This command is useful if the address on an interface cannot be used as the destination for reply packets.

Beginning in privileged EXEC mode, follow these steps to configure a specific interface from which the IP source address is to be taken:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	ntp source <i>type number</i>	Specify the interface type and number from which the IP source address is taken. By default, the source address is determined by the outgoing interface.
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

The specified interface is used for the source address for all packets sent to all destinations. If a source address is to be used for a specific association, use the **source** keyword in the **ntp peer** or **ntp server** global configuration command as described in the “[Configuring NTP Associations](#)” section on page 6-5.

Displaying the NTP Configuration

You can use two privileged EXEC commands to display NTP information:

- **show ntp associations [detail]**
- **show ntp status**

For detailed information about the fields in these displays, refer to the *Cisco IOS Configuration Fundamentals Command Reference for Cisco IOS Release 12.1*.

Configuring Time and Date Manually

If no other source of time is available, you can manually configure the time and date after the system is restarted. The time remains accurate until the next system restart. We recommend that you use manual configuration only as a last resort. If you have an outside source to which the switch can synchronize, you do not need to manually set the system clock.

This section contains this configuration information:

- [Setting the System Clock, page 6-11](#)
- [Displaying the Time and Date Configuration, page 6-11](#)
- [Configuring the Time Zone, page 6-12](#)
- [Configuring Summer Time \(Daylight Saving Time\), page 6-13](#)

Setting the System Clock

If you have an outside source on the network that provides time services, such as an NTP server, you do not need to manually set the system clock.

Beginning in privileged EXEC mode, follow these steps to set the system clock:

	Command	Purpose
Step 1	clock set <i>hh:mm:ss day month year</i> or clock set <i>hh:mm:ss month day year</i>	Manually set the system clock using one of these formats. <ul style="list-style-type: none"> For <i>hh:mm:ss</i>, specify the time in hours (24-hour format), minutes, and seconds. The time specified is relative to the configured time zone. For <i>day</i>, specify the day by date in the month. For <i>month</i>, specify the month by name. For <i>year</i>, specify the year (no abbreviation).
Step 2	show running-config	Verify your entries.
Step 3	copy running-config startup-config	(Optional) Save your entries in the configuration file.

This example shows how to manually set the system clock to 1:32 p.m. on July 23, 2003:

```
Switch# clock set 13:32:00 23 July 2003
```

Displaying the Time and Date Configuration

To display the time and date configuration, use the **show clock [detail]** privileged EXEC command.

The system clock keeps an *authoritative* flag that shows whether the time is authoritative (believed to be accurate). If the system clock has been set by a timing source such as NTP, the flag is set. If the time is not authoritative, it is used only for display purposes. Until the clock is authoritative and the *authoritative* flag is set, the flag prevents peers from synchronizing to the clock when the peers' time is invalid.

The symbol that precedes the **show clock** display has this meaning:

- *—Time is not authoritative.
- (blank)—Time is authoritative.
- .—Time is authoritative, but NTP is not synchronized.

Configuring the Time Zone

Beginning in privileged EXEC mode, follow these steps to manually configure the time zone:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	clock timezone <i>zone hours-offset</i> [<i>minutes-offset</i>]	Set the time zone. The switch keeps internal time in universal time coordinated (UTC), so this command is used only for display purposes and when the time is manually set. <ul style="list-style-type: none"> • For <i>zone</i>, enter the name of the time zone to be displayed when standard time is in effect. The default is UTC. • For <i>hours-offset</i>, enter the hours offset from UTC. • (Optional) For <i>minutes-offset</i>, enter the minutes offset from UTC.
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

The *minutes-offset* variable in the **clock timezone** global configuration command is available for those cases where a local time zone is a percentage of an hour different from UTC. For example, the time zone for some sections of Atlantic Canada (AST) is UTC-3.5, where the 3 means 3 hours and .5 means 50 percent. In this case, the necessary command is **clock timezone AST -3 30**.

To set the time to UTC, use the **no clock timezone** global configuration command.

Configuring Summer Time (Daylight Saving Time)

Beginning in privileged EXEC mode, follow these steps to configure summer time (daylight saving time) in areas where it starts and ends on a particular day of the week each year:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	clock summer-time zone recurring [<i>week day month hh:mm week day month</i> <i>hh:mm [offset]</i>]	Configure summer time to start and end on the specified days every year. Summer time is disabled by default. If you specify clock summer-time zone recurring without parameters, the summer time rules default to the United States rules. <ul style="list-style-type: none"> For <i>zone</i>, specify the name of the time zone (for example, PDT) to be displayed when summer time is in effect. (Optional) For <i>week</i>, specify the week of the month (1 to 5 or last). (Optional) For <i>day</i>, specify the day of the week (Sunday, Monday...). (Optional) For <i>month</i>, specify the month (January, February...). (Optional) For <i>hh:mm</i>, specify the time (24-hour format) in hours and minutes. (Optional) For <i>offset</i>, specify the number of minutes to add during summer time. The default is 60.
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

The first part of the **clock summer-time** global configuration command specifies when summer time begins, and the second part specifies when it ends. All times are relative to the local time zone. The start time is relative to standard time. The end time is relative to summer time. If the starting month is after the ending month, the system assumes that you are in the southern hemisphere.

This example shows how to specify that summer time starts on the first Sunday in April at 02:00 and ends on the last Sunday in October at 02:00:

```
Switch(config)# clock summer-time PDT recurring 1 Sunday April 2:00 last Sunday October 2:00
```

Beginning in privileged EXEC mode, follow these steps if summer time in your area does not follow a recurring pattern (configure the exact date and time of the next summer time events):

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	clock summer-time zone date [month date year hh:mm month date year hh:mm [offset]] or clock summer-time zone date [date month year hh:mm date month year hh:mm [offset]]	Configure summer time to start on the first date and end on the second date. Summer time is disabled by default. <ul style="list-style-type: none"> For <i>zone</i>, specify the name of the time zone (for example, PDT) to be displayed when summer time is in effect. (Optional) For <i>week</i>, specify the week of the month (1 to 5 or last). (Optional) For <i>day</i>, specify the day of the week (Sunday, Monday...). (Optional) For <i>month</i>, specify the month (January, February...). (Optional) For <i>hh:mm</i>, specify the time (24-hour format) in hours and minutes. (Optional) For <i>offset</i>, specify the number of minutes to add during summer time. The default is 60.
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

The first part of the **clock summer-time** global configuration command specifies when summer time begins, and the second part specifies when it ends. All times are relative to the local time zone. The start time is relative to standard time. The end time is relative to summer time. If the starting month is after the ending month, the system assumes that you are in the southern hemisphere.

To disable summer time, use the **no clock summer-time** global configuration command.

This example shows how to set summer time to start on October 12, 2000, at 02:00, and end on April 26, 2003, at 02:00:

```
Switch(config)# clock summer-time pdt date 12 October 2000 2:00 26 April 2003 2:00
```

Configuring a System Name and Prompt

You configure the system name on the switch to identify it. By default, the system name and prompt are *Switch*.

If you have not configured a system prompt, the first 20 characters of the system name are used as the system prompt. A greater-than symbol [**>**] is appended. The prompt is updated whenever the system name changes, unless you manually configure the prompt by using the **prompt** global configuration command.



Note

For complete syntax and usage information for the commands used in this section, refer to the *Cisco IOS Configuration Fundamentals Command Reference* and the *Cisco IOS IP and IP Routing Command Reference for Cisco IOS Release 12.1*.

This section contains this configuration information:

- [Default System Name and Prompt Configuration, page 6-15](#)
- [Configuring a System Name, page 6-15](#)
- [Configuring a System Prompt, page 6-16](#)
- [Understanding DNS, page 6-16](#)

Default System Name and Prompt Configuration

The default switch system name and prompt is *Switch*.

Configuring a System Name

Beginning in privileged EXEC mode, follow these steps to manually configure a system name:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	hostname <i>name</i>	Manually configure a system name. The default setting is <i>switch</i> . The name must follow the rules for ARPANET host names. They must start with a letter, end with a letter or digit, and have as interior characters only letters, digits, and hyphens. Names can be up to 63 characters.
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

When you set the system name, it is also used as the system prompt. You can override the prompt setting by using the **prompt** global configuration command.

To return to the default hostname, use the **no hostname** global configuration command.

Configuring a System Prompt

Beginning in privileged EXEC mode, follow these steps to manually configure a system prompt:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	prompt <i>string</i>	Configure the command-line prompt to override the setting from the hostname command. The default prompt is either <i>switch</i> or the name defined with the hostname global configuration command, followed by an angle bracket (>) for user EXEC mode or a pound sign (#) for privileged EXEC mode. The prompt can consist of all printing characters and escape sequences.
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return to the default prompt, use the **no prompt** [*string*] global configuration command.

Understanding DNS

The DNS protocol controls the Domain Name System (DNS), a distributed database with which you can map host names to IP addresses. When you configure DNS on your switch, you can substitute the host name for the IP address with all IP commands, such as **ping**, **telnet**, **connect**, and related Telnet support operations.

IP defines a hierarchical naming scheme that allows a device to be identified by its location or domain. Domain names are pieced together with periods (.) as the delimiting characters. For example, Cisco Systems is a commercial organization that IP identifies by a *com* domain name, so its domain name is *cisco.com*. A specific device in this domain, for example, the File Transfer Protocol (FTP) system is identified as *ftp.cisco.com*.

To keep track of domain names, IP has defined the concept of a domain name server, which holds a cache (or database) of names mapped to IP addresses. To map domain names to IP addresses, you must first identify the host names, specify the name server that is present on your network, and enable the DNS.

This section contains this configuration information:

- [Default DNS Configuration, page 6-17](#)
- [Setting Up DNS, page 6-17](#)
- [Displaying the DNS Configuration, page 6-18](#)

Default DNS Configuration

Table 6-2 shows the default DNS configuration.

Table 6-2 Default DNS Configuration

Feature	Default Setting
DNS enable state	Enabled
DNS default domain name	None configured
DNS servers	No name server addresses are configured

Setting Up DNS

Beginning in privileged EXEC mode, follow these steps to set up your switch to use the DNS:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	ip domain-name <i>name</i>	Define a default domain name that the software uses to complete unqualified host names (names without a dotted-decimal domain name). Do not include the initial period that separates an unqualified name from the domain name. At boot time, no domain name is configured; however, if the switch configuration comes from a BOOTP or Dynamic Host Configuration Protocol (DHCP) server, then the default domain name might be set by the BOOTP or DHCP server (if the servers were configured with this information).
Step 3	ip name-server <i>server-address1</i> [<i>server-address2</i> ... <i>server-address6</i>]	Specify the address of one or more name servers to use for name and address resolution. You can specify up to six name servers. Separate each server address with a space. The first server specified is the primary server. The switch sends DNS queries to the primary server first. If that query fails, the backup servers are queried.
Step 4	ip domain-lookup	(Optional) Enable DNS-based host name-to-address translation on your switch. This feature is enabled by default. If your network devices require connectivity with devices in networks for which you do not control name assignment, you can dynamically assign device names that uniquely identify your devices by using the global Internet naming scheme (DNS).
Step 5	end	Return to privileged EXEC mode.
Step 6	show running-config	Verify your entries.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

If you use the switch IP address as its hostname, the IP address is used and no DNS query occurs. If you configure a hostname that contains no periods (.), a period followed by the default domain name is appended to the hostname before the DNS query is made to map the name to an IP address. The default

domain name is the value set by the **ip domain-name** global configuration command. If there is a period (.) in the hostname, the Cisco IOS software looks up the IP address without appending any default domain name to the hostname.

To remove a domain name, use the **no ip domain-name** *name* global configuration command. To remove a name server address, use the **no ip name-server** *server-address* global configuration command. To disable DNS on the switch, use the **no ip domain-lookup** global configuration command.

Displaying the DNS Configuration

To display the DNS configuration information, use the **show running-config** privileged EXEC command.

Creating a Banner

You can configure a message-of-the-day (MOTD) and a login banner. The MOTD banner displays on all connected terminals at login and is useful for sending messages that affect all network users (such as impending system shutdowns).

The login banner also displays on all connected terminals. It appears after the MOTD banner and before the login prompts.



Note

For complete syntax and usage information for the commands used in this section, refer to the *Cisco IOS Configuration Fundamentals Command Reference for Cisco IOS Release 12.1*.

This section contains this configuration information:

- [Default Banner Configuration, page 6-18](#)
- [Configuring a Message-of-the-Day Login Banner, page 6-19](#)
- [Configuring a Login Banner, page 6-20](#)

Default Banner Configuration

The MOTD and login banners are not configured.

Configuring a Message-of-the-Day Login Banner

You can create a single or multiline message banner that appears on the screen when someone logs in to the switch.

Beginning in privileged EXEC mode, follow these steps to configure a MOTD login banner:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	banner motd <i>c message c</i>	Specify the message of the day. For <i>c</i> , enter the delimiting character of your choice, for example, a pound sign (#), and press the Return key. The delimiting character signifies the beginning and end of the banner text. Characters after the ending delimiter are discarded. For <i>message</i> , enter a banner message up to 255 characters. You cannot use the delimiting character in the message.
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To delete the MOTD banner, use the **no banner motd** global configuration command.

This example shows how to configure a MOTD banner for the switch by using the pound sign (#) symbol as the beginning and ending delimiter:

```
Switch(config)# banner motd #
This is a secure site. Only authorized users are allowed.
For access, contact technical support.
#
Switch(config)#
```

This example shows the banner displayed from the previous configuration:

```
Unix> telnet 172.2.5.4
Trying 172.2.5.4...
Connected to 172.2.5.4.
Escape character is '^]'.

This is a secure site. Only authorized users are allowed.
For access, contact technical support.

User Access Verification

Password:
```

Configuring a Login Banner

You can configure a login banner to be displayed on all connected terminals. This banner appears after the MOTD banner and before the login prompt.

Beginning in privileged EXEC mode, follow these steps to configure a login banner:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	banner login <i>c message c</i>	Specify the login message. For <i>c</i> , enter the delimiting character of your choice, for example, a pound sign (#), and press the Return key. The delimiting character signifies the beginning and end of the banner text. Characters after the ending delimiter are discarded. For <i>message</i> , enter a login message up to 255 characters. You cannot use the delimiting character in the message.
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To delete the login banner, use the **no banner login** global configuration command.

This example shows how to configure a login banner for the switch by using the dollar sign (\$) symbol as the beginning and ending delimiter:

```
Switch(config)# banner login $
Access for authorized users only. Please enter your username and password.
$
Switch(config)#
```

Managing the MAC Address Table

The MAC address table contains address information that the switch uses to forward traffic between ports. All MAC addresses in the address table are associated with one or more ports. The address table includes these types of addresses:

- Dynamic address: a source MAC address that the switch learns and then ages when it is not in use.
- Static address: a manually entered unicast or multicast address that does not age and that is not lost when the switch resets.

The address table lists the destination MAC address, the associated VLAN ID, and port number associated with the address.



Note

For complete syntax and usage information for the commands used in this section, refer to the command reference for this release.

This section contains this configuration information:

- [Building the Address Table, page 6-21](#)
- [MAC Addresses and VLANs, page 6-21](#)
- [Default MAC Address Table Configuration, page 6-22](#)
- [Changing the Address Aging Time, page 6-22](#)
- [Removing Dynamic Address Entries, page 6-23](#)
- [Configuring MAC Address Notification Traps, page 6-23](#)
- [Adding and Removing Static Address Entries, page 6-25](#)
- [Displaying Address Table Entries, page 6-26](#)

Building the Address Table

With multiple MAC addresses supported on all ports, you can connect any port on the switch to individual workstations, repeaters, switches, routers, or other network devices. The switch provides dynamic addressing by learning the source address of packets it receives on each port and adding the address and its associated port number to the address table. As stations are added or removed from the network, the switch updates the address table, adding new dynamic addresses and aging out those that are not in use.

The aging interval is configured on a per-switch basis. However, the switch maintains an address table for each VLAN, and STP can accelerate the aging interval on a per-VLAN basis.

The switch sends packets between any combination of ports, based on the destination address of the received packet. Using the MAC address table, the switch forwards the packet only to the port or ports associated with the destination address. If the destination address is on the port that sent the packet, the packet is filtered and not forwarded. The switch always uses the store-and-forward method: complete packets are stored and checked for errors before transmission.

MAC Addresses and VLANs

All addresses are associated with a VLAN. An address can exist in more than one VLAN and have different destinations in each. Multicast addresses, for example, could be forwarded to port 1 in VLAN 1 and ports 9, 10, and 11 in VLAN 5.

Each VLAN maintains its own logical address table. A known address in one VLAN is unknown in another until it is learned or statically associated with a port in the other VLAN. Addresses that are statically entered in one VLAN must be configured as static addresses in all other VLANs or remain unlearned in the other VLANs.

Default MAC Address Table Configuration

Table 6-3 shows the default MAC address table configuration.

Table 6-3 Default MAC Address Table Configuration

Feature	Default Setting
Aging time	300 seconds
Dynamic addresses	Automatically learned
Static addresses	None configured

Changing the Address Aging Time

Dynamic addresses are source MAC addresses that the switch learns and then ages when they are not in use. The aging time parameter defines how long the switch retains unseen addresses. This parameter applies to all VLANs.

Setting too short an aging time can cause addresses to be prematurely removed from the table. Then when the switch receives a packet for an unknown destination, it floods the packet to all ports in the same VLAN as the receiving port. This unnecessary flooding can impact performance. Setting too long an aging time can cause the address table to be filled with unused addresses, which prevents new addresses from being learned. Flooding results, which can impact switch performance.

Beginning in privileged EXEC mode, follow these steps to configure the dynamic address table aging time:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	mac address-table aging-time [0 10-1000000] [vlan <i>vlan-id</i>]	Set the length of time that a dynamic entry remains in the MAC address table after the entry is used or updated. The range is 10 to 1000000 seconds. The default is 300. You can also enter 0, which disables aging. Static address entries are never aged or removed from the table. For <i>vlan-id</i> , valid IDs are 1 to 1005.
Step 3	end	Return to privileged EXEC mode.
Step 4	show mac address-table aging-time	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return to the default value, use the **no mac address-table aging-time** global configuration command.

Removing Dynamic Address Entries

To remove all dynamic entries, use the **clear mac address-table dynamic** command in privileged EXEC mode. You can also remove a specific MAC address (**clear mac address-table dynamic address *mac-address***), remove all addresses on the specified physical port or port channel (**clear mac address-table dynamic interface *interface-id***), or remove all addresses on a specified VLAN (**clear mac address-table dynamic vlan *vlan-id***).

To verify that dynamic entries have been removed, use the **show mac address-table dynamic** privileged EXEC command.

Configuring MAC Address Notification Traps

MAC address notification enables you to track users on a network by storing the MAC address activity on the switch. Whenever the switch learns or removes a MAC address, an SNMP notification can be generated and sent to the NMS. If you have many users coming and going from the network, you can set a trap interval time to bundle the notification traps and reduce network traffic. The MAC notification history table stores the MAC address activity for each hardware port for which the trap is enabled. MAC address notifications are generated for dynamic and secure MAC addresses; events are not generated for self addresses, multicast addresses, or other static addresses.

Beginning in privileged EXEC mode, follow these steps to configure the switch to send MAC address notification traps to an NMS host:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	snmp-server host <i>host-addr</i> {traps informs} {version {1 2c 3}} <i>community-string notification-type</i>	Specify the recipient of the trap message. <ul style="list-style-type: none"> For <i>host-addr</i>, specify the name or address of the NMS. Specify traps (the default) to send SNMP traps to the host. Specify informs to send SNMP informs to the host. Specify the SNMP version to support. Version 1, the default, is not available with informs. For <i>community-string</i>, specify the string to send with the notification operation. Though you can set this string by using the snmp-server host command, we recommend that you define this string by using the snmp-server community command before using the snmp-server host command. For <i>notification-type</i>, use the mac-notification keyword.
Step 3	snmp-server enable traps mac-notification	Enable the switch to send MAC address traps to the NMS.
Step 4	mac address-table notification	Enable the MAC address notification feature.

	Command	Purpose
Step 5	mac address-table notification [<i>interval value</i>] [<i>history-size value</i>]	Enter the trap interval time and the history table size. <ul style="list-style-type: none"> (Optional) For interval value, specify the notification trap interval in seconds between each set of traps that are generated to the NMS. The range is 0 to 2147483647 seconds; the default is 1 second. (Optional) For history-size value, specify the maximum number of entries in the MAC notification history table. The range is 0 to 500; the default is 1.
Step 6	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface on which to enable the SNMP MAC address notification trap.
Step 7	snmp trap mac-notification { <i>added</i> <i>removed</i> }	Enable the MAC address notification trap. <ul style="list-style-type: none"> Enable the MAC notification trap whenever a MAC address is added on this interface. Enable the MAC notification trap whenever a MAC address is removed from this interface.
Step 8	end	Return to privileged EXEC mode.
Step 9	show mac address-table notification interface show running-config	Verify your entries.
Step 10	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable the switch from sending MAC address notification traps, use the **no snmp-server enable traps mac-notification** global configuration command. To disable the MAC address notification traps on a specific interface, use the **no snmp trap mac-notification {added | removed}** interface configuration command. To disable the MAC address notification feature, use the **no mac address-table notification** global configuration command.

This example shows how to specify 172.20.10.10 as the NMS, enable the switch to send MAC address notification traps to the NMS, enable the MAC address notification feature, set the interval time to 60 seconds, set the history-size to 100 entries, and enable traps whenever a MAC address is added on Fast Ethernet interface 0/4.

```
Switch(config)# snmp-server host 172.20.10.10 traps private
Switch(config)# snmp-server enable traps mac-notification
Switch(config)# mac address-table notification
Switch(config)# mac address-table notification interval 60
Switch(config)# mac address-table notification history-size 100
Switch(config)# interface fastethernet0/4
Switch(config-if)# snmp trap mac-notification added
```

You can verify the previous commands by entering the **show mac address-table notification interface** and the **show mac address-table notification** privileged EXEC commands.

Adding and Removing Static Address Entries

A static address has these characteristics:

- It is manually entered in the address table and must be manually removed.
- It can be a unicast or multicast address.
- It does not age and is retained when the switch restarts.

You can add and remove static addresses and define the forwarding behavior for them. The forwarding behavior determines how a port that receives a packet forwards it to another port for transmission. Because all ports are associated with at least one VLAN, the switch acquires the VLAN ID for the address from the ports that you specify. You can specify a different list of destination ports for each source port.

A static address in one VLAN must be a static address in other VLANs. A packet with a static address that arrives on a VLAN where it has not been statically entered is flooded to all ports and not learned.

You add a static address to the address table by specifying the destination MAC address (unicast or multicast) and the VLAN from which it is received. Packets received with this destination address are forwarded to the interface specified with the *interface-id* option.

Beginning in privileged EXEC mode, follow these steps to add a static address:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	mac address-table static <i>mac-addr</i> vlan <i>vlan-id</i> interface <i>interface-id</i>	Add a static address to the MAC address table. <ul style="list-style-type: none"> • For <i>mac-addr</i>, specify the destination MAC address (unicast or multicast) to add to the address table. Packets with this destination address received in the specified VLAN are forwarded to the specified interface. • For <i>vlan-id</i>, specify the VLAN for which the packet with the specified MAC address is received. Valid VLAN IDs are 1 to 1005. • For <i>interface-id...</i>, specify the interface to which the received packet is forwarded. Valid interfaces include physical ports.
Step 3	end	Return to privileged EXEC mode.
Step 4	show mac address-table static	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To remove static entries from the address table, use the **no mac address-table static** *mac-addr* **vlan** *vlan-id* [**interface** *interface-id*] global configuration command.

This example shows how to add the static address c2f3.220a.12f4 to the MAC address table. When a packet is received in VLAN 4 with this MAC address as its destination address, the packets is forwarded to the specified interface:

```
Switch(config)# mac address-table static c2f3.220a.12f4 vlan 4 interface
gigabitethernet0/1
```

Displaying Address Table Entries

You can display the MAC address table by using one or more of the privileged EXEC commands described in [Table 6-4](#):

Table 6-4 Commands for Displaying the MAC Address Table

Command	Description
<code>show mac address-table address</code>	Displays MAC address table information for the specified MAC address.
<code>show mac address-table aging-time</code>	Displays the aging time in all VLANs or the specified VLAN.
<code>show mac address-table count</code>	Displays the number of addresses present in all VLANs or the specified VLAN.
<code>show mac address-table dynamic</code>	Displays dynamic MAC address table entries only.
<code>show mac address-table interface</code>	Displays the MAC address table information for the specified interface.
<code>show mac address-table multicast</code>	Displays the Layer 2 multicast entries for all VLANs or the specified VLAN.
<code>show mac address-table static</code>	Displays static MAC address table entries only.
<code>show mac address-table vlan</code>	Displays the MAC address table information for the specified VLAN.

Managing the ARP Table

To communicate with a device (over Ethernet, for example), the software first must determine the 48-bit MAC or the local data link address of that device. The process of determining the local data link address from an IP address is called *address resolution*.

The Address Resolution Protocol (ARP) associates a host IP address with the corresponding media or MAC addresses and the VLAN ID. Taking an IP address as input, ARP determines the associated MAC address. Once a MAC address is determined, the IP-MAC address association is stored in an ARP cache for rapid retrieval. Then the IP datagram is encapsulated in a link-layer frame and sent over the network. Encapsulation of IP datagrams and ARP requests and replies on IEEE 802 networks other than Ethernet is specified by the Subnetwork Access Protocol (SNAP). By default, standard Ethernet-style ARP encapsulation (represented by the **arpa** keyword) is enabled on the IP interface.

ARP entries added manually to the table do not age and must be manually removed.

For CLI procedures, refer to the Cisco IOS Release 12.1 documentation on Cisco.com.



Configuring Switch-Based Authentication

This chapter describes how to configure switch-based authentication on the Catalyst 2940 switch. This chapter consists of these sections:

- [Preventing Unauthorized Access to Your Switch, page 7-1](#)
- [Protecting Access to Privileged EXEC Commands, page 7-2](#)
- [Controlling Switch Access with TACACS+, page 7-9](#)
- [Controlling Switch Access with RADIUS, page 7-16](#)

Preventing Unauthorized Access to Your Switch

You can prevent unauthorized users from reconfiguring your switch and viewing configuration information. Typically, you want network administrators to have access to your switch while you restrict access to users who dial from outside the network through an asynchronous port, connect from outside the network through a serial port, or connect through a terminal or workstation from within the local network.

To prevent unauthorized access into your switch, you should configure one or more of these security features:

- At a minimum, you should configure passwords and privileges at each switch port. These passwords are locally stored on the switch. When users attempt to access the switch through a port or line, they must enter the password specified for the port or line before they can access the switch. For more information, see the [“Protecting Access to Privileged EXEC Commands” section on page 7-2](#).
- For an additional layer of security, you can also configure username and password pairs, which are locally stored on the switch. These pairs are assigned to lines or interfaces and authenticate each user before that user can access the switch. If you have defined privilege levels, you can also assign a specific privilege level (with associated rights and privileges) to each username and password pair. For more information, see the [“Configuring Username and Password Pairs” section on page 7-6](#).
- If you want to use username and password pairs, but you want to store them centrally on a server instead of locally, you can store them in a database on a security server. Multiple networking devices can then use the same database to obtain user authentication (and, if necessary, authorization) information. For more information, see the [“Controlling Switch Access with TACACS+” section on page 7-9](#).

Protecting Access to Privileged EXEC Commands

A simple way of providing terminal access control in your network is to use passwords and assign privilege levels. Password protection restricts access to a network or network device. Privilege levels define what commands users can enter after they have logged into a network device.



Note

For complete syntax and usage information for the commands used in this section, refer to the *Cisco IOS Security Command Reference for Cisco IOS Release 12.1*.

This section describes how to control access to the configuration file and privileged EXEC commands. It contains this configuration information:

- [Default Password and Privilege Level Configuration, page 7-2](#)
- [Setting or Changing a Static Enable Password, page 7-3](#)
- [Protecting Enable and Enable Secret Passwords with Encryption, page 7-4](#)
- [Setting a Telnet Password for a Terminal Line, page 7-5](#)
- [Configuring Username and Password Pairs, page 7-6](#)
- [Configuring Multiple Privilege Levels, page 7-7](#)

Default Password and Privilege Level Configuration

[Table 7-1](#) shows the default password and privilege level configuration.

Table 7-1 Default Password and Privilege Levels

Feature	Default Setting
Enable password and privilege level	No password is defined. The default is level 15 (privileged EXEC level). The password is not encrypted in the configuration file.
Enable secret password and privilege level	No password is defined. The default is level 15 (privileged EXEC level). The password is encrypted before it is written to the configuration file.
Line password	No password is defined.

Setting or Changing a Static Enable Password

The enable password controls access to the privileged EXEC mode. Beginning in privileged EXEC mode, follow these steps to set or change a static enable password:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	enable password <i>password</i>	Define a new password or change an existing password for access to privileged EXEC mode. By default, no password is defined. For <i>password</i> , specify a string from 1 to 25 alphanumeric characters. The string cannot start with a number, is case sensitive, and allows spaces but ignores leading spaces. It can contain the question mark (?) character if you precede the question mark with the key combination Ctrl-v when you create the password; for example, to create the password abc?123, do this: Enter abc . Enter Ctrl-v . Enter ?123 . When the system prompts you to enter the enable password, you need not precede the question mark with the Ctrl-v; you can simply enter abc?123 at the password prompt.
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file. The enable password is not encrypted and can be read in the switch configuration file.

To remove the password, use the **no enable password** global configuration command.

This example shows how to change the enable password to *11u2c3k4y5*. The password is not encrypted and provides access to level 15 (traditional privileged EXEC mode access):

```
Switch(config)# enable password 11u2c3k4y5
```

Protecting Enable and Enable Secret Passwords with Encryption

To provide an additional layer of security, particularly for passwords that cross the network or that are stored on a Trivial File Transfer Protocol (TFTP) server, you can use either the **enable password** or **enable secret** global configuration commands. Both commands accomplish the same thing; that is, you can establish an encrypted password that users must enter to access privileged EXEC mode (the default) or any privilege level you specify.

We recommend that you use the **enable secret** command because it uses an improved encryption algorithm.

If you configure the **enable secret** command, it takes precedence over the **enable password** command; the two commands cannot be in effect simultaneously.

Beginning in privileged EXEC mode, follow these steps to configure encryption for enable and enable secret passwords:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	enable password [level <i>level</i>] { <i>password</i> <i>encryption-type encrypted-password</i> } or enable secret [level <i>level</i>] { <i>password</i> <i>encryption-type encrypted-password</i> }	Define a new password or change an existing password for access to privileged EXEC mode. or Define a secret password, which is saved using a nonreversible encryption method. <ul style="list-style-type: none"> (Optional) For <i>level</i>, the range is from 0 to 15. Level 1 is normal user EXEC mode privileges. The default level is 15 (privileged EXEC mode privileges). For <i>password</i>, specify a string from 1 to 25 alphanumeric characters. The string cannot start with a number, is case sensitive, and allows spaces but ignores leading spaces. By default, no password is defined. (Optional) For <i>encryption-type</i>, only type 5, a Cisco proprietary encryption algorithm, is available. If you specify an encryption type, you must provide an encrypted password that you copy from another Catalyst 2940 switch configuration. <p>Note If you specify an encryption type and then enter a clear text password, you can not re-enter privileged EXEC mode. You cannot recover a lost encrypted password by any method.</p>
Step 3	service password-encryption	(Optional) Encrypt the password when the password is defined or when the configuration is written. Encryption prevents the password from being readable in the configuration file.
Step 4	end	Return to privileged EXEC mode.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

If both the enable and enable secret passwords are defined, users must enter the enable secret password.

Use the **level** keyword to define a password for a specific privilege level. After you specify the level and set a password, give the password only to users who need to have access at this level. Use the **privilege level** global configuration command to specify commands accessible at various levels. For more information, see the “[Configuring Multiple Privilege Levels](#)” section on page 7-7.

If you enable password encryption, it applies to all passwords including username passwords, authentication key passwords, the privileged command password, and console and virtual terminal line passwords.

To remove a password and level, use the **no enable password [level level]** or **no enable secret [level level]** global configuration command. To disable password encryption, use the **no service password-encryption** global configuration command.

This example shows how to configure the encrypted password `1FaD0$Xyti5Rkls3LoyxzS8` for privilege level 2:

```
Switch(config)# enable secret level 2 5 $1$FaD0$Xyti5Rkls3LoyxzS8
```

Setting a Telnet Password for a Terminal Line

When you power-up your switch for the first time, an automatic setup program runs to assign IP information and to create a default configuration for continued use. The setup program also prompts you to configure your switch for Telnet access through a password. If you neglected to configure this password during the setup program, you can configure it now through the command-line interface (CLI).

Beginning in privileged EXEC mode, follow these steps to configure your switch for Telnet access:

	Command	Purpose
Step 1		Attach a PC or workstation with emulation software to the switch console port. The default data characteristics of the console port are 9600, 8, 1, no parity. You might need to press the Return key several times to see the command-line prompt.
Step 2	enable password <i>password</i>	Enter privileged EXEC mode.
Step 3	configure terminal	Enter global configuration mode.
Step 4	line vty 0 15	Configure the number of Telnet sessions (lines), and enter line configuration mode. There are 16 possible sessions on a command-capable switch. The 0 and 15 mean that you are configuring all 16 possible Telnet sessions.
Step 5	password <i>password</i>	Enter a Telnet password for the line or lines. For <i>password</i> , specify a string from 1 to 25 alphanumeric characters. The string cannot start with a number, is case sensitive, and allows spaces but ignores leading spaces. By default, no password is defined.
Step 6	end	Return to privileged EXEC mode.
Step 7	show running-config	Verify your entries. The password is listed under the command line vty 0 15 .
Step 8	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To remove the password, use the **no password** global configuration command.

This example shows how to set the Telnet password to *let45me67in89*:

```
Switch(config)# line vty 10
Switch(config-line)# password let45me67in89
```

Configuring Username and Password Pairs

You can configure username and password pairs, which are locally stored on the switch. These pairs are assigned to lines or interfaces and authenticate each user before that user can access the switch. If you have defined privilege levels, you can also assign a specific privilege level (with associated rights and privileges) to each username and password pair.

Beginning in privileged EXEC mode, follow these steps to establish a username-based authentication system that requests a login username and a password:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	username <i>name</i> [privilege <i>level</i>] { password <i>encryption-type password</i> }	Enter the username, privilege level, and password for each user. <ul style="list-style-type: none"> For <i>name</i>, specify the user ID as one word. Spaces and quotation marks are not allowed. (Optional) For <i>level</i>, specify the privilege level the user has after gaining access. The range is 0 to 15. Level 15 gives privileged EXEC mode access. Level 1 gives user EXEC mode access. For <i>encryption-type</i>, enter 0 to specify that an unencrypted password will follow. Enter 7 to specify that a hidden password will follow. For <i>password</i>, specify the password the user must enter to gain access to the switch. The password must be from 1 to 25 characters, can contain embedded spaces, and must be the last option specified in the username command.
Step 3	line console 0 or line vty 0 15	Enter line configuration mode, and configure the console port (line 0) or the VTY lines (line 0 to 15).
Step 4	login local	Enable local password checking at login time. Authentication is based on the username specified in Step 2.
Step 5	end	Return to privileged EXEC mode.
Step 6	show running-config	Verify your entries.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable username authentication for a specific user, use the **no username** *name* global configuration command. To disable password checking and allow connections without a password, use the **no login** line configuration command.

Configuring Multiple Privilege Levels

By default, the Cisco IOS software has two modes of password security: user EXEC and privileged EXEC. You can configure up to 16 hierarchical levels of commands for each mode. By configuring multiple passwords, you can allow different sets of users to have access to specified commands.

For example, if you want many users to have access to the **clear line** command, you can assign it level 2 security and distribute the level 2 password fairly widely. But if you want more restricted access to the **configure** command, you can assign it level 3 security and distribute that password to a more restricted group of users.

This section includes this configuration information:

- [Setting the Privilege Level for a Command, page 7-7](#)
- [Changing the Default Privilege Level for Lines, page 7-8](#)
- [Logging into and Exiting a Privilege Level, page 7-9](#)

Setting the Privilege Level for a Command

Beginning in privileged EXEC mode, follow these steps to set the privilege level for a command mode:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	privilege mode level level command	Set the privilege level for a command. <ul style="list-style-type: none"> • For <i>mode</i>, enter configure for global configuration mode, exec for EXEC mode, interface for interface configuration mode, or line for line configuration mode. • For <i>level</i>, the range is from 0 to 15. Level 1 is for normal user EXEC mode privileges. Level 15 is the level of access permitted by the enable password. • For <i>command</i>, specify the command to which you want to restrict access.
Step 3	enable password level level password	Specify the enable password for the privilege level. <ul style="list-style-type: none"> • For <i>level</i>, the range is from 0 to 15. Level 1 is for normal user EXEC mode privileges. • For <i>password</i>, specify a string from 1 to 25 alphanumeric characters. The string cannot start with a number, is case sensitive, and allows spaces but ignores leading spaces. By default, no password is defined.
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config or show privilege	Verify your entries. The first command displays the password and access level configuration. The second command displays the privilege level configuration.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

When you set a command to a privilege level, all commands whose syntax is a subset of that command are also set to that level. For example, if you set the **show ip traffic** command to level 15, the **show** commands and **show ip** commands are automatically set to privilege level 15 unless you set them individually to different levels.

To return to the default privilege for a given command, use the **no privilege mode level level command** global configuration command.

This example shows how to set the **configure** command to privilege level 14 and define *SecretPswd14* as the password users must enter to use level 14 commands:

```
Switch(config)# privilege exec level 14 configure
Switch(config)# enable password level 14 SecretPswd14
```

Changing the Default Privilege Level for Lines

Beginning in privileged EXEC mode, follow these steps to change the default privilege level for a line:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	line vty line	Select the virtual terminal line on which to restrict access.
Step 3	privilege level level	Change the default privilege level for the line. For <i>level</i> , the range is from 0 to 15. Level 1 is for normal user EXEC mode privileges. Level 15 is the level of access permitted by the enable password.
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config or show privilege	Verify your entries. The first command displays the password and access level configuration. The second command displays the privilege level configuration.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

Users can override the privilege level you set using the **privilege level** line configuration command by logging in to the line and enabling a different privilege level. They can lower the privilege level by using the **disable** command. If users know the password to a higher privilege level, they can use that password to enable the higher privilege level. You might specify a high level or privilege level for your console line to restrict line usage.

To return to the default line privilege level, use the **no privilege level** line configuration command.

Logging into and Exiting a Privilege Level

Beginning in privileged EXEC mode, follow these steps to log in to a specified privilege level and to exit to a specified privilege level:

	Command	Purpose
Step 1	enable <i>level</i>	Log in to a specified privilege level. For <i>level</i> , the range is 0 to 15.
Step 2	disable <i>level</i>	Exit to a specified privilege level. For <i>level</i> , the range is 0 to 15.

Controlling Switch Access with TACACS+

This section describes how to enable and configure Terminal Access Controller Access Control System Plus (TACACS+), which provides detailed accounting information and flexible administrative control over authentication and authorization processes. TACACS+ is facilitated through authentication, authorization, accounting (AAA) and can be enabled only through AAA commands.



Note

For complete syntax and usage information for the commands used in this section, refer to the *Cisco IOS Security Command Reference for Cisco IOS Release 12.1*.

This section contains this configuration information:

- [Understanding TACACS+, page 7-9](#)
- [TACACS+ Operation, page 7-11](#)
- [Configuring TACACS+, page 7-11](#)
- [Displaying the TACACS+ Configuration, page 7-16](#)

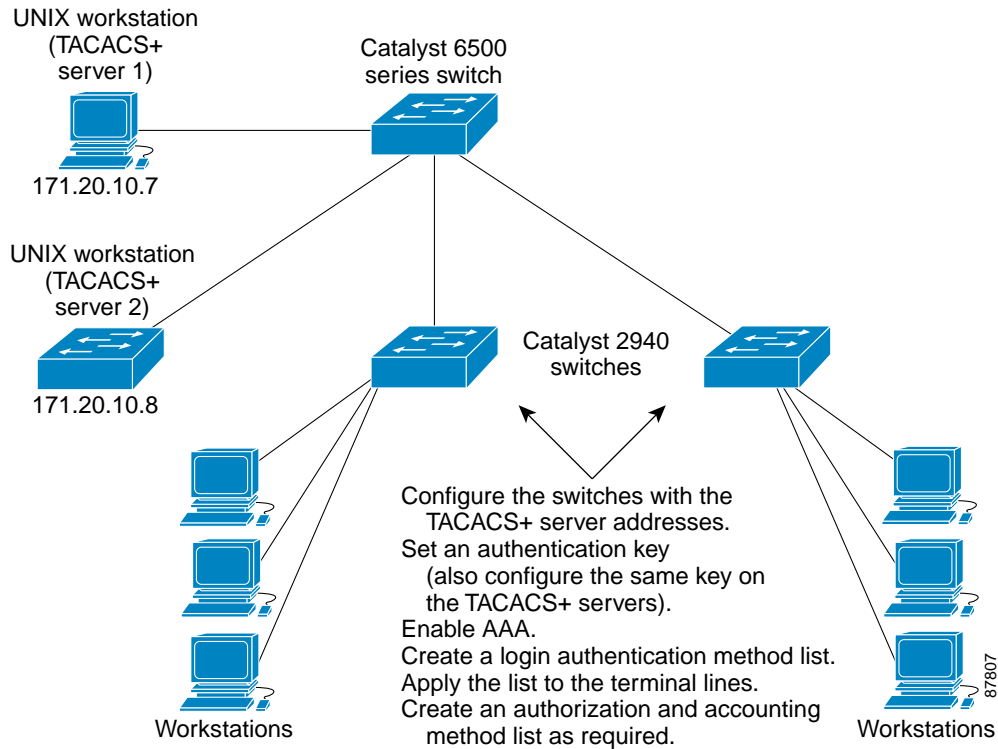
Understanding TACACS+

TACACS+ is a security application that provides centralized validation of users attempting to gain access to your switch. TACACS+ services are maintained in a database on a TACACS+ daemon typically running on a UNIX or Windows NT workstation. You should have access to and should configure a TACACS+ server before the configuring TACACS+ features on your switch.

TACACS+ provides for separate and modular authentication, authorization, and accounting facilities. TACACS+ allows for a single access control server (the TACACS+ daemon) to provide each service—authentication, authorization, and accounting—independently. Each service can be tied into its own database to take advantage of other services available on that server or on the network, depending on the capabilities of the daemon.

The goal of TACACS+ is to provide a method for managing multiple network access points from a single management service. Your switch can be a network access server along with other Cisco routers and access servers. A network access server provides connections to a single user, to a network or subnetwork, and to interconnected networks as shown in Figure 7-1.

Figure 7-1 Typical TACACS+ Network Configuration



TACACS+, administered through the AAA security services, can provide these services:

- **Authentication**—Provides complete control of authentication through login and password dialog, challenge and response, and messaging support.

The authentication facility can conduct a dialog with the user (for example, after a username and password are provided, to challenge a user with several questions, such as home address, mother's maiden name, service type, and social security number). The TACACS+ authentication service can also send messages to user screens. For example, a message could notify users that their passwords must be changed because of the company's password aging policy.

- **Authorization**—Provides fine-grained control over user capabilities for the duration of the user's session, including but not limited to setting autocommands, access control, session duration, or protocol support. You can also enforce restrictions on what commands a user can execute with the TACACS+ authorization feature.
- **Accounting**—Collects and sends information used for billing, auditing, and reporting to the TACACS+ daemon. Network managers can use the accounting facility to track user activity for a security audit or to provide information for user billing. Accounting records include user identities, start and stop times, executed commands (such as PPP), number of packets, and number of bytes.

The TACACS+ protocol provides authentication between the switch and the TACACS+ daemon, and it ensures confidentiality because all protocol exchanges between the switch and the TACACS+ daemon are encrypted.

You need a system running the TACACS+ daemon software to use TACACS+ on your switch.

TACACS+ Operation

When a user attempts a simple ASCII login by authenticating to a switch by using TACACS+, this process occurs:

1. When the connection is established, the switch contacts the TACACS+ daemon to obtain a username prompt to show to the user, which then appears to the user. The user enters a username, and the switch then contacts the TACACS+ daemon to obtain a password prompt. The switch displays the password prompt to the user, the user enters a password, and the password is then sent to the TACACS+ daemon.

TACACS+ allows a dialog between the daemon and the user until the daemon receives enough information to authenticate the user. The daemon prompts for a username and password combination, but can include other items, such as the user's mother's maiden name.

2. The switch eventually receives one of these responses from the TACACS+ daemon:
 - **ACCEPT**—The user is authenticated and service can begin. If the switch is configured to require authorization, authorization begins at this time.
 - **REJECT**—The user is not authenticated. The user can be denied access or is prompted to retry the login sequence, depending on the TACACS+ daemon.
 - **ERROR**—An error occurred at some time during authentication with the daemon or in the network connection between the daemon and the switch. If an **ERROR** response is received, the switch typically tries to use an alternative method for authenticating the user.
 - **CONTINUE**—The user is prompted for additional authentication information.

After authentication, the user undergoes an additional authorization phase if authorization has been enabled on the switch. Users must first successfully complete TACACS+ authentication before proceeding to TACACS+ authorization.

3. If TACACS+ authorization is required, the TACACS+ daemon is again contacted, and it returns an **ACCEPT** or **REJECT** authorization response. If an **ACCEPT** response is returned, the response contains data in the form of attributes that direct the **EXEC** or **NETWORK** session for that user, determining the services that the user can access:
 - Telnet, rlogin, or privileged **EXEC** services
 - Connection parameters, including the host or client IP address, access list, and user timeouts

Configuring TACACS+

This section describes how to configure your switch to support TACACS+. At a minimum, you must identify the host or hosts maintaining the TACACS+ daemon and define the method lists for TACACS+ authentication. You can optionally define method lists for TACACS+ authorization and accounting. A method list defines the sequence and methods to be used to authenticate, to authorize, or to keep accounts on a user. You can use method lists to designate one or more security protocols to be used, thus ensuring a backup system if the initial method fails. The software uses the first method listed to authenticate, to

authorize, or to keep accounts on users; if that method does not respond, the software selects the next method in the list. This process continues until there is successful communication with a listed method or the method list is exhausted.

This section contains this configuration information:

- [Default TACACS+ Configuration, page 7-12](#)
- [Identifying the TACACS+ Server Host and Setting the Authentication Key, page 7-12](#)
- [Configuring TACACS+ Login Authentication, page 7-13](#)
- [Configuring TACACS+ Authorization for Privileged EXEC Access and Network Services, page 7-15](#)
- [Starting TACACS+ Accounting, page 7-16](#)

Default TACACS+ Configuration

TACACS+ and AAA are disabled by default.

To prevent a lapse in security, you cannot configure TACACS+ through a network management application. When enabled, TACACS+ can authenticate users accessing the switch through the CLI.



Note

Although TACACS+ configuration is performed through the CLI, the TACACS+ server authenticates HTTP connections that have been configured with a privilege level of 15.

Identifying the TACACS+ Server Host and Setting the Authentication Key

You can configure the switch to use a single server or AAA server groups to group existing server hosts for authentication. You can group servers to select a subset of the configured server hosts and use them for a particular service. The server group is used with a global server-host list and contains the list of IP addresses of the selected server hosts.

Beginning in privileged EXEC mode, follow these steps to identify the IP host or host maintaining TACACS+ server and optionally set the encryption key:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	tacacs-server host <i>hostname</i> [port <i>integer</i>] [timeout <i>integer</i>] [key <i>string</i>]	Identify the IP host or hosts maintaining a TACACS+ server. Enter this command multiple times to create a list of preferred hosts. The software searches for hosts in the order in which you specify them. <ul style="list-style-type: none"> • For <i>hostname</i>, specify the name or IP address of the host. • (Optional) For port <i>integer</i>, specify a server port number. The default is port 49. The range is 1 to 65535. • (Optional) For timeout <i>integer</i>, specify a time in seconds the switch waits for a response from the daemon before it times out and declares an error. The default is 5 seconds. The range is 1 to 1000 seconds. • (Optional) For key <i>string</i>, specify the encryption key for encrypting and decrypting all traffic between the switch and the TACACS+ daemon. You must configure the same key on the TACACS+ daemon for encryption to be successful.

	Command	Purpose
Step 3	aaa new-model	Enable AAA.
Step 4	aaa group server tacacs+ <i>group-name</i>	(Optional) Define the AAA server-group with a group name. This command puts the switch in a server group subconfiguration mode.
Step 5	server <i>ip-address</i>	(Optional) Associate a particular TACACS+ server with the defined server group. Repeat this step for each TACACS+ server in the AAA server group. Each server in the group must be previously defined in Step 2.
Step 6	end	Return to privileged EXEC mode.
Step 7	show tacacs	Verify your entries.
Step 8	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To remove the specified TACACS+ server name or address, use the **no tacacs-server host *hostname*** global configuration command. To remove a server group from the configuration list, use the **no aaa group server tacacs+ *group-name*** global configuration command. To remove the IP address of a TACACS+ server, use the **no server ip-address** server group subconfiguration command.

Configuring TACACS+ Login Authentication

To configure AAA authentication, you define a named list of authentication methods and then apply that list to various interfaces. The method list defines the types of authentication to be performed and the sequence in which they are performed; it must be applied to a specific interface before any of the defined authentication methods are performed. The only exception is the default method list (which, by coincidence, is named *default*). The default method list is automatically applied to all interfaces except those that have a named method list explicitly defined. A defined method list overrides the default method list.

A method list describes the sequence and authentication methods to be queried to authenticate a user. You can designate one or more security protocols to be used for authentication, thus ensuring a backup system for authentication in case the initial method fails. The software uses the first method listed to authenticate users; if that method fails to respond, the software selects the next authentication method in the method list. This process continues until there is successful communication with a listed authentication method or until all defined methods are exhausted. If authentication fails at any point in this cycle—meaning that the security server or local username database responds by denying the user access—the authentication process stops, and no other authentication methods are attempted.

Beginning in privileged EXEC mode, follow these steps to configure login authentication:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	aaa new-model	Enable AAA.
Step 3	aaa authentication login { default <i>list-name</i> } <i>method1</i> [<i>method2...</i>]	<p>Create a login authentication method list.</p> <ul style="list-style-type: none"> To create a default list that is used when a named list is <i>not</i> specified in the login authentication command, use the default keyword followed by the methods that are to be used in default situations. The default method list is automatically applied to all interfaces. For <i>list-name</i>, specify a character string to name the list you are creating. For <i>method1...</i>, specify the actual method the authentication algorithm tries. The additional methods of authentication are used only if the previous method returns an error, not if it fails. <p>Select one of these methods:</p> <ul style="list-style-type: none"> enable—Use the enable password for authentication. Before you can use this authentication method, you must define an enable password by using the enable password global configuration command. group tacacs+—Uses TACACS+ authentication. Before you can use this authentication method, you must configure the TACACS+ server. For more information, see the “Identifying the TACACS+ Server Host and Setting the Authentication Key” section on page 7-12. line—Use the line password for authentication. Before you can use this authentication method, you must define a line password. Use the password password line configuration command. local—Use the local username database for authentication. You must enter username information in the database. Use the username password global configuration command. local-case—Use a case-sensitive local username database for authentication. You must enter username information in the database by using the username name password global configuration command. none—Do not use any authentication for login.
Step 4	line [console tty vty] <i>line-number</i> [<i>ending-line-number</i>]	Enter line configuration mode, and configure the lines to which you want to apply the authentication list.
Step 5	login authentication { default <i>list-name</i> }	<p>Apply the authentication list to a line or set of lines.</p> <ul style="list-style-type: none"> If you specify default, use the default list created with the aaa authentication login command. For <i>list-name</i>, specify the list created with the aaa authentication login command.
Step 6	end	Return to privileged EXEC mode.
Step 7	show running-config	Verify your entries.
Step 8	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable AAA, use the **no aaa new-model** global configuration command. To disable AAA authentication, use the **no aaa authentication login {default | list-name} method1 [method2...]** global configuration command. To either disable TACACS+ authentication for logins or to return to the default value, use the **no login authentication {default | list-name}** line configuration command.

Configuring TACACS+ Authorization for Privileged EXEC Access and Network Services

AAA authorization limits the services available to a user. When AAA authorization is enabled, the switch uses information retrieved from the user's profile, which is located either in the local user database or on the security server, to configure the user's session. The user is granted access to a requested service only if the information in the user profile allows it.

You can use the **aaa authorization** global configuration command with the **tacacs+** keyword to set parameters that restrict a user's network access to privileged EXEC mode.

The **aaa authorization exec tacacs+ local** command sets these authorization parameters:

- Use TACACS+ for privileged EXEC access authorization if authentication was performed by using TACACS+.
- Use the local database if authentication was not performed by using TACACS+.



Note

Authorization is bypassed for authenticated users who log in through the CLI even if authorization has been configured.

Beginning in privileged EXEC mode, follow these steps to specify TACACS+ authorization for privileged EXEC access and network services:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	aaa authorization network tacacs+	Configure the switch for user TACACS+ authorization for all network-related service requests.
Step 3	aaa authorization exec tacacs+	Configure the switch for user TACACS+ authorization to determine if the user has privileged EXEC access. The exec keyword might return user profile information (such as autocommand information).
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable authorization, use the **no aaa authorization {network | exec} method1** global configuration command.

Starting TACACS+ Accounting

The AAA accounting feature tracks the services that users are accessing and the amount of network resources that they are consuming. When AAA accounting is enabled, the switch reports user activity to the TACACS+ security server in the form of accounting records. Each accounting record contains accounting attribute-value (AV) pairs and is stored on the security server. This data can then be analyzed for network management, client billing, or auditing.

Beginning in privileged EXEC mode, follow these steps to enable TACACS+ accounting for each Cisco IOS privilege level and for network services:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	aaa accounting network start-stop tacacs+	Enable TACACS+ accounting for all network-related service requests.
Step 3	aaa accounting exec start-stop tacacs+	Enable TACACS+ accounting to send a start-record accounting notice at the beginning of a privileged EXEC process and a stop-record at the end.
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable accounting, use the **no aaa accounting {network | exec} {start-stop} method1...** global configuration command.

Displaying the TACACS+ Configuration

To display TACACS+ server statistics, use the **show tacacs** privileged EXEC command.

Controlling Switch Access with RADIUS

This section describes how to enable and configure the Remote Authentication Dial-In User Service (RADIUS), which provides detailed accounting information and flexible administrative control over authentication and authorization processes. RADIUS is facilitated through AAA and can be enabled only through AAA commands.



Note

For complete syntax and usage information for the commands used in this section, refer to the *Cisco IOS Security Command Reference for Cisco IOS Release 12.1*.

This section contains this configuration information:

- [Understanding RADIUS, page 7-17](#)
- [RADIUS Operation, page 7-18](#)
- [Configuring RADIUS, page 7-19](#)
- [Displaying the RADIUS Configuration, page 7-30](#)

Understanding RADIUS

RADIUS is a distributed client/server system that secures networks against unauthorized access. RADIUS clients run on supported Cisco routers and switches, including Catalyst 3550 multilayer switches, Catalyst 2955 switches, and Catalyst 2950 switches. Clients send authentication requests to a central RADIUS server, which contains all user authentication and network service access information. The RADIUS host is normally a multiuser system running RADIUS server software from Cisco (Cisco Secure Access Control Server version 3.0), Livingston, Merit, Microsoft, or another software provider. For more information, refer to the RADIUS server documentation.

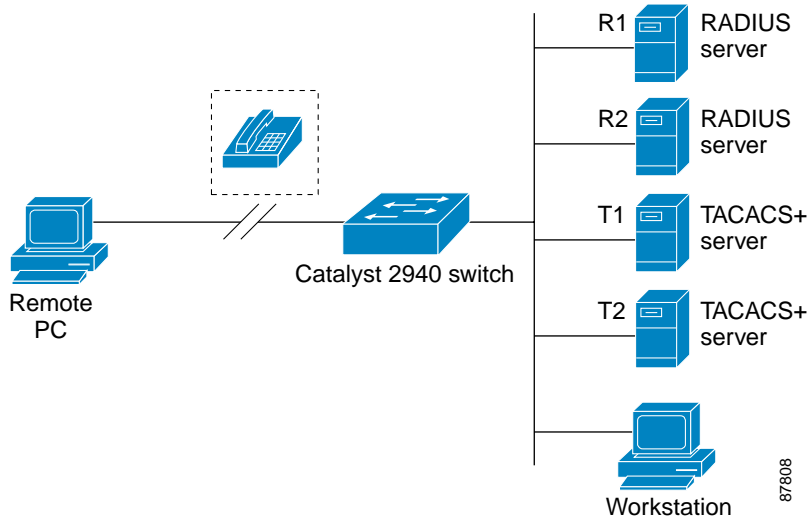
Use RADIUS in these network environments that require access security:

- Networks with multiple-vendor access servers, each supporting RADIUS. For example, access servers from several vendors use a single RADIUS server-based security database. In an IP-based network with multiple vendors' access servers, dial-in users are authenticated through a RADIUS server that has been customized to work with the Kerberos security system.
- Turnkey network security environments in which applications support the RADIUS protocol, such as in an access environment that uses a *smart card* access control system. In one case, RADIUS has been used with Enigma's security cards to validate users and to grant access to network resources.
- Networks already using RADIUS. You can add a Cisco switch containing a RADIUS client to the network. This might be the first step when you make a transition to a TACACS+ server. See [Figure 7-2 on page 7-18](#).
- Network in which the user must only access a single service. Using RADIUS, you can control user access to a single host, to a single utility such as Telnet, or to the network through a protocol such as IEEE 802.1X. For more information about this protocol, see [Chapter 8, "Configuring 802.1X Port-Based Authentication."](#)
- Networks that require resource accounting. You can use RADIUS accounting independently of RADIUS authentication or authorization. The RADIUS accounting functions allow data to be sent at the start and end of services, showing the amount of resources (such as time, packets, bytes, and so forth) used during the session. An Internet service provider might use a freeware-based version of RADIUS access control and accounting software to meet special security and billing needs.

RADIUS is not suitable in these network security situations:

- Multiprotocol access environments. RADIUS does not support AppleTalk Remote Access (ARA), NetBIOS Frame Control Protocol (NBFCP), NetWare Asynchronous Services Interface (NASI), or X.25 PAD connections.
- Switch-to-switch or router-to-router situations. RADIUS does not provide two-way authentication. RADIUS can be used to authenticate from one device to a non-Cisco device if the non-Cisco device requires authentication.
- Networks using a variety of services. RADIUS generally binds a user to one service model.

Figure 7-2 Transitioning from RADIUS to TACACS+ Services



RADIUS Operation

When a user attempts to log in and authenticate to a switch that is access controlled by a RADIUS server, these events occur:

1. The user is prompted to enter a username and password.
2. The username and encrypted password are sent over the network to the RADIUS server.
3. The user receives one of these responses from the RADIUS server:
 - a. ACCEPT—The user is authenticated.
 - b. REJECT—The user is either not authenticated and is prompted to re-enter the username and password, or access is denied.
 - c. CHALLENGE—A challenge requires additional data from the user.
 - d. CHALLENGE PASSWORD—A response requests the user to select a new password.

The ACCEPT or REJECT response is bundled with additional data that is used for privileged EXEC or network authorization. Users must first successfully complete RADIUS authentication before proceeding to RADIUS authorization, if it is enabled. The additional data included with the ACCEPT or REJECT packets includes these items:

- Telnet, rlogin, or privileged EXEC services
- Connection parameters, including the host or client IP address, access list, and user timeouts

Configuring RADIUS

This section describes how to configure your switch to support RADIUS. At a minimum, you must identify the host or hosts that run the RADIUS server software and define the method lists for RADIUS authentication. You can optionally define method lists for RADIUS authorization and accounting.

A method list defines the sequence and methods to be used to authenticate, to authorize, or to keep accounts on a user. You can use method lists to designate one or more security protocols to be used (such as TACACS+ or local username lookup), thus ensuring a backup system if the initial method fails. The software uses the first method listed to authenticate, to authorize, or to keep accounts on users; if that method does not respond, the software selects the next method in the list. This process continues until there is successful communication with a listed method or the method list is exhausted.

You should have access to and should configure a RADIUS server before configuring RADIUS features on your switch.

This section contains this configuration information:

- [Default RADIUS Configuration, page 7-19](#)
- [Identifying the RADIUS Server Host, page 7-19](#) (required)
- [Configuring RADIUS Login Authentication, page 7-22](#) (required)
- [Defining AAA Server Groups, page 7-24](#) (optional)
- [Configuring RADIUS Authorization for User Privileged Access and Network Services, page 7-26](#) (optional)
- [Starting RADIUS Accounting, page 7-27](#) (optional)
- [Configuring Settings for All RADIUS Servers, page 7-28](#) (optional)
- [Configuring the Switch to Use Vendor-Specific RADIUS Attributes, page 7-28](#) (optional)
- [Configuring the Switch for Vendor-Proprietary RADIUS Server Communication, page 7-29](#) (optional)

Default RADIUS Configuration

RADIUS and AAA are disabled by default.

To prevent a lapse in security, you cannot configure RADIUS through a network management application. When enabled, RADIUS can authenticate users accessing the switch through the CLI.

Identifying the RADIUS Server Host

Switch-to-RADIUS-server communication involves several components:

- Host name or IP address
- Authentication destination port
- Accounting destination port
- Key string
- Timeout period
- Retransmission value

You identify RADIUS security servers by their host name or IP address, host name and specific UDP port numbers, or their IP address and specific UDP port numbers. The combination of the IP address and the UDP port number creates a unique identifier, allowing different ports to be individually defined as RADIUS hosts providing a specific AAA service. This unique identifier enables RADIUS requests to be sent to multiple UDP ports on a server at the same IP address.

If two different host entries on the same RADIUS server are configured for the same service—for example, accounting—the second host entry configured acts as a fail-over backup to the first one. Using this example, if the first host entry fails to provide accounting services, the switch tries the second host entry configured on the same device for accounting services. (The RADIUS host entries are tried in the order that they are configured.)

A RADIUS server and the switch use a shared secret text string to encrypt passwords and exchange responses. To configure RADIUS to use the AAA security commands, you must specify the host running the RADIUS server daemon and a secret text (key) string that it shares with the switch.

The timeout, retransmission, and encryption key values can be configured globally for all RADIUS servers, on a per-server basis, or in some combination of global and per-server settings. To apply these settings globally to all RADIUS servers communicating with the switch, use the three unique global configuration commands: **radius-server timeout**, **radius-server retransmit**, and **radius-server key**. To apply these values on a specific RADIUS server, use the **radius-server host** global configuration command.

**Note**

If you configure both global and per-server functions (timeout, retransmission, and key commands) on the switch, the per-server timer, retransmission, and key value commands override global timer, retransmission, and key value commands. For information on configuring these settings on all RADIUS servers, see the [“Configuring Settings for All RADIUS Servers”](#) section on page 7-28.

You can configure the switch to use AAA server groups to group existing server hosts for authentication. For more information, see the [“Defining AAA Server Groups”](#) section on page 7-24.

Beginning in privileged EXEC mode, follow these steps to configure per-server RADIUS server communication. This procedure is required.

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	radius-server host { <i>hostname</i> <i>ip-address</i> } [auth-port <i>port-number</i>] [acct-port <i>port-number</i>] [timeout <i>seconds</i>] [retransmit <i>retries</i>] [key <i>string</i>]	<p>Specify the IP address or host name of the remote RADIUS server host.</p> <ul style="list-style-type: none"> • (Optional) For auth-port <i>port-number</i>, specify the UDP destination port for authentication requests. • (Optional) For acct-port <i>port-number</i>, specify the UDP destination port for accounting requests. • (Optional) For timeout <i>seconds</i>, specify the time interval that the switch waits for the RADIUS server to reply before resending. The range is 1 to 1000. This setting overrides the radius-server timeout global configuration command setting. If no timeout is set with the radius-server host command, the setting of the radius-server timeout command is used. • (Optional) For retransmit <i>retries</i>, specify the number of times a RADIUS request is resent to a server if that server is not responding or responding slowly. The range is 1 to 1000. If no retransmit value is set with the radius-server host command, the setting of the radius-server retransmit global configuration command is used. • (Optional) For key <i>string</i>, specify the authentication and encryption key used between the switch and the RADIUS daemon running on the RADIUS server. <p>Note The key is a text string that must match the encryption key used on the RADIUS server. Always configure the key as the last item in the radius-server host command. Leading spaces are ignored, but spaces within and at the end of the key are used. If you use spaces in your key, do not enclose the key in quotation marks unless the quotation marks are part of the key.</p> <p>To configure the switch to recognize more than one host entry associated with a single IP address, enter this command as many times as necessary, making sure that each UDP port number is different. The switch software searches for hosts in the order in which you specify them. Set the timeout, retransmit, and encryption key values to use with the specific RADIUS host.</p>
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To remove the specified RADIUS server, use the **no radius-server host** *hostname* | *ip-address* global configuration command.

This example shows how to configure one RADIUS server to be used for authentication and another to be used for accounting:

```
Switch(config)# radius-server host 172.29.36.49 auth-port 1612 key rad1
Switch(config)# radius-server host 172.20.36.50 acct-port 1618 key rad2
```

This example shows how to configure *host1* as the RADIUS server and to use the default ports for both authentication and accounting:

```
Switch(config)# radius-server host host1
```


Note

You also need to configure some settings on the RADIUS server. These settings include the IP address of the switch and the key string to be shared by both the server and the switch. For more information, refer to the RADIUS server documentation.

Configuring RADIUS Login Authentication

To configure AAA authentication, you define a named list of authentication methods and then apply that list to various interfaces. The method list defines the types of authentication to be performed and the sequence in which they are performed; it must be applied to a specific interface before any of the defined authentication methods are performed. The only exception is the default method list (which, by coincidence, is named *default*). The default method list is automatically applied to all interfaces except those that have a named method list explicitly defined.

A method list describes the sequence and authentication methods to be queried to authenticate a user. You can designate one or more security protocols to be used for authentication, thus ensuring a backup system for authentication in case the initial method fails. The software uses the first method listed to authenticate users; if that method fails to respond, the software selects the next authentication method in the method list. This process continues until there is successful communication with a listed authentication method or until all defined methods are exhausted. If authentication fails at any point in this cycle—meaning that the security server or local username database responds by denying the user access—the authentication process stops, and no other authentication methods are attempted.

Beginning in privileged EXEC mode, follow these steps to configure login authentication. This procedure is required.

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	aaa new-model	Enable AAA.

	Command	Purpose
Step 3	aaa authentication login { default <i>list-name</i> } <i>method1</i> [<i>method2...</i>]	<p>Create a login authentication method list.</p> <ul style="list-style-type: none"> To create a default list that is used when a named list is <i>not</i> specified in the login authentication command, use the default keyword followed by the methods that are to be used in default situations. The default method list is automatically applied to all interfaces. For <i>list-name</i>, specify a character string to name the list you are creating. For <i>method1...</i>, specify the actual method the authentication algorithm tries. The additional methods of authentication are used only if the previous method returns an error, not if it fails. <p>Select one of these methods:</p> <ul style="list-style-type: none"> enable—Use the enable password for authentication. Before you can use this authentication method, you must define an enable password by using the enable password global configuration command. group radius—Use RADIUS authentication. Before you can use this authentication method, you must configure the RADIUS server. For more information, see the “Identifying the RADIUS Server Host” section on page 7-19. line—Use the line password for authentication. Before you can use this authentication method, you must define a line password. Use the password password line configuration command. local—Use the local username database for authentication. You must enter username information in the database. Use the username name password global configuration command. local-case—Use a case-sensitive local username database for authentication. You must enter username information in the database by using the username password global configuration command. none—Do not use any authentication for login.
Step 4	line [console tty vty] <i>line-number</i> [<i>ending-line-number</i>]	Enter line configuration mode, and configure the lines to which you want to apply the authentication list.
Step 5	login authentication { default <i>list-name</i> }	<p>Apply the authentication list to a line or set of lines.</p> <ul style="list-style-type: none"> If you specify default, use the default list created with the aaa authentication login command. For <i>list-name</i>, specify the list created with the aaa authentication login command.
Step 6	end	Return to privileged EXEC mode.
Step 7	show running-config	Verify your entries.
Step 8	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable AAA, use the **no aaa new-model** global configuration command. To disable AAA authentication, use the **no aaa authentication login {default | list-name} method1 [method2...]** global configuration command. To either disable RADIUS authentication for logins or to return to the default value, use the **no login authentication {default | list-name}** line configuration command.

Defining AAA Server Groups

You can configure the switch to use AAA server groups to group existing server hosts for authentication. You select a subset of the configured server hosts and use them for a particular service. The server group is used with a global server-host list, which lists the IP addresses of the selected server hosts.

Server groups also can include multiple host entries for the same server if each entry has a unique identifier (the combination of the IP address and UDP port number), allowing different ports to be individually defined as RADIUS hosts providing a specific AAA service. If you configure two different host entries on the same RADIUS server for the same service, (for example, accounting), the second configured host entry acts as a fail-over backup to the first one.

You use the **server** group server configuration command to associate a particular server with a defined group server. You can either identify the server by its IP address or identify multiple host instances or entries by using the optional **auth-port** and **acct-port** keywords.

Beginning in privileged EXEC mode, follow these steps to define the AAA server group and associate a particular RADIUS server with it:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	radius-server host { <i>hostname</i> <i>ip-address</i> } [auth-port <i>port-number</i>] [acct-port <i>port-number</i>] [timeout <i>seconds</i>] [retransmit <i>retries</i>] [key <i>string</i>]	<p>Specify the IP address or host name of the remote RADIUS server host.</p> <ul style="list-style-type: none"> • (Optional) For auth-port <i>port-number</i>, specify the UDP destination port for authentication requests. • (Optional) For acct-port <i>port-number</i>, specify the UDP destination port for accounting requests. • (Optional) For timeout <i>seconds</i>, specify the time interval that the switch waits for the RADIUS server to reply before resending. The range is 1 to 1000. This setting overrides the radius-server timeout global configuration command setting. If no timeout is set with the radius-server host command, the setting of the radius-server timeout command is used. • (Optional) For retransmit <i>retries</i>, specify the number of times a RADIUS request is resent to a server if that server is not responding or responding slowly. The range is 1 to 1000. If no retransmit value is set with the radius-server host command, the setting of the radius-server retransmit global configuration command is used. • (Optional) For key <i>string</i>, specify the authentication and encryption key used between the switch and the RADIUS daemon running on the RADIUS server. <p>Note The key is a text string that must match the encryption key used on the RADIUS server. Always configure the key as the last item in the radius-server host command. Leading spaces are ignored, but spaces within and at the end of the key are used. If you use spaces in your key, do not enclose the key in quotation marks unless the quotation marks are part of the key.</p> <p>To configure the switch to recognize more than one host entry associated with a single IP address, enter this command as many times as necessary, making sure that each UDP port number is different. The switch software searches for hosts in the order in which you specify them. Set the timeout, retransmit, and encryption key values to use with the specific RADIUS host.</p>
Step 3	aaa new-model	Enable AAA.
Step 4	aaa group server radius <i>group-name</i>	Define the AAA server-group with a group name. This command puts the switch in a server group configuration mode.
Step 5	server <i>ip-address</i>	Associate a particular RADIUS server with the defined server group. Repeat this step for each RADIUS server in the AAA server group. Each server in the group must be previously defined in Step 2.
Step 6	end	Return to privileged EXEC mode.
Step 7	show running-config	Verify your entries.

	Command	Purpose
Step 8	copy running-config startup-config	(Optional) Save your entries in the configuration file.
Step 9		Enable RADIUS login authentication. See the “Configuring RADIUS Login Authentication” section on page 7-22.

To remove the specified RADIUS server, use the **no radius-server host** *hostname* | *ip-address* global configuration command. To remove a server group from the configuration list, use the **no aaa group server radius** *group-name* global configuration command. To remove the IP address of a RADIUS server, use the **no server** *ip-address* server group configuration command.

In this example, the switch is configured to recognize two different RADIUS group servers (*group1* and *group2*). Group1 has two different host entries on the same RADIUS server configured for the same services. The second host entry acts as a fail-over backup to the first entry.

```
Switch(config)# radius-server host 172.20.0.1 auth-port 1000 acct-port 1001
Switch(config)# radius-server host 172.10.0.1 auth-port 1645 acct-port 1646
Switch(config)# aaa new-model
Switch(config)# aaa group server radius group1
Switch(config-sg-radius)# server 172.20.0.1 auth-port 1000 acct-port 1001
Switch(config-sg-radius)# exit
Switch(config)# aaa group server radius group2
Switch(config-sg-radius)# server 172.20.0.1 auth-port 2000 acct-port 2001
Switch(config-sg-radius)# exit
```

Configuring RADIUS Authorization for User Privileged Access and Network Services

AAA authorization limits the services available to a user. When AAA authorization is enabled, the switch uses information retrieved from the user's profile, which is in the local user database or on the security server, to configure the user's session. The user is granted access to a requested service only if the information in the user profile allows it.

You can use the **aaa authorization** global configuration command with the **radius** keyword to set parameters that restrict a user's network access to privileged EXEC mode.

The **aaa authorization exec radius local** command sets these authorization parameters:

- Use RADIUS for privileged EXEC access authorization if authentication was performed by using RADIUS.
- Use the local database if authentication was not performed by using RADIUS.



Note

Authorization is bypassed for authenticated users who log in through the CLI even if authorization has been configured.

Beginning in privileged EXEC mode, follow these steps to specify RADIUS authorization for privileged EXEC access and network services:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	aaa authorization network radius	Configure the switch for user RADIUS authorization for all network-related service requests.
Step 3	aaa authorization exec radius	Configure the switch for user RADIUS authorization to determine if the user has privileged EXEC access. The exec keyword might return user profile information (such as autocommand information).
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable authorization, use the **no aaa authorization {network | exec} method1** global configuration command.

Starting RADIUS Accounting

The AAA accounting feature tracks the services that users are accessing and the amount of network resources that they are consuming. When AAA accounting is enabled, the switch reports user activity to the RADIUS security server in the form of accounting records. Each accounting record contains accounting attribute-value (AV) pairs and is stored on the security server. This data can then be analyzed for network management, client billing, or auditing.

Beginning in privileged EXEC mode, follow these steps to enable RADIUS accounting for each Cisco IOS privilege level and for network services:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	aaa accounting network start-stop radius	Enable RADIUS accounting for all network-related service requests.
Step 3	aaa accounting exec start-stop radius	Enable RADIUS accounting to send a start-record accounting notice at the beginning of a privileged EXEC process and a stop-record at the end.
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable accounting, use the **no aaa accounting {network | exec} {start-stop} method1...** global configuration command.

Configuring Settings for All RADIUS Servers

Beginning in privileged EXEC mode, follow these steps to configure global communication settings between the switch and all RADIUS servers:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	radius-server key <i>string</i>	Specify the shared secret text string used between the switch and all RADIUS servers. Note The key is a text string that must match the encryption key used on the RADIUS server. Leading spaces are ignored, but spaces within and at the end of the key are used. If you use spaces in your key, do not enclose the key in quotation marks unless the quotation marks are part of the key.
Step 3	radius-server retransmit <i>retries</i>	Specify the number of times the switch sends each RADIUS request to the server before giving up. The default is 3; the range is 1 to 1000.
Step 4	radius-server timeout <i>seconds</i>	Specify the number of seconds a switch waits for a reply to a RADIUS request before resending the request. The default is 5 seconds; the range is 1 to 1000.
Step 5	radius-server deadtime <i>minutes</i>	Specify the number of minutes a RADIUS server, which is not responding to authentication requests, to be skipped, thus avoiding the wait for the request to timeout before trying the next configured server. The default is 0; the range is 1 to 1440 minutes.
Step 6	end	Return to privileged EXEC mode.
Step 7	show running-config	Verify your settings.
Step 8	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return to the default setting for the retransmit, timeout, and deadtime, use the **no** forms of these commands.

Configuring the Switch to Use Vendor-Specific RADIUS Attributes

The Internet Engineering Task Force (IETF) draft standard specifies a method for communicating vendor-specific information between the switch and the RADIUS server by using the vendor-specific attribute (attribute 26). Vendor-specific attributes (VSAs) allow vendors to support their own extended attributes not suitable for general use. The Cisco RADIUS implementation supports one vendor-specific option by using the format recommended in the specification. Cisco's vendor-ID is 9, and the supported option has vendor-type 1, which is named *cisco-avpair*. The value is a string with this format:

```
protocol : attribute sep value *
```

Protocol is a value of the Cisco protocol attribute for a particular type of authorization. *Attribute* and *value* are an appropriate attribute-value (AV) pair defined in the Cisco TACACS+ specification, and *sep* is = for mandatory attributes and is * for optional attributes. The full set of features available for TACACS+ authorization can then be used for RADIUS.

For example, this AV pair activates Cisco's *multiple named ip address pools* feature during IP authorization (during PPP's IPCP address assignment):

```
cisco-avpair= "ip:addr-pool=first"
```

This example shows how to provide a user logging in from a switch with immediate access to privileged EXEC commands:

```
cisco-avpair= "shell:priv-lvl=15"
```

This example shows how to specify an authorized VLAN in the RADIUS server database:

```
cisco-avpair= "tunnel-type(#64)=VLAN(13)"
cisco-avpair= "tunnel-medium-type(#65)=802 media(6)"
cisco-avpair= "tunnel-private-group-ID(#81)=vlanid"
```

Other vendors have their own unique vendor-IDs, options, and associated VSAs. For more information about vendor-IDs and VSAs, refer to RFC 2138, "Remote Authentication Dial-In User Service (RADIUS)."

Beginning in privileged EXEC mode, follow these steps to configure the switch to recognize and use VSAs:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	radius-server vsa send [accounting authentication]	<p>Enable the switch to recognize and use VSAs as defined by RADIUS IETF attribute 26.</p> <ul style="list-style-type: none"> • (Optional) Use the accounting keyword to limit the set of recognized vendor-specific attributes to only accounting attributes. • (Optional) Use the authentication keyword to limit the set of recognized vendor-specific attributes to only authentication attributes. <p>If you enter this command without keywords, both accounting and authentication vendor-specific attributes are used.</p>
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config	Verify your settings.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

For a complete list of RADIUS attributes or more information about vendor-specific attribute 26, refer to the "RADIUS Attributes" appendix in the *Cisco IOS Security Configuration Guide for Cisco IOS Release 12.1*.

Configuring the Switch for Vendor-Proprietary RADIUS Server Communication

Although an IETF draft standard for RADIUS specifies a method for communicating vendor-proprietary information between the switch and the RADIUS server, some vendors have extended the RADIUS attribute set in a unique way. Cisco IOS software supports a subset of vendor-proprietary RADIUS attributes.

As mentioned earlier, to configure RADIUS (whether vendor-proprietary or IETF draft-compliant), you must specify the host running the RADIUS server daemon and the secret text string it shares with the switch. You specify the RADIUS host and secret text string by using the **radius-server** global configuration commands.

Beginning in privileged EXEC mode, follow these steps to specify a vendor-proprietary RADIUS server host and a shared secret text string:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	radius-server host {hostname ip-address} non-standard	Specify the IP address or host name of the remote RADIUS server host and identify that it is using a vendor-proprietary implementation of RADIUS.
Step 3	radius-server key string	Specify the shared secret text string used between the switch and the vendor-proprietary RADIUS server. The switch and the RADIUS server use this text string to encrypt passwords and exchange responses. Note The key is a text string that must match the encryption key used on the RADIUS server. Leading spaces are ignored, but spaces within and at the end of the key are used. If you use spaces in your key, do not enclose the key in quotation marks unless the quotation marks are part of the key.
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your settings.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To delete the vendor-proprietary RADIUS host, use the **no radius-server host** {hostname | ip-address} **non-standard** global configuration command. To disable the key, use the **no radius-server key** global configuration command.

This example shows how to specify a vendor-proprietary RADIUS host and to use a secret key of *rad124* between the switch and the server:

```
Switch(config)# radius-server host 172.20.30.15 nonstandard
Switch(config)# radius-server key rad124
```

Displaying the RADIUS Configuration

To display the RADIUS configuration, use the **show running-config** privileged EXEC command.

Configuring the Switch for Local Authentication and Authorization

You can configure AAA to operate without a server by setting the switch to implement AAA in local mode. The switch then handles authentication and authorization. No accounting is available in this configuration.

Beginning in privileged EXEC mode, follow these steps to configure the switch for local AAA:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	aaa new-model	Enable AAA.
Step 3	aaa authentication login default local	Set the login authentication to use the local username database. The default keyword applies the local user database authentication to all interfaces.
Step 4	aaa authorization exec local	Configure user AAA authorization to determine if the user is allowed to run an EXEC shell by checking the local database.
Step 5	aaa authorization network local	Configure user AAA authorization for all network-related service requests.
Step 6	username name [privilege level] {password encryption-type password}	Enter the local database, and establish a username-based authentication system. Repeat this command for each user. <ul style="list-style-type: none"> For <i>name</i>, specify the user ID as one word. Spaces and quotation marks are not allowed. (Optional) For <i>level</i>, specify the privilege level the user has after gaining access. The range is 0 to 15. Level 15 gives privileged EXEC mode access. Level 0 gives user EXEC mode access. For <i>encryption-type</i>, enter 0 to specify that an unencrypted password follows. Enter 7 to specify that a hidden password follows. For <i>password</i>, specify the password the user must enter to gain access to the switch. The password must be from 1 to 25 characters, can contain embedded spaces, and must be the last option specified in the username command.
Step 7	end	Return to privileged EXEC mode.
Step 8	show running-config	Verify your entries.
Step 9	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable AAA, use the **no aaa new-model** global configuration command. To disable authorization, use the **no aaa authorization {network | exec} method1** global configuration command.



Configuring 802.1X Port-Based Authentication

This chapter describes how to configure IEEE 802.1X port-based authentication on the Catalyst 2940 switch to prevent unauthorized devices (clients) from gaining access to the network.



Note

For complete syntax and usage information for the commands used in this chapter, refer to the command reference for this release.

This chapter consists of these sections:

- [Understanding 802.1X Port-Based Authentication, page 8-1](#)
- [Configuring 802.1X Authentication, page 8-6](#)
- [Displaying 802.1X Statistics and Status, page 8-16](#)

Understanding 802.1X Port-Based Authentication

The IEEE 802.1X standard defines a client-server-based access control and authentication protocol that restricts unauthorized clients from connecting to a LAN through publicly accessible ports. The authentication server authenticates each client connected to a switch port before making available any services offered by the switch or the LAN.

Until the client is authenticated, 802.1X access control allows only Extensible Authentication Protocol over LAN (EAPOL), Cisco Discovery Protocol (CDP), and Spanning Tree Protocol (STP) traffic through the port to which the client is connected. After authentication is successful, normal traffic can pass through the port.

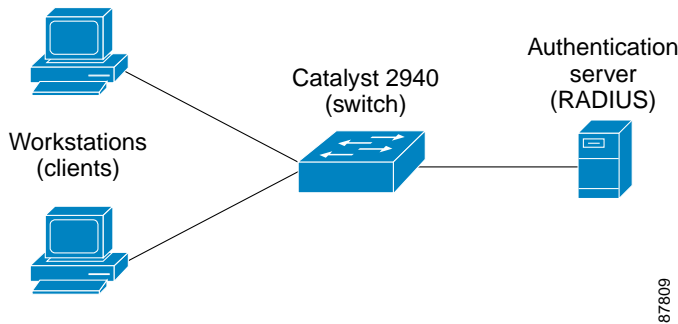
These sections describe 802.1X port-based authentication:

- [Device Roles, page 8-2](#)
- [Authentication Initiation and Message Exchange, page 8-3](#)
- [Ports in Authorized and Unauthorized States, page 8-4](#)
- [Supported Topologies, page 8-4](#)
- [Using 802.1X with Voice VLAN Ports, page 8-5](#)

Device Roles

With 802.1X port-based authentication, the devices in the network have specific roles as shown in Figure 8-1.

Figure 8-1 802.1X Device Roles



- *Client*—the device (workstation) that requests access to the LAN and switch services and responds to requests from the switch. The workstation must be running 802.1X-compliant client software such as that offered in the Microsoft Windows XP operating system. (The client is the *supplicant* in the IEEE 802.1X specification.)



Note To resolve Windows XP network connectivity and 802.1X authentication issues, read the Microsoft Knowledge Base article at this URL:
<http://support.microsoft.com/support/kb/articles/Q303/5/97.ASP>

- *Authentication server*—performs the actual authentication of the client. The authentication server validates the identity of the client and notifies the switch whether or not the client is authorized to access the LAN and switch services. Because the switch acts as the proxy, the authentication service is transparent to the client. In this release, the Remote Authentication Dial-In User Service (RADIUS) security system with Extensible Authentication Protocol (EAP) extensions is the only supported authentication server. It is available in Cisco Secure Access Control Server version 3.0 or later. RADIUS operates in a client/server model in which secure authentication information is exchanged between the RADIUS server and one or more RADIUS clients.
- *Switch* (edge switch or wireless access point)—controls the physical access to the network based on the authentication status of the client. The switch acts as an intermediary (proxy) between the client and the authentication server, requesting identity information from the client, verifying that information with the authentication server, and relaying a response to the client. The switch includes the RADIUS client, which is responsible for encapsulating and decapsulating the EAP frames and interacting with the authentication server.

When the switch receives EAPOL frames and relays them to the authentication server, the Ethernet header is stripped and the remaining EAP frame is re-encapsulated in the RADIUS format. The EAP frames are not modified or examined during encapsulation, and the authentication server must support EAP within the native frame format. When the switch receives frames from the authentication server, the server's frame header is removed, leaving the EAP frame, which is then encapsulated for Ethernet and sent to the client.

The devices that can act as intermediaries include the Catalyst 3750, Catalyst 3550, Catalyst 2970, Catalyst 2955, Catalyst 2950, Catalyst 2940 switches, or a wireless access point. These devices must be running software that supports the RADIUS client and 802.1X.

Authentication Initiation and Message Exchange

The switch or the client can initiate authentication. If you enable authentication on a port by using the **dot1x port-control auto** interface configuration command, the switch must initiate authentication when it determines that the port link state transitions from down to up. It then sends an EAP-request/identity frame to the client to request its identity (typically, the switch sends an initial identity/request frame followed by one or more requests for authentication information). Upon receipt of the frame, the client responds with an EAP-response/identity frame.

However, if during bootup, the client does not receive an EAP-request/identity frame from the switch, the client can initiate authentication by sending an EAPOL-start frame, which prompts the switch to request the client's identity.



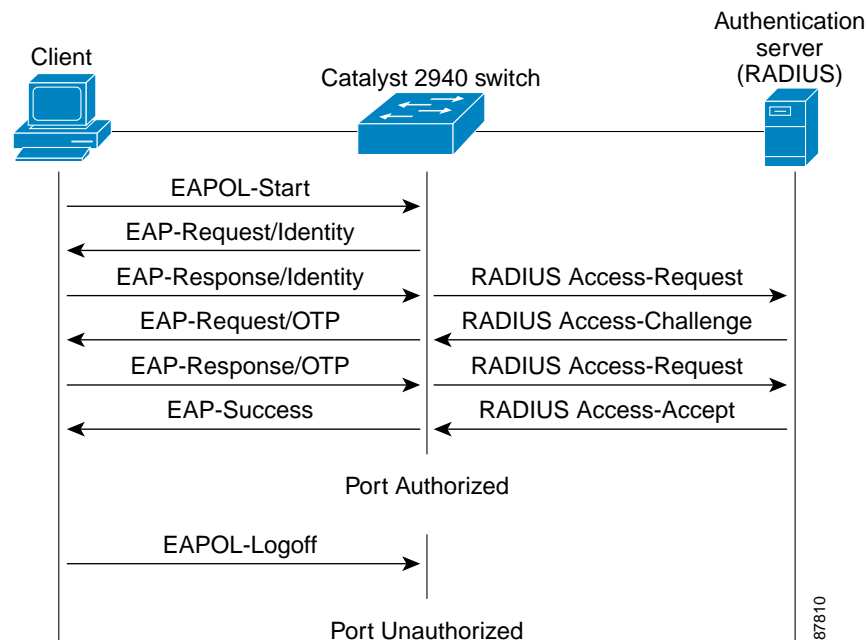
Note

If 802.1X is not enabled or supported on the network access device, any EAPOL frames from the client are dropped. If the client does not receive an EAP-request/identity frame after three attempts to start authentication, the client sends frames as if the port is in the authorized state. A port in the authorized state effectively means that the client has been successfully authenticated. For more information, see the [“Ports in Authorized and Unauthorized States”](#) section on page 8-4.

When the client supplies its identity, the switch begins its role as the intermediary, passing EAP frames between the client and the authentication server until authentication succeeds or fails. If the authentication succeeds, the switch port becomes authorized. For more information, see the [“Ports in Authorized and Unauthorized States”](#) section on page 8-4.

The specific exchange of EAP frames depends on the authentication method being used. [Figure 8-2](#) shows a message exchange initiated by the client using the One-Time-Password (OTP) authentication method with a RADIUS server.

Figure 8-2 Message Exchange



Ports in Authorized and Unauthorized States

The switch port state determines whether or not the client is granted access to the network. The port starts in the *unauthorized* state. While in this state, the port disallows all ingress and egress traffic except for 802.1X protocol packets. When a client is successfully authenticated, the port transitions to the *authorized* state, allowing all traffic for the client to flow normally.

If a client that does not support 802.1X is connected to an unauthorized 802.1X port, the switch requests the client's identity. In this situation, the client does not respond to the request, the port remains in the unauthorized state, and the client is not granted access to the network.

In contrast, when an 802.1X-enabled client connects to a port that is not running the 802.1X protocol, the client initiates the authentication process by sending the EAPOL-start frame. When no response is received, the client sends the request for a fixed number of times. Because no response is received, the client begins sending frames as if the port is in the authorized state.

You control the port authorization state by using the **dot1x port-control** interface configuration command and these keywords:

- **force-authorized**—disables 802.1X authentication and causes the port to transition to the authorized state without any authentication exchange required. The port sends and receives normal traffic without 802.1X-based authentication of the client. This is the default setting.
- **force-unauthorized**—causes the port to remain in the unauthorized state, ignoring all attempts by the client to authenticate. The switch cannot provide authentication services to the client through the interface.
- **auto**—enables 802.1X authentication and causes the port to begin in the unauthorized state, allowing only EAPOL frames to be sent and received through the port. The authentication process begins when the link state of the port transitions from down to up or when an EAPOL-start frame is received. The switch requests the identity of the client and begins relaying authentication messages between the client and the authentication server. Each client attempting to access the network is uniquely identified by the switch by using the client's MAC address.

If the client is successfully authenticated (receives an Accept frame from the authentication server), the port state changes to authorized, and all frames from the authenticated client are allowed through the port. If the authentication fails, the port remains in the unauthorized state, but authentication can be retried. If the authentication server cannot be reached, the switch can resend the request. If no response is received from the server after the specified number of attempts, authentication fails, and network access is not granted.

When a client logs off, it sends an EAPOL-logoff message, causing the switch port to transition to the unauthorized state.

If the link state of a port transitions from up to down, or if an EAPOL-logoff frame is received, the port returns to the unauthorized state.

Supported Topologies

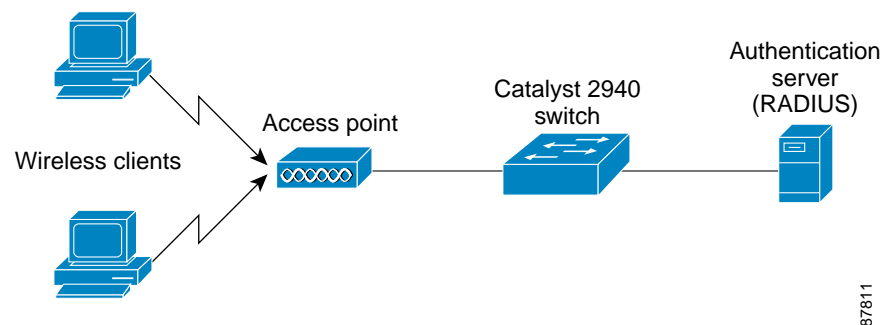
The 802.1X port-based authentication is supported in two topologies:

- Point-to-point
- Wireless LAN

In a point-to-point configuration (see [Figure 8-1 on page 8-2](#)), only one client can be connected to the 802.1X-enabled switch port. The switch detects the client when the port link state changes to the up state. If a client leaves or is replaced with another client, the switch changes the port link state to down, and the port returns to the unauthorized state.

[Figure 8-3](#) shows 802.1X port-based authentication in a wireless LAN. The 802.1X port is configured as a multiple-hosts port that becomes authorized as soon as one client is authenticated. When the port is authorized, all other hosts indirectly attached to the port are granted access to the network. If the port becomes unauthorized (re-authentication fails or an EAPOL-logoff message is received), the switch denies access to the network to all of the attached clients. In this topology, the wireless access point is responsible for authenticating the clients attached to it, and the wireless access point acts as a client to the switch.

Figure 8-3 Wireless LAN Example



Using 802.1X with Voice VLAN Ports

A voice VLAN port is a special access port associated with two VLAN identifiers:

- VVID to carry voice traffic to and from the IP phone. The VVID is used to configure the IP phone connected to the port.
- PVID to carry the data traffic to and from the workstation connected to the switch through the IP phone. The PVID is the native VLAN of the port.

Each port that you configure for a voice VLAN is associated with a PVID and a VVID. This configuration allows voice traffic and data traffic to be separated onto different VLANs.

When you enable the single-host mode, only one 802.1X client is allowed on the primary VLAN; other workstations are blocked. When you enable the multiple-hosts mode and an 802.1X client is authenticated on the primary VLAN, additional clients on the voice VLAN are unrestricted after 802.1X authentication succeeds on the primary VLAN.

A voice VLAN port becomes active when there is link, and the device MAC address appears after the first CDP message from the IP phone. Cisco IP phones do not relay CDP messages from other devices. As a result, if several Cisco IP phones are connected in series, the switch recognizes only the one directly connected to it. When 802.1X is enabled on a voice VLAN port, the switch drops packets from unrecognized Cisco IP phones more than one hop away.

When 802.1X is enabled on a port, you cannot configure a port VLAN that is equal to a voice VLAN.

For more information about voice VLANs, see [Chapter 15, “Configuring Voice VLAN.”](#)

Configuring 802.1X Authentication

These sections describe how to configure 802.1X port-based authentication on your switch:

- [Default 802.1X Configuration, page 8-6](#)
- [802.1X Configuration Guidelines, page 8-8](#)
- [Upgrading from a Previous Software Release, page 8-8](#)
- [Enabling 802.1X Authentication, page 8-9 \(required\)](#)
- [Configuring the Switch-to-RADIUS-Server Communication, page 8-10 \(required\)](#)
- [Enabling Periodic Re-Authentication, page 8-11 \(optional\)](#)
- [Manually Re-Authenticating a Client Connected to a Port, page 8-12 \(optional\)](#)
- [Changing the Quiet Period, page 8-12 \(optional\)](#)
- [Changing the Switch-to-Client Retransmission Time, page 8-13 \(optional\)](#)
- [Setting the Switch-to-Client Frame-Retransmission Number, page 8-14 \(optional\)](#)
- [Configuring the Host Mode, page 8-14 \(optional\)](#)
- [Resetting the 802.1X Configuration to the Default Values, page 8-15 \(optional\)](#)

Default 802.1X Configuration

[Table 8-1](#) shows the default 802.1X configuration.

Table 8-1 *Default 802.1X Configuration*

Feature	Default Setting
Authentication, authorization, and accounting (AAA)	Disabled.
RADIUS server <ul style="list-style-type: none"> • IP address • UDP authentication port • Key 	<ul style="list-style-type: none"> • None specified. • 1812. • None specified.
Switch 802.1X enable state	Disabled.
Per-interface 802.1X enable state	Disabled (force-authorized). The port sends and receives normal traffic without 802.1X-based authentication of the client.
Periodic re-authentication	Disabled.
Number of seconds between re-authentication attempts	3600 seconds.
Quiet period	60 seconds (number of seconds that the switch remains in the quiet state following a failed authentication exchange with the client).

Table 8-1 Default 802.1X Configuration (continued)

Feature	Default Setting
Retransmission time	30 seconds (number of seconds that the switch should wait for a response to an EAP request/identity frame from the client before resending the request).
Maximum retransmission number	2 times (number of times that the switch will send an EAP-request/identity frame before restarting the authentication process).
Host mode	Single-host mode.
Guest VLAN	None specified.
Client timeout period	30 seconds (when relaying a request from the authentication server to the client, the amount of time the switch waits for a response before resending the request to the client).
Authentication server timeout period	30 seconds (when relaying a response from the client to the authentication server, the amount of time the switch waits for a reply before resending the response to the server. This setting is not configurable.)

802.1X Configuration Guidelines

These are the 802.1X authentication configuration guidelines:

- When 802.1X is enabled, ports are authenticated before any other Layer 2 or Layer 3 features are enabled.
- The 802.1X protocol is supported on Layer 2 static-access ports and voice VLAN ports, Layer 2 static-access ports, voice VLAN ports, and Layer 3 routed ports, but it is not supported on these port types:
 - Trunk port—If you try to enable 802.1X on a trunk port, an error message appears, and 802.1X is not enabled. If you try to change the mode of an 802.1X-enabled port to trunk, the port mode is not changed.
 - Dynamic ports—A port in dynamic mode can negotiate with its neighbor to become a trunk port. If you try to enable 802.1X on a dynamic port, an error message appears, and 802.1X is not enabled. If you try to change the mode of an 802.1X-enabled port to dynamic, the port mode is not changed.
 - Dynamic-access ports—If you try to enable 802.1X on a dynamic-access (VLAN Query Protocol [VQP]) port, an error message appears, and 802.1X is not enabled. If you try to change an 802.1X-enabled port to dynamic VLAN assignment, an error message appears, and the VLAN configuration is not changed.
 - EtherChannel port—Before enabling 802.1X on the port, you must first remove it from the EtherChannel. If you try to enable 802.1X on an EtherChannel or on an active port in an EtherChannel, an error message appears, and 802.1X is not enabled. If you enable 802.1X on a not-yet active port of an EtherChannel, the port does not join the EtherChannel.
 - Switched Port Analyzer (SPAN) and Remote SPAN (RSPAN) destination ports—You can enable 802.1X on a port that is a SPAN or RSPAN destination or reflector port. However, 802.1X is disabled until the port is removed as a SPAN or RSPAN destination or reflector port. You can enable 802.1X on a SPAN or RSPAN source port.
 - LRE switch ports—802.1X is not supported on an LRE switch interface that is connected to a Cisco 585 LRE CPE device.
- You can configure any VLAN, except RSPAN VLANs or voice VVIDs, as an 802.1X guest VLAN. The guest VLAN feature is not supported on internal VLANs (routed ports) or trunk ports; it is supported only on access ports.
- When 802.1X is enabled on a port, you cannot configure a port VLAN that is equal to a voice VLAN.
- The 802.1X with VLAN assignment feature is not supported on trunk ports, dynamic ports, or with dynamic-access port assignment through a VMPS.

Upgrading from a Previous Software Release

In Cisco IOS Release 12.1(19)EA1, the implementation for 802.1X changed from the previous release. Some global configuration commands became interface configuration commands, and new commands were added.

If you have 802.1X configured on the switch and you upgrade to Cisco IOS Release 12.1(14)EA1 or later, the configuration file will not contain the new commands, and 802.1X will not operate. After the upgrade is complete, make sure to globally enable 802.1X by using the **dot1x system-auth-control**

global configuration command. If 802.1X was running in multiple-hosts mode on an interface in the previous release, make sure to reconfigure it by using the **dot1x host-mode multi-host** interface configuration command.

Enabling 802.1X Authentication

To enable 802.1X port-based authentication, you must enable AAA and specify the authentication method list. A method list describes the sequence and authentication methods to be queried to authenticate a user.

The software uses the first method listed to authenticate users; if that method fails to respond, the software selects the next authentication method in the method list. This process continues until there is successful communication with a listed authentication method or until all defined methods are exhausted. If authentication fails at any point in this cycle, the authentication process stops, and no other authentication methods are attempted.

Beginning in privileged EXEC mode, follow these steps to configure 802.1X port-based authentication. This procedure is required.

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	aaa new-model	Enable AAA.
Step 3	aaa authentication dot1x {default} method1 [method2...]	<p>Create an 802.1X authentication method list.</p> <p>To create a default list that is used when a named list is <i>not</i> specified in the authentication command, use the default keyword followed by the methods that are to be used in default situations. The default method list is automatically applied to all interfaces.</p> <p>Enter at least one of these keywords:</p> <ul style="list-style-type: none"> • group radius—Use the list of all RADIUS servers for authentication. • none—Use no authentication. The client is automatically authenticated by the switch without using the information supplied by the client.
Step 4	dot1x system-auth-control	Enable 802.1X authentication globally on the switch.
Step 5	aaa authorization network {default} group radius	<p>(Optional) Configure the switch for user RADIUS authorization for all network-related service requests, such as per-user ACLs or VLAN assignment.</p> <p>Note To configure per-user ACLs, single-host mode must be enabled. This setting is the default.</p>
Step 6	interface interface-id	Enter interface configuration mode, and specify the interface connected to the client to be enabled for 802.1X authentication.
Step 7	dot1x port-control auto	<p>Enable 802.1X authentication on the interface.</p> <p>For feature interaction information, see the “802.1X Configuration Guidelines” section on page 8-8.</p>
Step 8	end	Return to privileged EXEC mode.

	Command	Purpose
Step 9	show dot1x	Verify your entries. Check the Status column in the 802.1X Port Summary section of the display. An <i>enabled</i> status means the port-control value is set either to auto or to force-unauthorized .
Step 10	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable AAA, use the **no aaa new-model** global configuration command. To disable 802.1X AAA authentication, use the **no aaa authentication dot1x {default | list-name}** global configuration command. To disable 802.1X AAA authorization, use the **no aaa authorization** global configuration command. To disable 802.1X authentication on the switch, use the **no dot1x system-auth-control** global configuration command.

This example shows how to enable AAA and 802.1X on Fast Ethernet port 0/1:

```
Switch# configure terminal
Switch(config)# aaa new-model
Switch(config)# aaa authentication dot1x default group radius
Switch(config)# dot1x system-auth-control
Switch(config)# interface fastethernet0/1
Switch(config-if)# switchport mode access
Switch(config-if)# dot1x port-control auto
Switch(config-if)# end
```

Configuring the Switch-to-RADIUS-Server Communication

RADIUS security servers are identified by their host name or IP address, host name and specific UDP port numbers, or IP address and specific UDP port numbers. The combination of the IP address and UDP port number creates a unique identifier, which enables RADIUS requests to be sent to multiple UDP ports on a server at the same IP address. If two different host entries on the same RADIUS server are configured for the same service—for example, authentication—the second host entry configured acts as the fail-over backup to the first one. The RADIUS host entries are tried in the order that they were configured.

Beginning in privileged EXEC mode, follow these steps to configure the RADIUS server parameters on the switch. This procedure is required.

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	radius-server host { <i>hostname</i> <i>ip-address</i> } auth-port <i>port-number</i> key <i>string</i>	<p>Configure the RADIUS server parameters on the switch.</p> <p>For <i>hostname</i> <i>ip-address</i>, specify the host name or IP address of the remote RADIUS server.</p> <p>For auth-port <i>port-number</i>, specify the UDP destination port for authentication requests. The default is 1812.</p> <p>For key <i>string</i>, specify the authentication and encryption key used between the switch and the RADIUS daemon running on the RADIUS server. The key is a text string that must match the encryption key used on the RADIUS server.</p> <p>Note Always configure the key as the last item in the radius-server host command syntax because leading spaces are ignored, but spaces within and at the end of the key are used. If you use spaces in the key, do not enclose the key in quotation marks unless the quotation marks are part of the key. This key must match the encryption used on the RADIUS daemon.</p> <p>If you want to use multiple RADIUS servers, re-enter this command.</p>
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To delete the specified RADIUS server, use the **no radius-server host** {*hostname* | *ip-address*} global configuration command.

This example shows how to specify the server with IP address 172.20.39.46 as the RADIUS server, to use port 1612 as the authorization port, and to set the encryption key to *rad123*, matching the key on the RADIUS server:

```
Switch(config)# radius-server host 172.120.39.46 auth-port 1612 key rad123
```

You can globally configure the timeout, retransmission, and encryption key values for all RADIUS servers by using the **radius-server host** global configuration command. If you want to configure these options on a per-server basis, use the **radius-server timeout**, **radius-server retransmit**, and the **radius-server key** global configuration commands. For more information, see the [“Configuring Settings for All RADIUS Servers”](#) section on page 7-28.

You also need to configure some settings on the RADIUS server. These settings include the IP address of the switch and the key string to be shared by both the server and the switch. For more information, refer to the RADIUS server documentation.

Enabling Periodic Re-Authentication

You can enable periodic 802.1X client re-authentication and specify how often it occurs. If you do not specify a time period before enabling re-authentication, the number of seconds between re-authentication attempts is 3600.

Beginning in privileged EXEC mode, follow these steps to enable periodic re-authentication of the client and to configure the number of seconds between re-authentication attempts. This procedure is optional.

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface to be configured.
Step 3	dot1x reauthentication	Enable periodic re-authentication of the client, which is disabled by default.
Step 4	dot1x timeout reauth-period <i>seconds</i>	Set the number of seconds between re-authentication attempts. The range is 1 to 65535; the default is 3600 seconds. This command affects the behavior of the switch only if periodic re-authentication is enabled.
Step 5	end	Return to privileged EXEC mode.
Step 6	show dot1x interface <i>interface-id</i>	Verify your entries.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable periodic re-authentication, use the **no dot1x reauthentication** interface configuration command. To return to the default number of seconds between re-authentication attempts, use the **no dot1x timeout reauth-period** global configuration command.

This example shows how to enable periodic re-authentication and set the number of seconds between re-authentication attempts to 4000:

```
Switch(config-if)# dot1x reauthentication
Switch(config-if)# dot1x timeout reauth-period 4000
```

Manually Re-Authenticating a Client Connected to a Port

You can manually re-authenticate the client connected to a specific port at any time by entering the **dot1x re-authenticate interface** *interface-id* privileged EXEC command. This step is optional. If you want to enable or disable periodic re-authentication, see the [“Enabling Periodic Re-Authentication”](#) section on page 8-11.

This example shows how to manually re-authenticate the client connected to Fast Ethernet port 0/1:

```
Switch# dot1x re-authenticate interface fastethernet0/1
```

Changing the Quiet Period

When the switch cannot authenticate the client, the switch remains idle for a set period of time, and then tries again. The idle time is determined by the quiet-period value. A failed authentication of the client might occur because the client provided an invalid password. You can provide a faster response time to the user by entering a smaller number than the default.

Beginning in privileged EXEC mode, follow these steps to change the quiet period. This procedure is optional.

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface to be configured.
Step 3	dot1x timeout quiet-period <i>seconds</i>	Set the number of seconds that the switch remains in the quiet state following a failed authentication exchange with the client. The range is 1 to 65535 seconds; the default is 60.
Step 4	end	Return to privileged EXEC mode.
Step 5	show dot1x interface <i>interface-id</i>	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return to the default quiet time, use the **no dot1x timeout quiet-period** interface configuration command.

This example shows how to set the quiet time on the switch to 30 seconds:

```
Switch(config-if)# dot1x timeout quiet-period 30
```

Changing the Switch-to-Client Retransmission Time

The client responds to the EAP-request/identity frame from the switch with an EAP-response/identity frame. If the switch does not receive this response, it waits a set period of time (known as the retransmission time) and then resends the frame.



Note

You should change the default value of this command only to adjust for unusual circumstances such as unreliable links or specific behavioral problems with certain clients and authentication servers.

Beginning in privileged EXEC mode, follow these steps to change the amount of time that the switch waits for client notification. This procedure is optional.

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface to be configured.
Step 3	dot1x timeout tx-period <i>seconds</i>	Set the number of seconds that the switch waits for a response to an EAP-request/identity frame from the client before resending the request. The range is 1 to 65535 seconds; the default is 30.
Step 4	end	Return to privileged EXEC mode.
Step 5	show dot1x interface <i>interface-id</i>	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return to the default retransmission time, use the **no dot1x timeout tx-period** interface configuration command.

This example shows how to set 60 as the number of seconds that the switch waits for a response to an EAP-request/identity frame from the client before resending the request:

```
Switch(config-if)# dot1x timeout tx-period 60
```

Setting the Switch-to-Client Frame-Retransmission Number

In addition to changing the switch-to-client retransmission time, you can change the number of times that the switch sends an EAP-request/identity frame (assuming no response is received) to the client before restarting the authentication process.



Note

You should change the default value of this command only to adjust for unusual circumstances such as unreliable links or specific behavioral problems with certain clients and authentication servers.

Beginning in privileged EXEC mode, follow these steps to set the switch-to-client frame-retransmission number. This procedure is optional.

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface to be configured.
Step 3	dot1x max-req <i>count</i>	Set the number of times that the switch sends an EAP-request/identity frame to the client before restarting the authentication process. The range is 1 to 10; the default is 2.
Step 4	end	Return to privileged EXEC mode.
Step 5	show dot1x interface <i>interface-id</i>	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return to the default retransmission number, use the **no dot1x max-req** interface configuration command.

This example shows how to set 5 as the number of times that the switch sends an EAP-request/identity request before restarting the authentication process:

```
Switch(config-if)# dot1x max-req 5
```

Configuring the Host Mode

You can configure an 802.1X port for single-host or for multiple-hosts mode. In single-host mode, only one host is allowed on an 802.1X port. When the host is authenticated, the port is placed in the authorized state. When the host leaves the port, the port becomes unauthorized. Packets from hosts other than the authenticated one are dropped.

You can attach multiple hosts to a single 802.1X-enabled port as shown in [Figure 8-3 on page 8-5](#). In this mode, only one of the attached hosts must be successfully authorized for all hosts to be granted network access. If the port becomes unauthorized (re-authentication fails or an EAPOL-logoff message is received), all attached clients are denied access to the network.

With the multiple-hosts mode enabled, you can use 802.1X to authenticate the port and port security to manage network access for all MAC addresses, including that of the client (for switches running the EI).

Beginning in privileged EXEC mode, follow these steps to allow multiple hosts (clients) on an 802.1X-authorized port that has the **dot1x port-control** interface configuration command set to **auto**. This procedure is optional.

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface to which multiple hosts are indirectly attached.
Step 3	dot1x host-mode multi-host	Allow multiple hosts (clients) on an 802.1X-authorized port. Make sure that the dot1x port-control interface configuration command set is set to auto for the specified interface.
Step 4	end	Return to privileged EXEC mode.
Step 5	show dot1x interface <i>interface-id</i>	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable multiple hosts on the port, use the **no dot1x host-mode multi-host** interface configuration command.

This example shows how to enable Fast Ethernet interface 0/1 to allow multiple hosts:

```
Switch(config)# interface fastethernet0/1
Switch(config-if)# dot1x port-control auto
Switch(config-if)# dot1x host-mode multi-host
```

Resetting the 802.1X Configuration to the Default Values

Beginning in privileged EXEC mode, follow these steps to reset the 802.1X configuration to the default values.

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface to be configured.
Step 3	dot1x default	Reset the configurable 802.1X parameters to the default values.
Step 4	end	Return to privileged EXEC mode.
Step 5	show dot1x interface <i>interface-id</i>	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

Displaying 802.1X Statistics and Status

To display 802.1X statistics for all interfaces, use the **show dot1x all statistics** privileged EXEC command. To display 802.1X statistics for a specific interface, use the **show dot1x statistics interface *interface-id*** privileged EXEC command.

To display the 802.1X administrative and operational status for the switch, use the **show dot1x all** privileged EXEC command. To display the 802.1X administrative and operational status for a specific interface, use the **show dot1x interface *interface-id*** privileged EXEC command.

For detailed information about the fields in these displays, refer to the command reference for this release.



Configuring the Switch Interfaces

This chapter describes the types of interfaces on a Catalyst 2940 switch and how to configure them. The chapter has these sections:

- [Understanding Interface Types, page 9-1](#)
- [Using the Interface Command, page 9-4](#)
- [Configuring Ethernet Interfaces, page 9-10](#)
- [Monitoring and Maintaining the Interfaces, page 9-14](#)



Note

For complete syntax and usage information for the commands used in this chapter, refer to the switch command reference for this release and the online *Cisco IOS Interface Command Reference for Cisco IOS Release 12.1*.

Understanding Interface Types

This section describes the different types of interfaces supported by the switch with references to chapters that contain more detailed information about configuring these interface types. The rest of the chapter describes configuration procedures for switch ports.

Switch ports are Layer 2-only interfaces associated with a physical port. They are used for managing the physical interface and associated Layer 2 protocols and do not handle routing or bridging. A switch port can be an access port or a trunk port.

You can configure a port as an access port or trunk port or let the Dynamic Trunking Protocol (DTP) operate on a per-port basis to determine if a switch port should be an access port or a trunk port by negotiating with the port on the other end of the link.

Configure switch ports by using the **switchport** interface configuration commands. For detailed information about configuring access port and trunk port characteristics, see [Chapter 13, “Configuring VLANs.”](#)

These sections describes these types of interfaces:

- [Access Ports, page 9-2](#)
- [Trunk Ports, page 9-2](#)
- [Port-Based VLANs, page 9-3](#)
- [EtherChannel Port Groups, page 9-3](#)
- [Connecting Interfaces, page 9-3](#)

Access Ports

An access port belongs to and carries the traffic of only one VLAN (unless it is configured as a voice VLAN port). Traffic is received and sent in native formats with no VLAN tagging. Traffic arriving on an access port is assumed to belong to the VLAN assigned to the port. If an access port receives an 802.1P- or 802.1Q-tagged packet for the VLAN assigned to the port, the packet is forwarded. If the port receives an 802.1P- or 802.1Q-tagged packet for another VLAN, the packet is dropped, the source address is not learned, and the frame is counted in the *No destination* statistic.

The Catalyst 2940 switch does not support ISL-tagged packets. If the switch receives an ISL-tagged packet, the packet is flooded in the native VLAN of the port on which it was received because the MAC destination address in the ISL-tagged packet is a multicast address.

Two types of access ports are supported:

- Static access ports are manually assigned to a VLAN.
- VLAN membership of dynamic access ports is learned through incoming packets. By default, a dynamic access port is a member of no VLAN, and forwarding to and from the port is enabled only when the VLAN membership of the port is discovered. Dynamic access ports on the switch are assigned to a VLAN by a VLAN Membership Policy Server (VMPS). The VMPS can be a Catalyst 6000 series switch; the Catalyst 2940 switch does not support the function of a VMPS.

You can also configure an access port with an attached Cisco IP Phone to use one VLAN for voice traffic and another VLAN for data traffic from a device attached to the phone. For more information about voice VLAN ports, see [Chapter 13, “Configuring VLANs.”](#)

Trunk Ports

A trunk port carries the traffic of multiple VLANs and by default is a member of all VLANs in the VLAN database. Only IEEE 802.1Q trunk ports are supported. An IEEE 802.1Q trunk port supports simultaneous tagged and untagged traffic. An 802.1Q trunk port is assigned a default Port VLAN ID (PVID), and all untagged traffic travels on the port default PVID. All untagged traffic and tagged traffic with a NULL VLAN ID are assumed to belong to the port default PVID. A packet with a VLAN ID equal to the outgoing port default PVID is sent untagged. All other traffic is sent with a VLAN tag.

Although by default, a trunk port is a member of every VLAN known to the VTP, you can limit VLAN membership by configuring an allowed list of VLANs for each trunk port. The list of allowed VLANs does not affect any other port but the associated trunk port. By default, all possible VLANs (VLAN ID 1 to 1005) are in the allowed list. A trunk port can only become a member of a VLAN if VTP knows of the VLAN and the VLAN is in the enabled state. If VTP learns of a new, enabled VLAN and the VLAN is in the allowed list for a trunk port, the trunk port automatically becomes a member of that VLAN and traffic is forwarded to and from the trunk port for that VLAN. If VTP learns of a new, enabled VLAN that is not in the allowed list for a trunk port, the port does not become a member of the VLAN, and no traffic for the VLAN is forwarded to or from the port.

**Note**

VLAN 1 cannot be excluded from the allowed list.

For more information about trunk ports, see [Chapter 13, “Configuring VLANs.”](#)

Port-Based VLANs

A VLAN is a switched network that is logically segmented by function, team, or application, without regard to the physical location of the users. For more information about VLANs, see [Chapter 13, “Configuring VLANs.”](#) Packets received on a port are forwarded only to ports that belong to the same VLAN as the receiving port. Network devices in different VLANs cannot communicate with one another without a Layer 3 device to route traffic between the VLANs.

VLAN partitions provide hard firewalls for traffic in the VLAN, and each VLAN has its own MAC address table. A VLAN comes into existence when a local port is configured to be associated with the VLAN, when the VLAN Trunking Protocol (VTP) learns of its existence from a neighbor on a trunk, or when a user creates a VLAN.

To configure normal-range VLANs (VLAN IDs 1 to 1005), use the **vlan *vlan-id*** global configuration command to enter config-vlan mode or the **vlan database** privileged EXEC command to enter VLAN configuration mode. The VLAN configurations for VLAN IDs 1 to 1005 are saved in the VLAN database.

Add ports to a VLAN by using the **switchport** interface configuration commands:

- Identify the interface.
- For a trunk port, set trunk characteristics, and if desired, define the VLANs to which it can belong.
- For an access port, set and define the VLAN to which it belongs.

EtherChannel Port Groups

EtherChannel port groups provide the ability to treat multiple switch ports as one switch port. These port groups act as a single logical port for high-bandwidth connections between switches or between switches and servers. An EtherChannel balances the traffic load across the links in the channel. If a link within the EtherChannel fails, traffic previously carried over the failed link changes to the remaining links. You can group multiple trunk ports into one logical trunk port or group multiple access ports into one logical access port. Most protocols operate over either single ports or aggregated switch ports and do not recognize the physical ports within the port group. Exceptions are the DTP, the Cisco Discovery Protocol (CDP), the Port Aggregation Protocol (PAgP), and Link Aggregation Control Protocol (LACP) which operate only on physical ports.

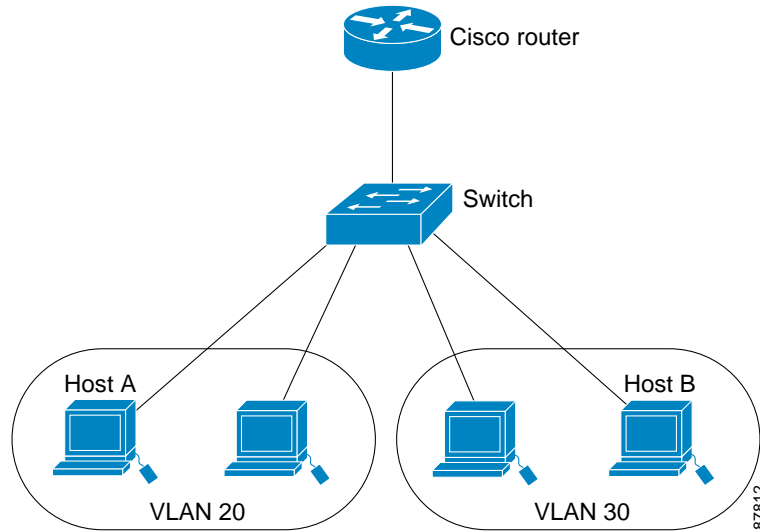
When you configure an EtherChannel, you create a port-channel logical interface and assign an interface to the EtherChannel. For Layer 2 interfaces, the logical interface is dynamically created. You manually assign an interface to the EtherChannel by using the **channel-group** interface configuration command. This command binds the physical and logical ports together. For more information, see [Chapter 25, “Configuring EtherChannels.”](#)

Connecting Interfaces

Devices within a single VLAN can communicate directly through any switch. Ports in different VLANs cannot exchange data without going through a routing device or routed interface.

With a standard Layer 2 switch, ports in different VLANs have to exchange information through a router. In the configuration shown in [Figure 9-1](#), when Host A in VLAN 20 sends data to Host B in VLAN 30, it must go from Host A to the switch, to the router, back to the switch, and then to Host B.

Figure 9-1 Connecting VLANs with Layer 2 Switches



Using the Interface Command

To configure a physical interface (port), use the **interface** global configuration command to enter interface configuration mode and to specify the interface type, slot, and number.

- Type—Fast Ethernet (fastethernet or fa) for 10/100 Ethernet or Gigabit Ethernet (gigabitethernet or gi).
- Slot—The slot number on the switch (always 0 on this switch).
- Port number—The interface number on the switch. The port numbers always begin at 1, starting at the left when facing the front of the switch; for example, fastethernet 0/1, fastethernet 0/2. If there is more than one media type (for example, 10/100 ports and Gigabit Ethernet ports), the port number starts again with the second medium: gigabitethernet 0/1.

You can identify physical interfaces by physically checking the interface location on the switch. You can also use the Cisco IOS **show** privileged EXEC commands to display information about a specific interface or all the interfaces on the switch. The remainder of this chapter primarily provides physical interface configuration procedures.

This section describes how to configure all types of interfaces and how to configure a range of interfaces:

- [Procedures for Configuring Interfaces, page 9-5](#)
- [Configuring a Range of Interfaces, page 9-6](#)
- [Configuring and Using Interface-Range Macros, page 9-8](#)

Procedures for Configuring Interfaces

These general instructions apply to all interface configuration processes.

- Step 1** Enter the **configure terminal** command at the privileged EXEC prompt:

```
Switch# configure terminal  
Enter configuration commands, one per line. End with CNTL/Z.  
Switch(config)#
```

- Step 2** Enter the **interface** global configuration command. Identify the interface type and the number of the connector. In these examples, Fast Ethernet interface 0/4 is selected, and Gigabit Ethernet 0/1 is selected:

```
Switch(config)# interface fastethernet0/4  
Switch(config-if)#  
Switch(config)# interface gigabitethernet0/1  
Switch(config-if)#
```



Note You do not need to add a space between the interface type and interface number. In the preceding examples, you can specify either fastethernet 0/4, fa 0/4, or fa0/4; gigabitethernet 0/1, gi 0/1, or gi0/1.

- Step 3** Follow each **interface** command with the interface configuration commands your particular interface requires. The commands you enter define the protocols and applications that will run on the interface. The commands are collected and applied to the interface when you enter another interface command or enter **end** to return to privileged EXEC mode.

You can also configure a range of interfaces by using the **interface range** or **interface range macro** global configuration commands. Interfaces configured in a range must be the same type and must be configured with the same feature options.

- Step 4** After you configure an interface, verify its status by using the **show** privileged EXEC commands listed in the [“Monitoring and Maintaining the Interfaces”](#) section on page 9-14.

Enter the **show interfaces** privileged EXEC command to see a list of all interfaces on or configured for the switch. A report is provided for each interface that the device supports or for the specified interface:

```
Switch# show interfaces  
Vlan1 is up, line protocol is up  
  Hardware is CPU Interface, address is 0003.fd62.8d40 (bia 0003.fd62.8d40)  
  Internet address is 172.20.139.142/27  
  MTU 1500 bytes, BW 1000000 Kbit, DLY 10 usec,  
    reliability 255/255, txload 1/255, rxload 1/255  
  Encapsulation ARPA, loopback not set  
  ARP type: ARPA, ARP Timeout 04:00:00  
  Last input 00:00:00, output never, output hang never  
  Last clearing of "show interface" counters never  
  Input queue: 0/75/0/0 (size/max/drops/flushes); Total output drops: 0  
  Queueing strategy: fifo  
  Output queue :0/40 (size/max)  
  5 minute input rate 2000 bits/sec, 4 packets/sec
```

```

5 minute output rate 1000 bits/sec, 2 packets/sec
  2832963 packets input, 214073802 bytes, 0 no buffer
  Received 21170 broadcasts, 0 runts, 0 giants, 0 throttles
  0 input errors, 0 CRC, 0 frame, 0 overrun, 14 ignored
  2120022 packets output, 271900223 bytes, 0 underruns
  0 output errors, 2 interface resets
  0 output buffer failures, 0 output buffers swapped out
FastEthernet0/1 is up, line protocol is up (connected)
Hardware is Fast Ethernet, address is 0003.fd62.8d41 (bia 0003.fd62.8d41)
MTU 1500 bytes, BW 100000 Kbit, DLY 1000 usec,
  reliability 255/255, txload 1/255, rxload 1/255
Encapsulation ARPA, loopback not set
Keepalive set (10 sec)
Full-duplex, 100Mb/s
input flow-control is off, output flow-control is off
ARP type: ARPA, ARP Timeout 04:00:00
Last input 00:00:00, output 00:00:00, output hang never
Last clearing of "show interface" counters never
Input queue: 0/75/0/0 (size/max/drops/flushes); Total output drops: 0
Queueing strategy: fifo
Output queue :0/40 (size/max)
5 minute input rate 0 bits/sec, 0 packets/sec
5 minute ouxtpu rate 0 bits/sec, 0 packets/sec
  1074142 packets input, 81896024 bytes, 0 no buffer
  Received 922680 broadcasts, 0 runts, 0 giants, 0 throttles
  0 input errors, 0 CRC, 0 frame, 0 overrun, 0 ignored
  0 watchdog, 922675 multicast, 0 pause input
  0 input packets with dribble condition detected
  1547721 packets output, 107609465 bytes, 0 underruns
  0 output errors, 0 collisions, 2 interface resets
  0 babbles, 0 late collision, 0 deferred
  0 lost carrier, 0 no carrier, 0 PAUSE output
  0 output buffer failures, 0 output buffers swapped out

<output truncated>

```

Configuring a Range of Interfaces

You can use the **interface range** global configuration command to configure multiple interfaces with the same configuration parameters. When you enter the interface-range configuration mode, all command parameters that you enter are attributed to all interfaces within that range until you exit this mode.

Beginning in privileged EXEC mode, follow these steps to configure a range of interfaces with the same parameters:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface range { <i>port-range</i> macro <i>macro_name</i> }	Enter interface-range configuration mode by entering the range of interfaces (VLANs or physical ports) to be configured. <ul style="list-style-type: none"> You can use the interface range command to configure up to five port ranges or a previously defined macro. The macro variable is explained in the “Configuring and Using Interface-Range Macros” section on page 9-8. Each comma-separated <i>port-range</i> must consist of the same port type. You do not need to enter spaces before or after the comma. When you define a range, the space between the first port and the hyphen is required.
Step 3		You can now use the normal configuration commands to apply the configuration parameters to all interfaces in the range.
Step 4	end	Return to privileged EXEC mode.
Step 5	show interfaces [<i>interface-id</i>]	Verify the configuration of the interfaces in the range.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

When using the **interface range** global configuration command, note these guidelines:

- Valid entries for *port-range*:
 - vlan** *vlan-ID* - *vlan-ID*, where VLAN ID is from 1 to 1005
 - fastethernet** slot/{*first port*} - {*last port*}, where slot is 0
 - gigabitethernet** slot/{*first port*} - {*last port*}, where slot is 0
 - port-channel** *port-channel-number* - *port-channel-number*, where *port-channel-number* is from 1 to 6
- You must add a space between the interface numbers and the hyphen when using the **interface range** command. For example, the command **interface range fastethernet 0/1 - 5** is a valid range; the command **interface range fastethernet 0/1-5** is not a valid range.
- The **interface range** command works only with VLAN interfaces that have been configured with the **interface vlan** command (the **show running-config** privileged EXEC command output shows the configured VLAN interfaces). VLAN interfaces that do not appear by using the **show running-config** command cannot be used with the **interface range** command.
- All interfaces in a range must be the same type; that is, all Fast Ethernet ports, all Gigabit Ethernet ports, all EtherChannel ports, or VLAN interfaces.

This example shows how to use the **interface range** global configuration command to enable Fast Ethernet interfaces 0/1 to 0/5:

```
Switch# configure terminal
Switch(config)# interface range fastethernet0/1 - 5
Switch(config-if-range)# no shutdown
Switch(config-if-range)#
*Oct 6 08:24:35: %LINK-3-UPDOWN: Interface FastEthernet0/1, changed state to up
*Oct 6 08:24:35: %LINK-3-UPDOWN: Interface FastEthernet0/2, changed state to up
```

```
*Oct 6 08:24:35: %LINK-3-UPDOWN: Interface FastEthernet0/3, changed state to up
*Oct 6 08:24:35: %LINK-3-UPDOWN: Interface FastEthernet0/4, changed state to up
*Oct 6 08:24:35: %LINK-3-UPDOWN: Interface FastEthernet0/5, changed state to up
*Oct 6 08:24:36: %LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/05,
changed state to up
*Oct 6 08:24:36: %LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/3, changed
state to up
*Oct 6 08:24:36: %LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/4, changed
state to up
```

This example shows how to use a comma to add different interface type strings to the range to enable all Fast Ethernet interfaces in the range 0/1 to 0/3 and Gigabit Ethernet interfaces 0/1:

```
Switch# configure terminal
Switch(config)# interface range fastethernet0/1 - 3, gigabitethernet0/1
Switch(config-if-range)# no shutdown
Switch(config-if-range)#
*Oct 6 08:29:28: %LINK-3-UPDOWN: Interface FastEthernet0/1, changed state to up
*Oct 6 08:29:28: %LINK-3-UPDOWN: Interface FastEthernet0/2, changed state to up
*Oct 6 08:29:28: %LINK-3-UPDOWN: Interface FastEthernet0/3, changed state to up
*Oct 6 08:29:28: %LINK-3-UPDOWN: Interface GigabitEthernet0/1, changed state to up
*Oct 6 08:29:29: %LINEPROTO-5-UPDOWN: Line protocol on Interface GigabitEthernet0/ 1,
changed state to up
*Oct 6 08:29:29: %LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/ 2,
changed state to up
*Oct 6 08:29:29: %LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/ 3,
changed state to up
```

If you enter multiple configuration commands while you are in interface-range mode, each command is executed as it is entered. The commands are not batched together and executed after you exit interface-range mode. If you exit interface-range configuration mode while the commands are being executed, some commands might not be executed on all interfaces in the range. Wait until the command prompt reappears before exiting interface-range configuration mode.

Configuring and Using Interface-Range Macros

You can create an interface-range macro to automatically select a range of interfaces for configuration. Before you can use the **macro** keyword in the **interface range macro** global configuration command string, you must use the **define interface-range** global configuration command to define the macro.

Beginning in privileged EXEC mode, follow these steps to define an interface-range macro:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	define interface-range <i>macro_name</i> <i>interface-range</i>	Define the interface-range macro, and save it in NVRAM. <ul style="list-style-type: none"> The <i>macro_name</i> is a 32-character maximum character string. A macro can contain up to five comma-separated interface ranges. You do not need to enter spaces before or after the comma. Each <i>interface-range</i> must consist of the same port type.
Step 3	interface range macro <i>macro_name</i>	Select the interface range to be configured by using the values saved in the interface-range macro called <i>macro_name</i> . You can now use the normal configuration commands to apply the configuration to all interfaces in the defined macro.

	Command	Purpose
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config include define	Show the defined interface-range macro configuration.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

Use the **no define interface-range** *macro_name* global configuration command to delete a macro.

When using the **define interface-range** global configuration command, note these guidelines:

- Valid entries for *interface-range*:
 - vlan** *vlan-ID* - *vlan-ID*, where VLAN ID is from 1 to 1005
 - fastethernet** slot/{*first port*} - {*last port*}, where slot is **0**
 - gigabitethernet** slot/{*first port*} - {*last port*}, where slot is **0**
 - port-channel** *port-channel-number* - *port-channel-number*, where *port-channel-number* is from 1 to 6.
- You must add a space between the interface numbers and the hyphen when entering an *interface-range*. For example, **fastethernet 0/1 - 5** is a valid range; **fastethernet 0/1-5** is not a valid range.
- The VLAN interfaces must have been configured with the **interface vlan** command. The **show running-config** privileged EXEC command output shows the configured VLAN interfaces. VLAN interfaces that do not appear by using the **show running-config** command cannot be used as *interface-ranges*.
- All interfaces in a range must be the same type; that is, all Fast Ethernet ports, all Gigabit Ethernet ports, all EtherChannel ports, or all VLANs, but you can combine multiple interface types in a macro.

This example shows how to define an interface-range macro named *enet_list* to select Fast Ethernet ports 1 to 4 and to verify the macro configuration:

```
Switch# configure terminal
Switch(config)# define interface-range enet_list fastethernet0/1 - 4
Switch(config)# end
Switch# show running-config | include define
define interface-range enet_list FastEthernet0/1 - 4
```

This example shows how to create a multiple-interface macro named *macro1*:

```
Switch# configure terminal
Switch(config)# define interface-range macro1 gigabitethernet0/1 , fastethernet0/5 - 7
Switch(config)# end
Switch#
```

This example shows how to enter interface range configuration mode for the interface-range macro *enet_list*:

```
Switch# configure terminal
Switch(config)# interface range macro enet_list
Switch(config-if-range)#
```

This example shows how to delete the interface-range macro *enet_list* and to verify that it has been deleted.

```
Switch# configure terminal
Switch(config)# no define interface-range enet_list
Switch# show run | include define
```

Configuring Ethernet Interfaces

The switch supports these interface types:

- Physical ports—Switch ports, including access and trunk ports
- VLANs—Switch virtual interfaces (SVIs)
- Port-channels—EtherChannel of interfaces

These sections describe the default interface configuration and the optional features that you can configure on most physical interfaces:

- [Default Ethernet Interface Configuration, page 9-10](#)
- [Configuring Interface Speed and Duplex Mode, page 9-11](#)
- [Configuring Auto-MDIX on an Interface, page 9-13](#)
- [Adding a Description for an Interface, page 9-14](#)

Default Ethernet Interface Configuration

[Table 9-1](#) shows the Ethernet interface default configuration. For more details on the VLAN parameters listed in the table, see [Chapter 13, “Configuring VLANs.”](#) For details on controlling traffic to the port, see [Chapter 17, “Configuring Port-Based Traffic Control.”](#)

Table 9-1 *Default Ethernet Interface Configuration*

Feature	Default Setting
Operating mode	Layer 2.
Allowed VLAN range	VLANs 1 to 1005.
Default VLAN (for access ports)	VLAN 1.
Native VLAN (for 802.1Q trunks)	VLAN 1.
VLAN trunking	Switchport mode dynamic desirable (supports DTP).
Port enable state	All ports are enabled.
Port description	None defined.
Speed	Autonegotiate.
Duplex mode	Autonegotiate.
Flow control	Flow control is set to <i>off</i> for receive and <i>desired</i> for send for Gigabit Ethernet ports.
EtherChannel (PAgP) and Link Aggregation Control Protocol (LACP)	Disabled on all Ethernet ports. See Chapter 25, “Configuring EtherChannels.”
Broadcast, multicast, and unicast storm control	Disabled.
Protected port	Disabled. See the “Configuring Protected Ports” section on page 17-4 .
Port security	Disabled. See the “Default Port Security Configuration” section on page 17-7 .

Table 9-1 Default Ethernet Interface Configuration (continued)

Feature	Default Setting
Port Fast	Disabled.
Auto-MDIX	Disabled.

Configuring Interface Speed and Duplex Mode

The 10/100 Ethernet interfaces on the switch operate in 10 or 100 Mbps and in either full- or half- duplex mode. The 10/100/1000 Ethernet interfaces operate at 10, 100, or 1000 Mbps. The Gigabit Ethernet interfaces operates in 10 or 100 Mbps in either full- or half-duplex mode and in 1000 full-duplex mode.

In full-duplex mode, two stations can send and receive at the same time. When packets can flow in both directions simultaneously, effective Ethernet bandwidth doubles to 20 Mbps for 10-Mbps interfaces, to 200 Mbps for Fast Ethernet interfaces, and to 2 Gbps for a Gigabit interface. Full-duplex communication is often an effective solution to collisions, which are major constrictions in Ethernet networks. Normally, 10-Mbps ports operate in half-duplex mode, which means that stations can either receive or send.

You can configure interface speed on Fast Ethernet (10/100-Mbps) and Gigabit Ethernet (10/100/1000-Mbps) interfaces. You can configure duplex mode on any Fast Ethernet interfaces that are not set to autonegotiate.

These sections describe how to configure the interface speed and duplex mode:

- [Configuration Guidelines, page 9-11](#)
- [Setting the Interface Speed and Duplex Parameters, page 9-12](#)

Configuration Guidelines

When configuring an interface speed and duplex mode, note these guidelines:

- Ethernet ports set to 1000 Mbps should always be set to full duplex.
- A Gigabit Ethernet port that does not match the settings of an attached device can lose connectivity and does not generate statistics.
- If both ends of the line support autonegotiation, we highly recommend the default setting of **autonegotiation**.
- When connecting an interface to a 100BASE-T device that does not autonegotiate, set the speed to a non-auto value (for example, nonegotiate) and set the duplex mode to full or half to match the device. The speed value and duplex mode must be explicitly set.
- When connecting an interface to a Gigabit Ethernet device that does not autonegotiate, disable autonegotiation on the switch and set the duplex and flow control parameters to be compatible with the remote device.
- 100BASE-FX ports operate only at 100 Mbps and in full-duplex mode.
- When Spanning Tree Protocol (STP) is enabled and a port is reconfigured, the switch can take up to 30 seconds to check for loops. The port LED is amber while STP reconfigures.



Caution

Changing the interface speed and duplex mode configuration might shut down and re-enable the interface during the reconfiguration.

Setting the Interface Speed and Duplex Parameters

Beginning in privileged EXEC mode, follow these steps to set the speed and duplex mode for a physical interface:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode and the physical interface identification.
Step 3	speed { 10 100 1000 auto }	Enter the appropriate speed parameter for the interface, or enter auto . Note The 1000 keyword is available only for 10/100/1000 Mbps ports. 100BASE-FX ports operate only at 100 Mbps.
Step 4	duplex { auto full half }	Enter the duplex parameter for the interface.
Step 5	end	Return to privileged EXEC mode.
Step 6	show interfaces <i>interface-id</i>	Display the interface speed and duplex mode configuration.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

Use the **no speed** and **no duplex** interface configuration commands to return the interface to the default speed and duplex settings (autonegotiate). To return all interface settings to the defaults, use the **default interface interface-id** interface configuration command.

This example shows how to set the interface speed to 10 Mbps and the duplex mode to half on Fast Ethernet interface 0/3 and to verify the configuration:

```
Switch# configure terminal
Switch(config)# interface fastethernet0/3
Switch(config-if)# speed 10
Switch(config-if)# duplex half
Switch(config)# end
Switch# show running-config
Current configuration : 1695 bytes
!
version 12.1
no service pad
service timestamps debug uptime
service timestamps log uptime
no service password-encryption
!
hostname switch
!
<output truncated>
!
interface FastEthernet0/2
no ip address
duplex half
speed 10
!
<output truncated>
```


Configuring Auto-MDIX on an Interface

When automatic medium-dependent interface crossover (Auto-MDIX) is enabled on an interface, the interface automatically detects the required cable connection type (straight-through or crossover) and configures the connection appropriately. When connecting switches without the Auto-MDIX feature, you must use straight-through cables to connect to devices such as servers, workstations, or routers and crossover cables to connect to other switches or repeaters. With Auto-MDIX enabled, you can use either type of cable to connect to other devices, and the interface automatically corrects for any incorrect cabling. For more information about cabling requirements, refer to the hardware installation guide.

Auto-MDIX is disabled by default. When you enable Auto-MDIX, you must also set the speed and duplex on the interface to **auto** in order for the feature to operate correctly. Auto-MDIX is supported on all 10/100 and 10/100/1000 Mbps interfaces. It is not supported on the SFP module interfaces.

Table 9-2 shows the link states that results from Auto-MDIX settings and correct and incorrect cabling.

Table 9-2 Link Conditions and Auto-MDIX Settings

Local Side Auto-MDIX	Remote Side Auto-MDIX	With Correct Cabling	With Incorrect Cabling
On	On	Link up	Link up
On	Off	Link up	Link up
Off	On	Link up	Link up
Off	Off	Link up	Link down

Beginning in privileged EXEC mode, follow these steps to configure Auto-MDIX on an interface:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode
Step 2	interface interface-id	Enter interface configuration mode for the physical interface to be configured.
Step 3	speed auto	Configure the interface to autonegotiate speed with the connected device.
Step 4	duplex auto	Configure the interface to autonegotiate duplex mode with the connected device.
Step 5	mdix auto	Enable Auto-MDIX on the interface.
Step 6	end	Return to privileged EXEC mode.
Step 7	show controllers ethernet-controller interface-id phy 32 or show running-config	Verify the operational state of the Auto-MDIX feature on the interface.
Step 8	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable Auto-MDIX, use the **no mdix auto** interface configuration command.

This example shows how to enable Auto-MDIX on Gigabit Ethernet interface 0/1:

```
Switch# configure terminal
Switch(config)# interface gigabitethernet0/1
Switch(config-if)# speed auto
Switch(config-if)# duplex auto
Switch(config-if)# mdix auto
Switch(config-if)# end
```

Adding a Description for an Interface

You can add a description about an interface to help you remember its function. The description appears in the output of these commands: **show configuration**, **show running-config**, and **show interfaces**.

Beginning in privileged EXEC mode, follow these steps to add a description for an interface:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and enter the interface for which you are adding a description.
Step 3	description <i>string</i>	Add a description (up to 240 characters) for an interface.
Step 4	end	Return to privileged EXEC mode.
Step 5	show interfaces <i>interface-id</i> description or show running-config	Verify your entry.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

Use the **no description** interface configuration command to delete the description.

This example shows how to add a description on Fast Ethernet interface 0/4 and to verify the description:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface fastethernet0/4
Switch(config-if)# description Connects to Marketing
Switch(config-if)# end
Switch# show interfaces fastethernet0/4 description
Interface Status      Protocol Description
Fa0/4      up                down    Connects to Marketing
```

Monitoring and Maintaining the Interfaces

You can perform the tasks in these sections to monitor and maintain interfaces:

- [Monitoring Interface and Controller Status, page 9-15](#)
- [Clearing and Resetting Interfaces and Counters, page 9-15](#)
- [Shutting Down and Restarting the Interface, page 9-16](#)

Monitoring Interface and Controller Status

Commands entered at the privileged EXEC prompt display information about the interface, including the version of the software and the hardware, the controller status, and statistics about the interfaces. [Table 9-3](#) lists some of these interface monitoring commands. (You can display the full list of **show** commands by using the **show ?** command at the privileged EXEC prompt.) These commands are fully described in the command reference for this release and in the *Cisco IOS Interface Command Reference for Cisco IOS Release 12.1*.

Table 9-3 *show Commands for Interfaces*

Command	Purpose
show interfaces [<i>interface-id</i>]	Display the status and configuration of all interfaces or a specific interface.
show interfaces [<i>interface-id</i>] capabilities [module { <i>module-number</i> }]	Display the capabilities of an interface. If you do not specify a module, the capabilities for all ports on the switch appear.
show interfaces <i>interface-id</i> status [err-disabled]	Display interface status or a list of interfaces in error-disabled state.
show interfaces [<i>interface-id</i>] switchport	Display administrative and operational status of switching (nonrouting) ports.
show interfaces [<i>interface-id</i>] description	Display the description configured on an interface or all interfaces and the interface status.
show ip interface [<i>interface-id</i>]	Display the usability status of all interfaces configured for IP or the specified interface.
show running-config interface [<i>interface-id</i>]	Display the running configuration in RAM for the interface.
show version	Display the hardware configuration, software version, the names and sources of configuration files, and the boot images.
show controllers ethernet-controller <i>interface-id</i> phy 32	Verify the operational state of the Auto-MDIX feature on the interface.

For examples of the output from commands in [Table 9-3](#), refer to the command reference for this release and to the *Cisco IOS Interface Command Reference for Cisco IOS Release 12.1*.

Clearing and Resetting Interfaces and Counters

[Table 9-4](#) lists the privileged EXEC mode **clear** commands that you can use to clear counters and reset interfaces.

Table 9-4 *Clear Commands for Interfaces*

Command	Purpose
clear counters [<i>interface-id</i>]	Clear interface counters.
clear interface <i>interface-id</i>	Reset the hardware logic on an interface.
clear line [<i>number</i> console 0 vtty number]	Reset the hardware logic on an asynchronous serial line.

To clear the interface counters shown by the **show interfaces** privileged EXEC command, use the **clear counters** privileged EXEC command. The **clear counters** command clears all current interface counters from the interface unless optional arguments are specified to clear only a specific interface type from a specific interface number.

**Note**

The **clear counters** privileged EXEC command does not clear counters retrieved by using Simple Network Management Protocol (SNMP), but only those seen with the **show interfaces** privileged EXEC command output.

This example shows how to clear and reset the counters on Fast Ethernet interface 0/5:

```
Switch# clear counters fastethernet0/5
Clear "show interface" counters on this interface [confirm] y
Switch#
*Sep 30 08:42:55: %CLEAR-5-COUNTERS: Clear counter on interface FastEthernet0/5
by vty1 (171.69.115.10)
```

Use the **clear interface** or **clear line** privileged EXEC command to clear and reset an interface or serial line. Under most circumstances, you do not need to clear the hardware logic on interfaces or serial lines.

This example shows how to clear and reset Fast Ethernet interface 0/5:

```
Switch# clear interface fastethernet0/5
```

Shutting Down and Restarting the Interface

Shutting down an interface disables all functions on the specified interface and marks the interface as unavailable on all monitoring command displays. This information is communicated to other network servers through all dynamic routing protocols. The interface is not mentioned in any routing updates.

Beginning in privileged EXEC mode, follow these steps to shut down an interface:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface {vlan <i>vlan-id</i>} {{fastethernet gigabitethernet} <i>interface-id</i>} {port-channel <i>port-channel-number</i>}	Select the interface to be configured.
Step 3	shutdown	Shut down an interface.
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entry.

Use the **no shutdown** interface configuration command to restart the interface.

This example shows how to shut down Fast Ethernet interface 0/5:

```
Switch# configure terminal
Switch(config)# interface fastethernet0/5
Switch(config-if)# shutdown
Switch(config-if)#
*Sep 30 08:33:47: %LINK-5-CHANGED: Interface FastEthernet0/5, changed state to
administratively down
```

This example shows how to re-enable Fast Ethernet interface 0/5:

```
Switch# configure terminal
Switch(config)# interface fastethernet0/5
Switch(config-if)# no shutdown
Switch(config-if)#
*Sep 30 08:36:00: %LINK-3-UPDOWN: Interface FastEthernet0/5, changed state to up
```

To verify that an interface is disabled, enter the **show interfaces** privileged EXEC command. A disabled interface is shown as *administratively down* in the **show interfaces** command output



Configuring SmartPort Macros

This chapter describes how to configure and apply SmartPort macros on your Catalyst 2940 switch.



Note

For complete syntax and usage information for the commands used in this chapter, refer to the command reference for this release.

This chapter consists of these sections:

- [Understanding SmartPort Macros, page 10-1](#)
- [Configuring Smart-Port Macros, page 10-1](#)
- [Displaying SmartPort Macros, page 10-4](#)

Understanding SmartPort Macros

SmartPort macros provide a convenient way to save and share common configurations. You can use SmartPort macros to enable features and settings based on the location of a switch in the network and for mass configuration deployments across the network.

Each SmartPort macro is a set of CLI commands that you define. SmartPort macros do not contain new CLI commands; they are simply a group of existing CLI commands.

When you apply a SmartPort macro on an interface, the CLI commands within the macro are configured on the interface. When the macro is applied to an interface, the existing interface configurations are not lost. The new commands are added to interface and are saved in the running configuration file.

Configuring Smart-Port Macros

You can create a new SmartPort macro or use an existing macro as a template to create a new macro that is specific to your application. After you create the macro, you can apply it to an interface or a range of interfaces.

This section includes information about:

- [Default SmartPort Macro Configuration, page 10-2](#)
- [SmartPort Macro Configuration Guidelines, page 10-2](#)
- [Creating and Applying SmartPort Macros, page 10-2](#)

Default SmartPort Macro Configuration

There are no default SmartPort macros configured on the switch.

SmartPort Macro Configuration Guidelines

Follow these guidelines when configuring macros on your switch:

- Do not use **exit** or **end** commands when creating a macro. This could cause commands that follow **exit** or **end** to execute in a different command mode.
- When creating a macro, all CLI commands should be interface configuration mode commands.
- Some CLI commands are specific to certain interface types. The macro fails the syntax check or the configuration check, and the switch returns an error message if it is applied to an interface that does not accept the configuration.
- When a macro is applied to an interface, all existing configuration on the interface is retained. This is helpful when applying an incremental configuration to an interface.
- If you modify a macro definition by adding or deleting commands, the changes are not reflected on the interface where the original macro was applied. You need to reapply the updated macro on the interface to apply the new or changed commands.
- You can use the **macro trace *macro-name*** interface configuration command to show what macros are running on an interface or to debug the macro to determine any syntax or configuration errors.
- If a command fails when you apply a macro, either due to a syntax error or a configuration error, the macro continues to apply the remaining commands to the interface.
- Applying a macro to an interface range is the same as applying a macro to a single interface. When you use an interface range, the macro is applied sequentially to each individual interface within the range. If a macro command fails on one interface, it is still applied to the remaining interfaces.

Creating and Applying SmartPort Macros

Beginning in privileged EXEC mode, follow these steps to create and apply a SmartPort macro:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	macro name <i>macro-name</i>	Create a macro definition, and enter a macro name. A macro definition can contain up to 3000 characters. Enter the macro commands with one command per line. Use the @ character to end the macro. Use the # character at the beginning of a line to enter comment text within the macro. We recommend that you do not use the exit or end commands in a macro. This could cause any commands following exit or end to execute in a different command mode. For best results, all commands in a macro should be interface configuration mode commands.
Step 3	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface on which to apply the macro.

	Command	Purpose
Step 4	macro { apply trace } macro-name	Apply each individual command defined in the macro to the interface by entering macro apply macro-name . Specify macro trace macro-name to apply and print each command before it is applied to the interface.
Step 5	macro description text	(Optional) Enter a description about the macro that is applied to the interface.
Step 6	end	Return to privileged EXEC mode.
Step 7	show parser macro	Verify that the macro was created.
Step 8	show running-config interface interface-id	Verify that the macro is applied to an interface.
Step 9	copy running-config startup-config	(Optional) Save your entries in the configuration file.

The **no** form of the **macro name** global configuration command only deletes the macro definition. It does not affect the configuration of those interfaces on which the macro is already applied. You can delete a macro-applied configuration on an interface by entering the **default interface interface-id** interface configuration command. Alternatively, you can create an *anti-macro* for an existing macro that contains the **no** form of all the corresponding commands in the original macro. Then apply the anti-macro to the interface.

This example shows how to define the **desktop-config** macro for an access switch interface, apply the macro to Fast Ethernet interface 0/9, add a description to the interface, and verify the configuration.

```
Switch(config)#macro name desktop-config
# Put the switch in access mode
switchport mode access
# Allow port to move to forwarding state quickly
spanning-tree portfast
# BPDUs should not be sent into the network
spanning-tree bpduguard enable
# Restrict the port to one address -- that of desktop
switchport port-security maximum 1
# Put all data traffic in vlan 1
switchport access vlan 1
@

Switch(config)#interface fastethernet0/9
Switch(config-if)#macro apply desktop-config
Switch(config-if)#macro description desktop-config
Switch(config-if)#end
Switch#show parser macro name desktop-config
Macro name : desktop-config
Macro type : customizable

macro description desktop-config
# Put the switch in access mode
switchport mode access
# Allow port to move to forwarding state quickly
spanning-tree portfast
# BPDUs should not be sent into the network
spanning-tree bpduguard enable
# Restrict the port to one address -- that of desktop
switchport port-security maximum 1
# Put all data traffic in vlan 1
switchport access vlan 1

Switch#show parser macro description
Interface      Macro Description
```



```
-----  
Fa0/9      desktop-config  
-----
```

Displaying SmartPort Macros

To display the SmartPort macros, use one or more of the privileged EXEC commands in [Table 10-1](#).

Table 10-1 Commands for Displaying SmartPort Macros

Command	Purpose
show parser macro	Displays all configured macros.
show parser macro name <i>macro-name</i>	Displays a specific macro.
show parser macro brief	Displays the configured macro names.
show parser macro description [interface <i>interface-id</i>]	Displays the macro description for all interfaces or for a specified interface.



Configuring STP

This chapter describes how to configure the Spanning Tree Protocol (STP) on your Catalyst 2940 switch. For information about optional spanning-tree features, see [Chapter 12, “Configuring Optional Spanning-Tree Features.”](#)



Note

For complete syntax and usage information for the commands used in this chapter, refer to the command reference for this release.

This chapter consists of these sections:

- [Understanding Spanning-Tree Features, page 11-1](#)
- [Configuring Spanning-Tree Features, page 11-10](#)
- [Displaying the Spanning-Tree Status, page 11-20](#)

Understanding Spanning-Tree Features

These sections describe how spanning-tree features work:

- [STP Overview, page 11-2](#)
- [Spanning-Tree Topology and BPDUs, page 11-2](#)
- [Bridge ID, Switch Priority, and Extended System ID, page 11-3](#)
- [Spanning-Tree Interface States, page 11-4](#)
- [How a Switch or Port Becomes the Root Switch or Root Port, page 11-7](#)
- [Spanning Tree and Redundant Connectivity, page 11-7](#)
- [Spanning-Tree Address Management, page 11-8](#)
- [Accelerated Aging to Retain Connectivity, page 11-8](#)
- [Spanning-Tree Modes and Protocols, page 11-9](#)
- [Supported Spanning-Tree Instances, page 11-9](#)
- [Spanning-Tree Interoperability and Backward Compatibility, page 11-9](#)
- [STP and IEEE 802.1Q Trunks, page 11-9](#)

For configuration information, see the “[Configuring Spanning-Tree Features](#)” section on page 11-10.

For information about optional spanning-tree features, see [Chapter 12, “Configuring Optional Spanning-Tree Features.”](#)

STP Overview

STP is a Layer 2 link management protocol that provides path redundancy while preventing loops in the network. For a Layer 2 Ethernet network to function properly, only one active path can exist between any two stations. Multiple active paths among end stations cause loops in the network. If a loop exists in the network, end stations might receive duplicate messages. Switches might also learn end-station MAC addresses on multiple Layer 2 interfaces. These conditions result in an unstable network. Spanning-tree operation is transparent to end stations, which cannot detect whether they are connected to a single LAN segment or a switched LAN of multiple segments.

The STP uses a spanning-tree algorithm to select one switch of a redundantly connected network as the root of the spanning tree. The algorithm calculates the best loop-free path through a switched Layer 2 network by assigning a role to each port based on the role of the port in the active topology:

- Root—A forwarding port elected for the spanning-tree topology
- Designated—A forwarding port elected for every switched LAN segment
- Alternate—A blocked port providing an alternate path to the root port in the spanning tree
- Backup—A blocked port in a loopback configuration

Switches that have ports with these assigned roles are called root or designated switches.

Spanning tree forces redundant data paths into a standby (blocked) state. If a network segment in the spanning tree fails and a redundant path exists, the spanning-tree algorithm recalculates the spanning-tree topology and activates the standby path. Switches send and receive spanning-tree frames, called bridge protocol data units (BPDUs), at regular intervals. The switches do not forward these frames but use them to construct a loop-free path. BPDUs contain information about the sending switch and its ports, including switch and MAC addresses, switch priority, port priority, and path cost. Spanning tree uses this information to elect the root switch and root port for the switched network and the root port and designated port for each switched segment.

When two interfaces on a switch are part of a loop, the spanning-tree port priority and path cost settings determine which interface is put in the forwarding state and which is put in the blocking state. The spanning-tree port priority value represents the location of an interface in the network topology and how well it is located to pass traffic. The path cost value represents the media speed.

Spanning-Tree Topology and BPDUs

The stable, active spanning-tree topology of a switched network is determined by these elements:

- The unique bridge ID (switch priority and MAC address) associated with each VLAN on each switch
- The spanning-tree path cost to the root switch
- The port identifier (port priority and MAC address) associated with each Layer 2 interface

When the switches in a network are powered up, each functions as the root switch. Each switch sends a configuration BPDU through all of its ports. The BPDUs communicate and compute the spanning-tree topology. Each configuration BPDU contains this information:

- The unique bridge ID of the switch that the sending switch identifies as the root switch
- The spanning-tree path cost to the root

- The bridge ID of the sending switch
- Message age
- The identifier of the sending interface
- Values for the hello, forward-delay, and max-age protocol timers

When a switch receives a configuration BPDU that contains *superior* information (lower bridge ID, lower path cost, and so forth), it stores the information for that port. If this BPDU is received on the root port of the switch, the switch also forwards it with an updated message to all attached LANs for which it is the designated switch.

If a switch receives a configuration BPDU that contains *inferior* information to that currently stored for that port, it discards the BPDU. If the switch is a designated switch for the LAN from which the inferior BPDU was received, it sends that LAN a BPDU containing the up-to-date information stored for that port. In this way, inferior information is discarded, and superior information is propagated on the network.

A BPDU exchange results in these actions:

- One switch in the network is elected as the root switch (the logical center of the spanning-tree topology in a switched network).
For each VLAN, the switch with the highest switch priority (the lowest numerical priority value) is elected as the root switch. If all switches are configured with the default priority (32768), the switch with the lowest MAC address in the VLAN becomes the root switch. The switch priority value occupies the most significant bits of the bridge ID, as shown in [Table 11-1 on page 11-4](#).
- A root port is selected for each switch (except the root switch). This port provides the best path (lowest cost) when the switch forwards packets to the root switch.
- The shortest distance to the root switch is calculated for each switch based on the path cost.
- A designated switch for each LAN segment is selected. The designated switch incurs the lowest path cost when forwarding packets from that LAN to the root switch. The port through which the designated switch is attached to the LAN is called the designated port.
- Interfaces included in the spanning-tree instance are selected. Root ports and designated ports are put in the forwarding state.
- All paths that are not needed to reach the root switch from anywhere in the switched network are placed in the spanning-tree blocking mode.

Bridge ID, Switch Priority, and Extended System ID

The IEEE 802.1D standard requires that each switch has a unique bridge identifier (bridge ID), which determines the selection of the root switch. Because each VLAN is considered as a different *logical bridge* with PVST+, the same switch must have as many different bridge IDs as VLANs configured on it. Each VLAN on the switch has a unique 8-byte bridge ID; the two most-significant bytes are used for the switch priority, and the remaining six bytes are derived from the switch MAC address.

The Catalyst 2940 switch supports the 802.1T spanning-tree extensions. Some of the bits previously used for the switch priority are now used as the VLAN identifier. The result is that fewer MAC addresses are reserved for the switch, and a larger range of VLAN IDs can be supported, all while maintaining the uniqueness of the bridge ID. As shown in [Table 11-1](#), the two bytes previously used for the switch priority are reallocated into a 4-bit priority value and a 12-bit extended system ID value equal to the VLAN ID.

Table 11-1 Switch Priority Value and Extended System ID

Switch Priority Value				Extended System ID (Set Equal to the VLAN ID)											
Bit 16	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1
32768	16384	8192	4096	2048	1024	512	256	128	64	32	16	8	4	2	1

Spanning tree uses the extended system ID, the switch priority, and the allocated spanning-tree MAC address to make the bridge ID unique for each VLAN. With earlier releases, spanning tree used one MAC address per VLAN to make the bridge ID unique for each VLAN.

Support for the extended system ID affects how you manually configure the root switch, the secondary root switch, and the switch priority of a VLAN. For example, when you change the switch priority value, you change the probability that the switch will be elected as the root switch. Configuring a higher value decreases the probability; a lower value increases the probability. For more information, see the [“Configuring the Root Switch”](#) section on page 11-12, the [“Configuring a Secondary Root Switch”](#) section on page 11-14, and the [“Configuring the Switch Priority of a VLAN”](#) section on page 11-17.

Spanning-Tree Interface States

Propagation delays can occur when protocol information passes through a switched LAN. As a result, topology changes can take place at different times and at different places in a switched network. When an interface transitions directly from nonparticipation in the spanning-tree topology to the forwarding state, it can create temporary data loops. Interfaces must wait for new topology information to propagate through the switched LAN before starting to forward frames. They must allow the frame lifetime to expire for forwarded frames that have used the old topology.

Each Layer 2 interface on a switch using spanning tree exists in one of these states:

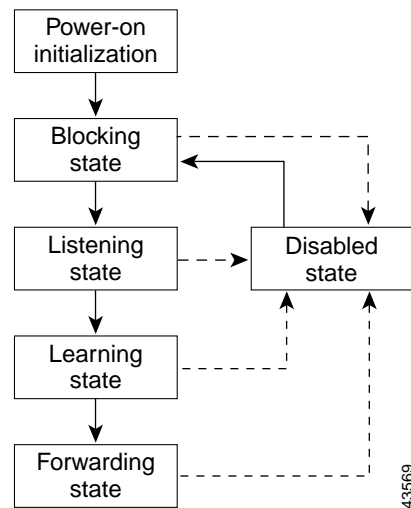
- **Blocking**—The interface does not participate in frame forwarding.
- **Listening**—The first transitional state after the blocking state when the spanning tree determines that the interface should participate in frame forwarding.
- **Learning**—The interface prepares to participate in frame forwarding.
- **Forwarding**—The interface forwards frames.
- **Disabled**—The interface is not participating in spanning tree because of a shutdown port, no link on the port, or no spanning-tree instance running on the port.

An interface moves through these states:

- From initialization to blocking
- From blocking to listening or to disabled
- From listening to learning or to disabled
- From learning to forwarding or to disabled
- From forwarding to disabled

Figure 11-1 illustrates how an interface moves through the states.

Figure 11-1 Spanning-Tree Interface States



When you power up the switch, spanning tree is enabled by default, and every interface in the switch, VLAN, or network goes through the blocking state and the transitory states of listening and learning. Spanning tree stabilizes each interface at the forwarding or blocking state.

When the spanning-tree algorithm places a Layer 2 interface in the forwarding state, this process occurs:

1. The interface is in the listening state while spanning tree waits for protocol information to transition the interface to the blocking state.
2. While spanning tree waits the forward-delay timer to expire, it moves the interface to the learning state and resets the forward-delay timer.
3. In the learning state, the interface continues to block frame forwarding as the switch learns end-station location information for the forwarding database.
4. When the forward-delay timer expires, spanning tree moves the interface to the forwarding state, where both learning and frame forwarding are enabled.

Blocking State

A Layer 2 interface in the blocking state does not participate in frame forwarding. After initialization, a BPDU is sent to each interface in the switch. A switch initially functions as the root until it exchanges BPDUs with other switches. This exchange establishes which switch in the network is the root or root switch. If there is only one switch in the network, no exchange occurs, the forward-delay timer expires, and the interfaces move to the listening state. An interface always enters the blocking state after switch initialization.

An interface in the blocking state performs as follows:

- Discards frames received on the port
- Discards frames switched from another interface for forwarding
- Does not learn addresses
- Receives BPDUs

Listening State

The listening state is the first state a Layer 2 interface enters after the blocking state. The interface enters this state when the spanning tree determines that the interface should participate in frame forwarding.

An interface in the listening state performs as follows:

- Discards frames received on the port
- Discards frames switched from another interface for forwarding
- Does not learn addresses
- Receives BPDUs

Learning State

A Layer 2 interface in the learning state prepares to participate in frame forwarding. The interface enters the learning state from the listening state.

An interface in the learning state performs as follows:

- Discards frames received on the port
- Discards frames switched from another interface for forwarding
- Learns addresses
- Receives BPDUs

Forwarding State

A Layer 2 interface in the forwarding state forwards frames. The interface enters the forwarding state from the learning state.

An interface in the forwarding state performs as follows:

- Receives and forwards frames received on the port
- Forwards frames switched from another port
- Learns addresses
- Receives BPDUs

Disabled State

A Layer 2 interface in the disabled state does not participate in frame forwarding or in the spanning tree. An interface in the disabled state is nonoperational.

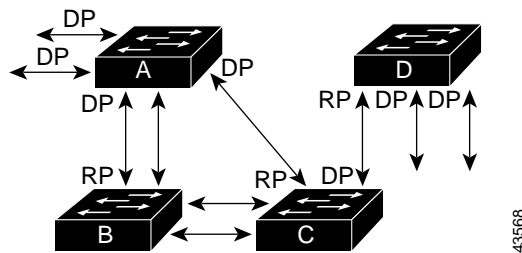
A disabled interface performs as follows:

- Discards frames received on the port
- Discards frames switched from another interface for forwarding
- Does not learn addresses
- Does not receive BPDUs

How a Switch or Port Becomes the Root Switch or Root Port

If all switches in a network are enabled with default spanning-tree settings, the switch with the lowest MAC address becomes the root switch. In [Figure 11-2](#), Switch A is elected as the root switch because the switch priority of all the switches is set to the default (32768) and Switch A has the lowest MAC address. However, because of traffic patterns, number of forwarding interfaces, or link types, Switch A might not be the ideal root switch. By increasing the priority (lowering the numerical value) of the ideal switch so that it becomes the root switch, you force a spanning-tree recalculation to form a new topology with the ideal switch as the root.

Figure 11-2 Spanning-Tree Topology



RP = Root Port
DP = Designated Port

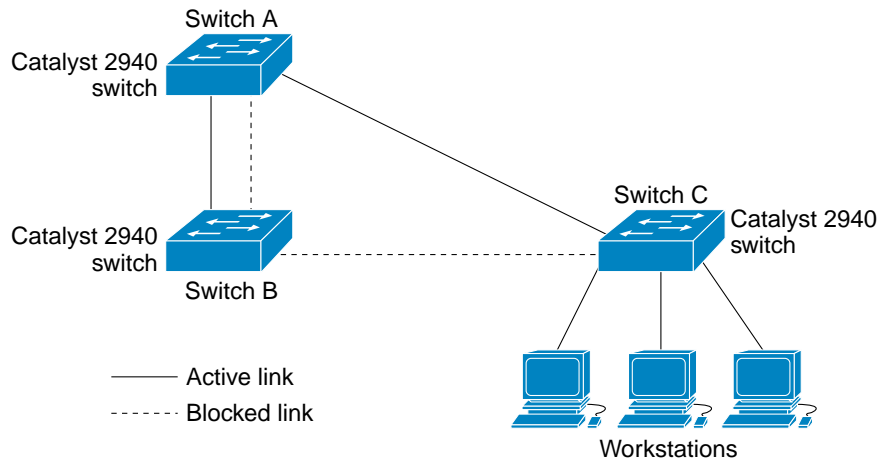
When the spanning-tree topology is calculated based on default parameters, the path between source and destination end stations in a switched network might not be ideal. For instance, connecting higher-speed links to an interface that has a higher number than the root port can cause a root-port change. The goal is to make the fastest link the root port.

For example, assume that one port on Switch B is a Gigabit Ethernet link and that another port on Switch B (a 10/100 link) is the root port. Network traffic might be more efficient over the Gigabit Ethernet link. By changing the spanning-tree port priority on the Gigabit Ethernet interface to a higher priority (lower numerical value) than the root port, the Gigabit Ethernet interface becomes the new root port.

Spanning Tree and Redundant Connectivity

You can create a redundant backbone with spanning tree by connecting two switch interfaces to another device or to two different devices. Spanning tree automatically disables one interface but enables it if the other one fails, as shown in [Figure 11-3](#). If one link is high-speed and the other is low-speed, the low-speed link is always disabled. If the speeds are the same, the port priority and port ID are added together, and spanning tree disables the link with the lowest value.

Figure 11-3 Spanning Tree and Redundant Connectivity



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You can also create redundant links between switches by using EtherChannel groups. For more information, see [Chapter 25, “Configuring EtherChannels.”](#)

Spanning-Tree Address Management

IEEE 802.1D specifies 17 multicast addresses, ranging from 0x00180C200000 to 0x0180C2000010, to be used by different bridge protocols. These addresses are static addresses that cannot be removed.

Regardless of the spanning-tree state, the switch receives but does not forward packets destined for addresses between 0x0180C2000000 and 0x0180C200000F.

If spanning tree is enabled, the switch CPU receives packets destined for 0x0180C2000000 and 0x0180C2000010. If spanning-tree is disabled, the switch forwards those packets as unknown multicast addresses.

Accelerated Aging to Retain Connectivity

The default for aging dynamic addresses is 5 minutes, the default setting of the **mac-address-table aging-time** global configuration command. However, a spanning-tree reconfiguration can cause many station locations to change. Because these stations could be unreachable for 5 minutes or more during a reconfiguration, the address-aging time is accelerated so that station addresses can be dropped from the address table and then relearned. The accelerated aging is the same as the forward-delay parameter value (**spanning-tree vlan *vlan-id* forward-time seconds** global configuration command) when the spanning tree reconfigures.

Because each VLAN is a separate spanning-tree instance, the switch accelerates aging on a per-VLAN basis. A spanning-tree reconfiguration on one VLAN can cause the dynamic addresses learned on that VLAN to be subject to accelerated aging. Dynamic addresses on other VLANs can be unaffected and remain subject to the aging interval entered for the switch.

Spanning-Tree Modes and Protocols

The switch supports PVST+. This spanning-tree mode is based on the IEEE 802.1D standard and Cisco proprietary extensions. It is the default spanning-tree mode used on all Ethernet, Fast Ethernet, and Gigabit Ethernet port-based VLANs. The PVST+ runs on each VLAN on the switch up to the maximum supported, ensuring that each has a loop-free path through the network.

The PVST+ provides Layer 2 load balancing for the VLAN on which it runs. You can create different logical topologies by using the VLANs on your network to ensure that all of your links are used but that no one link is oversubscribed. Each instance of PVST+ on a VLAN has a single root switch. This root switch propagates the spanning-tree information associated with that VLAN to all other switches in the network. Because each switch has the same information about the network, this process ensures that the network topology is maintained.

Supported Spanning-Tree Instances

In PVST+, the switch supports up to 4 spanning-tree instances.

For information about how spanning tree interoperates with the VLAN Trunking Protocol (VTP), see the [“STP Configuration Guidelines” section on page 11-11](#).

Spanning-Tree Interoperability and Backward Compatibility

[Table 11-2](#) lists the interoperability and compatibility among the supported spanning-tree modes in a network.

Table 11-2 PVST+, MSTP, and Rapid-PVST+ Interoperability

	PVST+	MSTP	Rapid PVST+
PVST+	Yes	Yes (with restrictions)	Yes (reverts to PVST+)
MSTP	Yes (with restrictions)	Yes	Yes (reverts to PVST+)
Rapid PVST+	Yes (reverts to PVST+)	Yes (reverts to PVST+)	Yes

In a mixed Multiple STP (MSTP) and PVST+ network, the common spanning-tree (CST) root must be inside the MST backbone, and a PVST+ switch cannot connect to multiple MST regions.

When a network contains switches running rapid PVST+ and switches running PVST+, we recommend that the rapid-PVST+ switches and PVST+ switches be configured for different spanning-tree instances. In the rapid-PVST+ spanning-tree instances, the root switch must be a rapid-PVST+ switch. In the PVST+ instances, the root switch must be a PVST+ switch. The PVST+ switches should be at the edge of the network.

The Catalyst 2940 switch does not support MSTP or rapid PVST+.

STP and IEEE 802.1Q Trunks

The IEEE 802.1Q standard for VLAN trunks imposes some limitations on the spanning-tree strategy for a network. The standard requires only one spanning-tree instance for *all* VLANs allowed on the trunks. However, in a network of Cisco switches connected through 802.1Q trunks, the switches maintain one spanning-tree instance for *each* VLAN allowed on the trunks.

When you connect a Cisco switch to a non-Cisco device through an 802.1Q trunk, the Cisco switch uses PVST+ to provide spanning-tree interoperability. If rapid PVST+ is enabled, the switch uses it instead of PVST+. The switch combines the spanning-tree instance of the 802.1Q VLAN of the trunk with the spanning-tree instance of the non-Cisco 802.1Q switch.

However, all PVST+ or rapid-PVST+ information is maintained by Cisco switches separated by a cloud of non-Cisco 802.1Q switches. The non-Cisco 802.1Q cloud separating the Cisco switches is treated as a single trunk link between the switches.

The external spanning-tree behavior on access ports and trunk ports is not affected by PVST+ or rapid PVST+.

For more information on 802.1Q trunks, see [Chapter 13, “Configuring VLANs.”](#)

Configuring Spanning-Tree Features

These sections describe how to configure spanning-tree features:

- [Default Spanning-Tree Configuration, page 11-10](#)
- [STP Configuration Guidelines, page 11-11](#)
- [Disabling Spanning Tree, page 11-11](#)
- [Configuring the Root Switch, page 11-12](#)
- [Configuring a Secondary Root Switch, page 11-14](#)
- [Configuring the Port Priority, page 11-14](#)
- [Configuring the Path Cost, page 11-16](#)
- [Configuring the Switch Priority of a VLAN, page 11-17](#)
- [Configuring Spanning-Tree Timers, page 11-18](#)
- [Configuring the Hello Time, page 11-18](#)
- [Configuring the Forwarding-Delay Time for a VLAN, page 11-19](#)
- [Configuring the Maximum-Aging Time for a VLAN, page 11-19](#)

Default Spanning-Tree Configuration

[Table 11-3](#) shows the default spanning-tree configuration.

Table 11-3 Default Spanning-Tree Configuration

Feature	Default Setting
Enable state	Enabled on VLAN 1. UP to 4 spanning-tree instances can be enabled.
Spanning-tree mode	PVST+. (Rapid PVST+ and MSTP are disabled.)
Switch priority	32768.
Spanning-tree port priority (configurable on a per-interface basis)	128.

Table 11-3 Default Spanning-Tree Configuration (continued)

Feature	Default Setting
Spanning-tree port cost (configurable on a per-interface basis)	1000 Mbps: 4. 100 Mbps: 19. 10 Mbps: 100.
Spanning-tree VLAN port priority (configurable on a per-VLAN basis)	128.
Spanning-tree VLAN port cost (configurable on a per-VLAN basis)	1000 Mbps: 4. 100 Mbps: 19. 10 Mbps: 100.
Spanning-tree timers	Hello time: 2 seconds. Forward-delay time: 15 seconds. Maximum-aging time: 20 seconds.

STP Configuration Guidelines

You can disable STP on one of the VLANs and then enable it on the VLAN where you want it to run. Use the **no spanning-tree vlan** *vlan-id* global configuration command to disable spanning-tree on a specific VLAN, and use the **spanning-tree vlan** *vlan-id* global configuration command to enable spanning-tree on the desired VLAN.



Caution

Switches that are not running spanning tree still forward BPDUs that they receive so that the other switches on the VLAN that have a running spanning-tree instance can break loops. Therefore, spanning tree must be running on enough switches to break all the loops in the network; for example, at least one switch on each loop in the VLAN must be running spanning tree. It is not absolutely necessary to run spanning tree on all switches in the VLAN; however, if you are running spanning tree only on a minimal set of switches, an incautious change to the network that introduces another loop into the VLAN can result in a broadcast storm.

Spanning-tree commands determine the configuration of VLAN spanning-tree instances. You create a spanning-tree instance when you assign an interface to a VLAN. The spanning-tree instance is removed when the last interface is moved to another VLAN. You can configure switch and port parameters before a spanning-tree instance is created; these parameters are applied when the spanning-tree instance is created.

Disabling Spanning Tree

Spanning-tree is enabled by default on VLAN 1 and on all newly created VLANs up to the spanning-tree limit specified in the “[Supported Spanning-Tree Instances](#)” section on page 11-9. Disable STP only if you are sure there are no loops in the network topology.



Caution

When spanning tree is disabled and loops are present in the topology, excessive traffic and indefinite packet duplication can drastically reduce network performance.

Beginning in privileged EXEC mode, follow these steps to disable STP on a per-VLAN basis:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	no spanning-tree vlan <i>vlan-id</i>	Disable STP on a per-VLAN basis. For <i>vlan-id</i> , you can specify a single VLAN identified by VLAN ID number, a range of VLANs separated by a hyphen, or a series of VLANs separated by a comma. The range is 1 to 1005.
Step 3	end	Return to privileged EXEC mode.
Step 4	show spanning-tree vlan <i>vlan-id</i>	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To re-enable spanning tree, use the **spanning-tree vlan** *vlan-id* global configuration command.

Configuring the Root Switch

The switch maintains a separate spanning-tree instance for each active VLAN configured on it. A bridge ID, consisting of the switch priority and the switch MAC address, is associated with each instance. For each VLAN, the switch with the lowest bridge ID becomes the root switch for that VLAN.

To configure a switch to become the root for the specified VLAN, use the **spanning-tree vlan** *vlan-id* **root** global configuration command to modify the switch priority from the default value (32768) to a significantly lower value. When you enter this command, the switch checks the switch priority of the root switches for each VLAN. Because of the extended system ID support, the switch sets its own priority for the specified VLAN to 24576 if this value will cause this switch to become the root for the specified VLAN.

If any root switch for the specified VLAN has a switch priority lower than 24576, the switch sets its own priority for the specified VLAN to 4096 less than the lowest switch priority. (4096 is the value of the least-significant bit of a 4-bit switch priority value as shown in [Table 11-1 on page 11-4](#).)



Note

The **spanning-tree vlan** *vlan-id* **root** global configuration command fails if the necessary value to be the root switch is less than 1.

With the extended system ID, if all network devices in VLAN 20 have the default priority of 32768, entering the **spanning-tree vlan 20 root primary** command on the switch sets the switch priority to 24576, which causes this switch to become the root switch for VLAN 20.



Note

If your network consists of switches that both do and do not support the extended system ID, it is unlikely that the switch with the extended system ID support will become the root switch. The extended system ID increases the switch priority value every time the VLAN number is greater than the priority of the connected switches running older software.



Note

The root switch for each spanning-tree instance should be a backbone or distribution switch. Do not configure an access switch as the spanning-tree primary root.

Use the **diameter** keyword to specify the Layer 2 network diameter (that is, the maximum number of switch hops between any two end stations in the Layer 2 network). When you specify the network diameter, the switch automatically sets an optimal hello time, forward-delay time, and maximum-age time for a network of that diameter, which can significantly reduce the convergence time. You can use the **hello** keyword to override the automatically calculated hello time.

**Note**

After configuring the switch as the root switch, we recommend that you avoid manually configuring the hello time, forward-delay time, and maximum-age time by using the **spanning-tree vlan *vlan-id* hello-time**, **spanning-tree vlan *vlan-id* forward-time**, and the **spanning-tree vlan *vlan-id* max-age** global configuration commands.

Beginning in privileged EXEC mode, follow these steps to configure a switch to become the root for the specified VLAN:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	spanning-tree vlan <i>vlan-id</i> root primary [diameter <i>net-diameter</i> [hello-time <i>seconds</i>]]	Configure a switch to become the root for the specified VLAN. <ul style="list-style-type: none"> For <i>vlan-id</i>, you can specify a single VLAN identified by VLAN ID number, a range of VLANs separated by a hyphen, or a series of VLANs separated by a comma. The range is 1 to 1005. (Optional) For diameter <i>net-diameter</i>, specify the maximum number of switches between any two end stations. The range is 2 to 7. (Optional) For hello-time <i>seconds</i>, specify the interval in seconds between the generation of configuration messages by the root switch. The range is 1 to 10 seconds; the default is 2 seconds. <p>Note When you enter this command without the optional keywords, the switch recalculates the forward-time, hello-time, max-age, and priority settings. If you had previously configured these parameters, the switch overrides and recalculates them.</p>
Step 3	end	Return to privileged EXEC mode.
Step 4	show spanning-tree detail	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return the switch to its default setting, use the **no spanning-tree vlan *vlan-id* root** global configuration command.

Configuring a Secondary Root Switch

When you configure a Catalyst 2940 switch that supports the extended system ID as the secondary root, the switch priority is modified from the default value (32768) to 28672. The switch is then likely to become the root switch for the specified VLAN if the primary root switch fails. This is assuming that the other network switches use the default switch priority of 32768 and therefore are unlikely to become the root switch.

You can execute this command on more than one switch to configure multiple backup root switches. Use the same network diameter and hello-time values as you used when you configured the primary root switch with the **spanning-tree vlan *vlan-id* root primary** global configuration command.

Beginning in privileged EXEC mode, follow these steps to configure a switch to become the secondary root for the specified VLAN. This procedure is optional:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	spanning-tree vlan <i>vlan-id</i> root secondary [diameter <i>net-diameter</i> [hello-time <i>seconds</i>]]	Configure a switch to become the secondary root for the specified VLAN. <ul style="list-style-type: none"> For <i>vlan-id</i>, you can specify a single VLAN identified by VLAN ID number, a range of VLANs separated by a hyphen, or a series of VLANs separated by a comma. The range is 1 to 1005. (Optional) For diameter <i>net-diameter</i>, specify the maximum number of switches between any two end stations. The range is 2 to 7. (Optional) For hello-time <i>seconds</i>, specify the interval in seconds between the generation of configuration messages by the root switch. The range is 1 to 10 seconds; the default is 2 seconds. <p>Use the same network diameter and hello-time values that you used when configuring the primary root switch. See the “Configuring the Root Switch” section on page 11-12.</p>
Step 3	end	Return to privileged EXEC mode.
Step 4	show spanning-tree detail	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return the switch to its default setting, use the **no spanning-tree vlan *vlan-id* root** global configuration command.

Configuring the Port Priority

If a loop occurs, spanning tree uses the port priority when selecting an interface to put into the forwarding state. You can assign higher priority values (lower numerical values) to interfaces that you want selected first and lower priority values (higher numerical values) that you want selected last. If all interfaces have the same priority value, spanning tree puts the interface with the lowest interface number in the forwarding state and blocks the other interfaces.

Beginning in privileged EXEC mode, follow these steps to configure the port priority of an interface. This procedure is optional:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify an interface to configure. Valid interfaces include physical interfaces and port-channel logical interfaces (port-channel <i>port-channel-number</i>).
Step 3	spanning-tree port-priority <i>priority</i>	Configure the port priority for an interface. For <i>priority</i> , the range is 0 to 240 in increments of 16. The default is 128. The lower the number, the higher the priority. Valid priority values are 0, 16, 32, 48, 64, 80, 96, 112, 128, 144, 160, 176, 192, 208, 224, and 240. All other values are rejected.
Step 4	spanning-tree vlan <i>vlan-id</i> port-priority <i>priority</i>	Configure the VLAN port priority for an interface. <ul style="list-style-type: none"> For <i>vlan-id</i>, you can specify a single VLAN identified by VLAN ID number, a range of VLANs separated by a hyphen, or a series of VLANs separated by a comma. The range is 1 to 1005. For <i>priority</i> , the range is 0 to 240 in increments of 16. The default is 128. The lower the number, the higher the priority. Valid priority values are 0, 16, 32, 48, 64, 80, 96, 112, 128, 144, 160, 176, 192, 208, 224, and 240. All other values are rejected.
Step 5	end	Return to privileged EXEC mode.
Step 6	show spanning-tree interface <i>interface-id</i> or show spanning-tree vlan <i>vlan-id</i>	Verify your entries.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

**Note**

The **show spanning-tree interface** *interface-id* privileged EXEC command displays information only if the port is in a link-up operative state. Otherwise, you can use the **show running-config interface** privileged EXEC command to confirm the configuration.

To return the interface to its default setting, use the **no spanning-tree [vlan *vlan-id*] port-priority** interface configuration command. For information on how to configure load sharing on trunk ports by using spanning-tree port priorities, see the [“Load Sharing Using STP”](#) section on page 13-18.

Configuring the Path Cost

The spanning-tree path cost default value is derived from the media speed of an interface. If a loop occurs, spanning tree uses cost when selecting an interface to put in the forwarding state. You can assign lower cost values to interfaces that you want selected first and higher cost values that you want selected last. If all interfaces have the same cost value, spanning tree puts the interface with the lowest interface number in the forwarding state and blocks the other interfaces.

Beginning in privileged EXEC mode, follow these steps to configure the cost of an interface. The switch supports the per-VLAN spanning-tree plus (PVST+) and a maximum of four spanning-tree instances.

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify an interface to configure. Valid interfaces include physical interfaces and port-channel logical interfaces (port-channel <i>port-channel-number</i>).
Step 3	spanning-tree cost <i>cost</i>	Configure the cost for an interface. If a loop occurs, spanning tree uses the path cost when selecting an interface to place into the forwarding state. A lower path cost represents higher-speed transmission. For <i>cost</i> , the range is 1 to 200000000; the default value is derived from the media speed of the interface.
Step 4	spanning-tree vlan <i>vlan-id</i> cost <i>cost</i>	Configure the cost for a VLAN. If a loop occurs, spanning tree uses the path cost when selecting an interface to place into the forwarding state. A lower path cost represents higher-speed transmission. <ul style="list-style-type: none"> For <i>vlan-id</i>, you can specify a single VLAN identified by VLAN ID number, a range of VLANs separated by a hyphen, or a series of VLANs separated by a comma. The range is 1 to 1005. For <i>cost</i>, the range is 1 to 200000000; the default value is derived from the media speed of the interface.
Step 5	end	Return to privileged EXEC mode.
Step 6	show spanning-tree interface <i>interface-id</i> or show spanning-tree vlan <i>vlan-id</i>	Verify your entries.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.



Note

The **show spanning-tree interface** *interface-id* privileged EXEC command displays information only for ports that are in a link-up operative state. Otherwise, you can use the **show running-config** privileged EXEC command to confirm the configuration.

To return the interface to its default setting, use the **no spanning-tree [vlan *vlan-id*] cost** interface configuration command. For information on how to configure load sharing on trunk ports by using spanning-tree path costs, see the “[Load Sharing Using STP](#)” section on page 13-18.

Configuring the Switch Priority of a VLAN

You can configure the switch priority and make it more likely that the switch will be chosen as the root switch.



Note

Exercise care when using this command. For most situations, we recommend that you use the **spanning-tree vlan *vlan-id* root primary** and the **spanning-tree vlan *vlan-id* root secondary** global configuration commands to modify the switch priority.

Beginning in privileged EXEC mode, follow these steps to configure the switch priority of a VLAN. This procedure is optional:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	spanning-tree vlan <i>vlan-id</i> priority <i>priority</i>	Configure the switch priority of a VLAN. <ul style="list-style-type: none"> For <i>vlan-id</i>, you can specify a single VLAN identified by VLAN ID number, a range of VLANs separated by a hyphen, or a series of VLANs separated by a comma. The range is 1 to 1005. For <i>priority</i>, the range is 0 to 61440 in increments of 4096; the default is 32768. The lower the number, the more likely the switch will be chosen as the root switch. Valid priority values are 4096, 8192, 12288, 16384, 20480, 24576, 28672, 32768, 36864, 40960, 45056, 49152, 53248, 57344, and 61440. All other values are rejected.
Step 3	end	Return to privileged EXEC mode.
Step 4	show spanning-tree vlan <i>vlan-id</i>	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return the switch to its default setting, use the **no spanning-tree vlan *vlan-id* priority** global configuration command.

Configuring Spanning-Tree Timers

Table 11-4 describes the timers that affect the entire spanning-tree performance.

Table 11-4 Spanning-Tree Timers

Variable	Description
Hello timer	Determines how often the switch broadcasts hello messages to other switches.
Forward-delay timer	Determines how long each of the listening and learning states last before the interface begins forwarding.
Maximum-age timer	Determines the amount of time the switch stores protocol information received on an interface.

The sections that follow provide the configuration steps.

Configuring the Hello Time

You can configure the interval between the generation of configuration messages by the root switch by changing the hello time.



Note

Exercise care when using this command. For most situations, we recommend that you use the **spanning-tree vlan *vlan-id* root primary** and the **spanning-tree vlan *vlan-id* root secondary** global configuration commands to modify the hello time.

Beginning in privileged EXEC mode, follow these steps to configure the hello time of a VLAN. This procedure is optional:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	spanning-tree vlan <i>vlan-id</i> hello-time <i>seconds</i>	Configure the hello time of a VLAN. The hello time is the interval between the generation of configuration messages by the root switch. These messages mean that the switch is alive. <ul style="list-style-type: none"> For <i>vlan-id</i>, you can specify a single VLAN identified by VLAN ID number, a range of VLANs separated by a hyphen, or a series of VLANs separated by a comma. The range is 1 to 1005. For <i>seconds</i>, the range is 1 to 10; the default is 2.
Step 3	end	Return to privileged EXEC mode.
Step 4	show spanning-tree vlan <i>vlan-id</i>	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return the switch to its default setting, use the **no spanning-tree vlan *vlan-id* hello-time** global configuration command.

Configuring the Forwarding-Delay Time for a VLAN

Beginning in privileged EXEC mode, follow these steps to configure the forwarding-delay time for a VLAN. This procedure is optional. This procedure is optional:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	spanning-tree vlan <i>vlan-id</i> forward-time <i>seconds</i>	Configure the forward time of a VLAN. The forward delay is the number of seconds a port waits before changing from its spanning-tree learning and listening states to the forwarding state. <ul style="list-style-type: none"> For <i>vlan-id</i>, you can specify a single VLAN identified by VLAN ID number, a range of VLANs separated by a hyphen, or a series of VLANs separated by a comma. The range is 1 to 1005. For <i>seconds</i>, the range is 4 to 30; the default is 15.
Step 3	end	Return to privileged EXEC mode.
Step 4	show spanning-tree vlan <i>vlan-id</i>	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return the switch to its default setting, use the **no spanning-tree vlan *vlan-id* forward-time** global configuration command.

Configuring the Maximum-Aging Time for a VLAN

Beginning in privileged EXEC mode, follow these steps to configure the maximum-aging time for a VLAN:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	spanning-tree vlan <i>vlan-id</i> max-age <i>seconds</i>	Configure the maximum-aging time of a VLAN. The maximum-aging time is the number of seconds a switch waits without receiving spanning-tree configuration messages before attempting a reconfiguration. <ul style="list-style-type: none"> For <i>vlan-id</i>, you can specify a single VLAN identified by VLAN ID number, a range of VLANs separated by a hyphen, or a series of VLANs separated by a comma. The range is 1 to 1005. For <i>seconds</i>, the range is 6 to 40; the default is 20.
Step 3	end	Return to privileged EXEC mode.
Step 4	show spanning-tree vlan <i>vlan-id</i>	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return the switch to its default setting, use the **no spanning-tree vlan *vlan-id* max-age** global configuration command.

Displaying the Spanning-Tree Status

To display the spanning-tree status, use one or more of the privileged EXEC commands in [Table 11-5](#):

Table 11-5 *Commands for Displaying Spanning-Tree Status*

Command	Purpose
show spanning-tree active	Displays spanning-tree information on active interfaces only.
show spanning-tree detail	Displays a detailed summary of interface information.
show spanning-tree interface <i>interface-id</i>	Displays spanning-tree information for the specified interface.
show spanning-tree summary [totals]	Displays a summary of port states or displays the total lines of the STP state section.

You can clear spanning-tree counters by using the **clear spanning-tree** [**interface** *interface-id*] privileged EXEC command.

For information about other keywords for the **show spanning-tree** privileged EXEC command, refer to the command reference for this release.



Configuring Optional Spanning-Tree Features

This chapter describes how to configure optional spanning-tree features. You can configure all of these features when your Catalyst 2940 switch is running the per-VLAN spanning tree plus (PVST+) mode. For information on configuring the Spanning Tree Protocol (STP), see [Chapter 11, “Configuring STP.”](#)



Note

For complete syntax and usage information for the commands used in this chapter, refer to the command reference for this release.

This chapter consists of these sections:

- [Understanding Optional Spanning-Tree Features, page 12-1](#)
- [Configuring Optional Spanning-Tree Features, page 12-9](#)
- [Displaying the Spanning-Tree Status, page 12-16](#)

Understanding Optional Spanning-Tree Features

These sections describe how the optional spanning-tree features work:

- [Understanding Port Fast, page 12-1](#)
- [Understanding BPDU Guard, page 12-2](#)
- [Understanding BPDU Filtering, page 12-3](#)
- [Understanding UplinkFast, page 12-3](#)
- [Understanding BackboneFast, page 12-5](#)
- [Understanding EtherChannel Guard, page 12-7](#)
- [Understanding Root Guard, page 12-8](#)
- [Understanding Loop Guard, page 12-9](#)

Understanding Port Fast

Port Fast immediately brings an interface configured as an access or trunk port to the forwarding state from a blocking state, bypassing the listening and learning states. You can use Port Fast on ports connected to a single workstation or server, as shown in [Figure 12-1](#), to allow those devices to immediately connect to the network, rather than waiting for the spanning tree to converge.

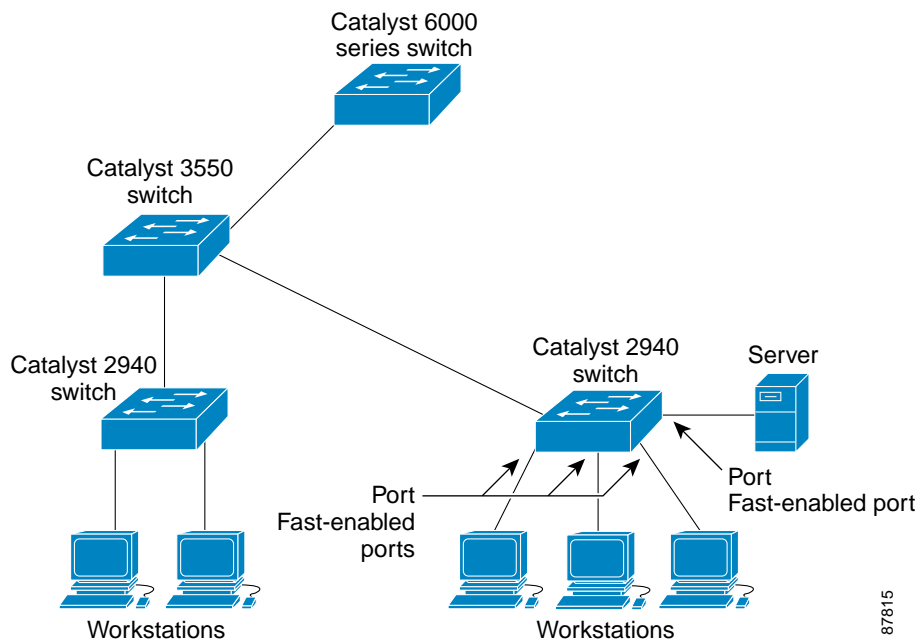
Ports connected to a single workstation or server should not receive bridge protocol data units (BPDUs). A port with Port Fast enabled goes through the normal cycle of spanning-tree status changes when the switch is restarted.

**Note**

Because the purpose of Port Fast is to minimize the time ports must wait for spanning-tree to converge, it is effective only when used on ports connected to end stations. If you enable Port Fast on a port connecting to another switch, you risk creating a spanning-tree loop.

If your switch is running PVST+, you can enable this feature by using the **spanning-tree portfast** interface configuration or the **spanning-tree portfast default** global configuration command.

Figure 12-1 Port Fast-Enabled Ports



Understanding BPDU Guard

The BPDU guard feature can be globally enabled on the switch or can be enabled per interface, but the feature operates with some differences.

At the global level, you can enable BPDU guard on Port Fast-enabled ports by using the **spanning-tree portfast bpduguard default** global configuration command. Spanning tree shuts down ports that are in a Port Fast-operational state. In a valid configuration, Port Fast-enabled ports do not receive BPDUs. Receiving a BPDU on a Port Fast-enabled port signals an invalid configuration, such as the connection of an unauthorized device, and the BPDU guard feature puts the port in the error-disabled state.

At the interface level, you can enable BPDU guard on any port by using the **spanning-tree bpduguard enable** interface configuration command without also enabling the Port Fast feature. When the port receives a BPDU, it is put in the error-disabled state.

The BPDU guard feature provides a secure response to invalid configurations because you must manually put the port back in service. Use the BPDU guard feature in a service-provider network to prevent an access port from participating in the spanning tree.

If your switch is running PVST+, you can enable the BPDU guard feature for the entire switch or for an interface.

Understanding BPDU Filtering

The BPDU filtering feature can be globally enabled on the switch or can be enabled per interface, but the feature operates with some differences.

At the global level, you can enable BPDU filtering on Port Fast-enabled ports by using the **spanning-tree portfast bpdupfilter default** global configuration command. This command prevents ports that are in a Port Fast-operational state from sending or receiving BPDUs. The ports still send a few BPDUs at link-up before the switch begins to filter outbound BPDUs. You should globally enable BPDU filtering on a switch so that hosts connected to these ports do not receive BPDUs. If a BPDU is received on a Port Fast-enabled port, the port loses its Port Fast-operational status, and BPDU filtering is disabled.

At the interface level, you can enable BPDU filtering on any port without also enabling the Port Fast feature by using the **spanning-tree bpdupfilter enable** interface configuration command. This command prevents the port from sending or receiving BPDUs.



Caution

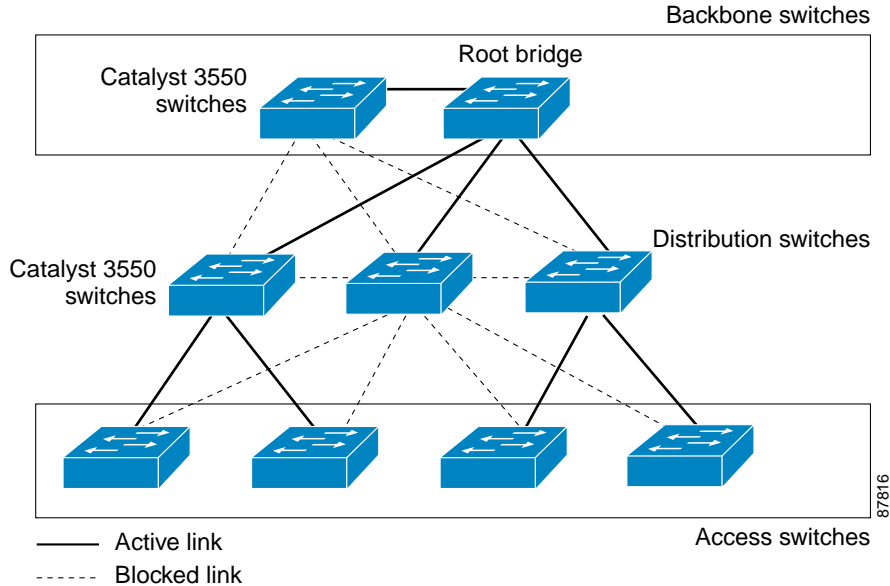
Enabling BPDU filtering on an interface is the same as disabling spanning tree on it and can result in spanning-tree loops.

If your switch is running PVST+, you can enable the BPDU filtering feature for the entire switch or for an interface.

Understanding UplinkFast

Switches in hierarchical networks can be grouped into backbone switches, distribution switches, and access switches. [Figure 12-2](#) shows a complex network where distribution switches and access switches each have at least one redundant link that spanning tree blocks to prevent loops.

Figure 12-2 Switches in a Hierarchical Network



If a switch loses connectivity, it begins using the alternate paths as soon as the spanning tree selects a new root port. By enabling UplinkFast with the **spanning-tree uplinkfast** global configuration command, you can accelerate the choice of a new root port when a link or switch fails or when the spanning tree reconfigures itself. The root port transitions to the forwarding state immediately without going through the listening and learning states, as it would with the normal spanning-tree procedures. The UplinkFast feature is supported only when the switch is running PVST+.

When the spanning tree reconfigures the new root port, other interfaces flood the network with multicast packets, one for each address that was learned on the interface. You can limit these bursts of multicast traffic by reducing the max-update-rate parameter (the default for this parameter is 150 packets per second). However, if you enter zero, station-learning frames are not generated, so the spanning-tree topology converges more slowly after a loss of connectivity.

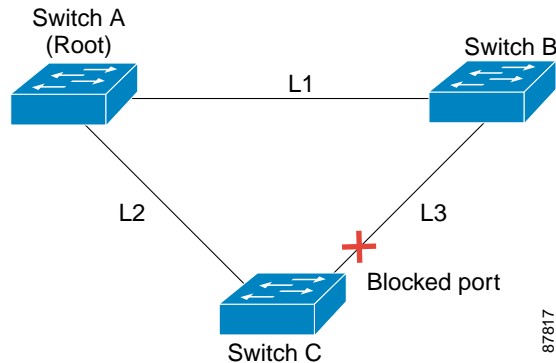
**Note**

UplinkFast is most useful in wiring-closet switches at the access or edge of the network. It is not appropriate for backbone devices. This feature might not be useful for other types of applications.

UplinkFast provides fast convergence after a direct link failure and achieves load balancing between redundant Layer 2 links using uplink groups. An uplink group is a set of Layer 2 interfaces (per VLAN), only one of which is forwarding at any given time. Specifically, an uplink group consists of the root port (which is forwarding) and a set of blocked ports, except for self-looping ports. The uplink group provides an alternate path in case the currently forwarding link fails.

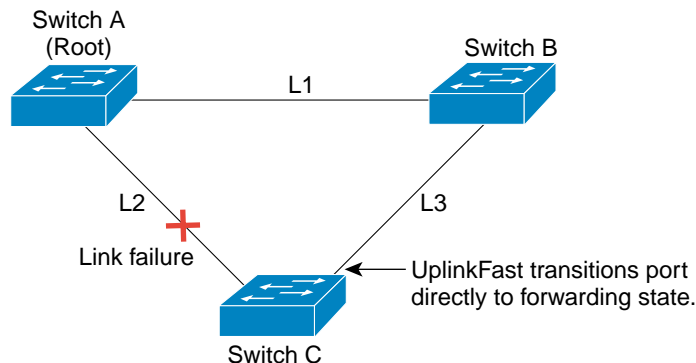
Figure 12-3 shows an example topology with no link failures. Switch A, the root switch, is connected directly to Switch B over link L1 and to Switch C over link L2. The Layer 2 interface on Switch C that is connected directly to Switch B is in a blocking state.

Figure 12-3 UplinkFast Example Before Direct Link Failure



If Switch C detects a link failure on the currently active link L2 on the root port (a *direct* link failure), UplinkFast unblocks the blocked port on Switch C and transitions it to the forwarding state without going through the listening and learning states, as shown in Figure 12-4. This change takes approximately 1 to 5 seconds.

Figure 12-4 UplinkFast Example After Direct Link Failure



Understanding BackboneFast

BackboneFast detects indirect failures in the core of the backbone. BackboneFast is a complementary technology to the UplinkFast feature, which responds to failures on links directly connected to access switches. BackboneFast optimizes the maximum-age timer, which determines the amount of time the switch stores protocol information received on an interface. When a switch receives an inferior BPDU from the designated port of another switch, the BPDU is a signal that the other switch might have lost its path to the root, and BackboneFast tries to find an alternate path to the root.

BackboneFast, which is enabled by using the **spanning-tree backbonefast** global configuration command, starts when a root port or blocked port on a switch receives inferior BPDUs from its designated switch. An inferior BPDU identifies a switch that declares itself as both the root bridge and the designated switch. When a switch receives an inferior BPDU, it means that a link to which the switch is not directly connected (an *indirect* link) has failed (that is, the designated bridge has lost its connection to the root switch). Under spanning-tree rules, the switch ignores inferior BPDUs for the configured maximum aging time specified by the **vlan vlan-id** global configuration command.

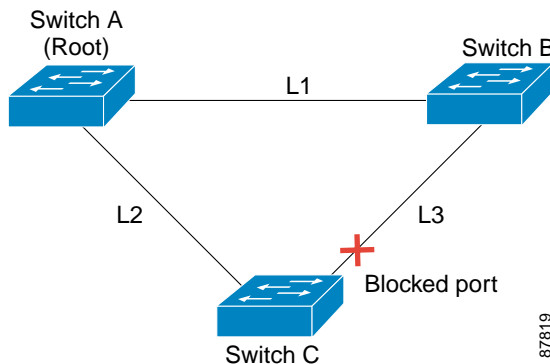
The switch tries to determine if it has an alternate path to the root switch. If the inferior BPDU arrives on a blocked port, the root port and other blocked ports on the switch become alternate paths to the root switch. (Self-looped ports are not considered alternate paths to the root switch.) If the inferior BPDU arrives on the root port, all blocked ports become alternate paths to the root switch. If the inferior BPDU arrives on the root port and there are no blocked ports, the switch assumes that it has lost connectivity to the root switch, causes the maximum aging time on the root port to expire, and becomes the root switch according to normal spanning-tree rules.

If the switch has alternate paths to the root switch, it uses these alternate paths to send a root link query (RLQ) request. The switch sends the RLS request on all alternate paths to the root switch and waits for an RLQ reply from other switches in the network.

If the switch determines that it still has an alternate path to the root, it expires the maximum aging time on the port that received the inferior BPDU. If all the alternate paths to the root switch indicate that the switch has lost connectivity to the root switch, the switch expires the maximum aging time on the port that received the RLQ reply. If one or more alternate paths can still connect to the root switch, the switch makes all ports on which it received an inferior BPDU its designated ports and moves them from the blocking state (if they were in the blocking state), through the listening and learning states, and into the forwarding state.

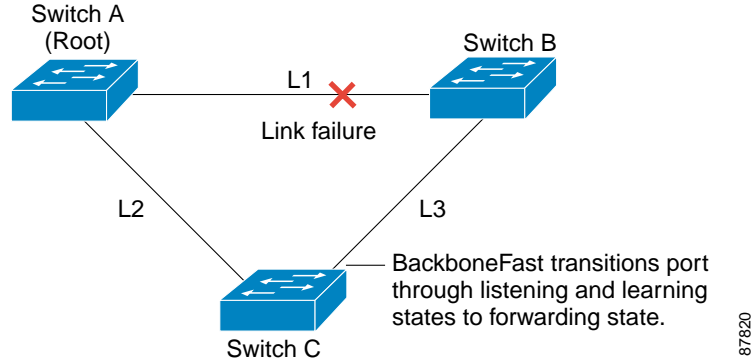
Figure 12-5 shows an example topology with no link failures. Switch A, the root switch, connects directly to Switch B over link L1 and to Switch C over link L2. The Layer 2 interface on Switch C that connects directly to Switch B is in the blocking state.

Figure 12-5 BackboneFast Example Before Indirect Link Failure



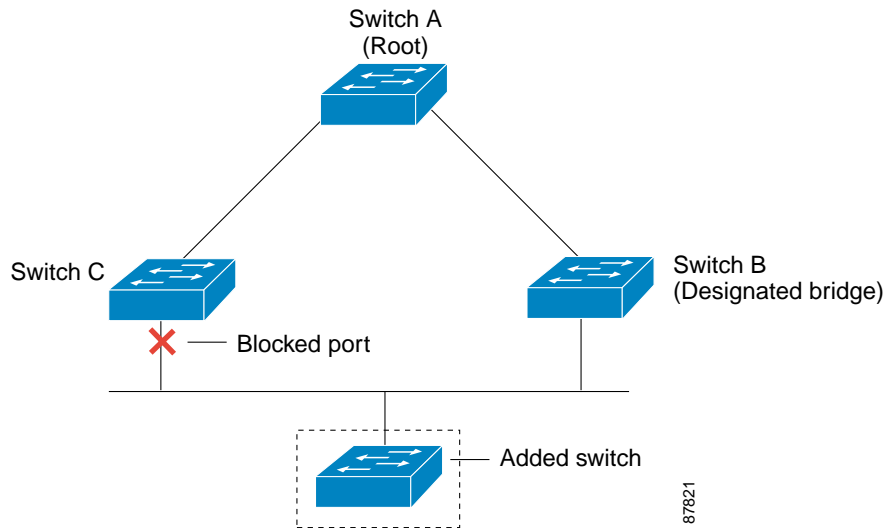
If link L1 fails as shown in Figure 12-6, Switch C cannot detect this failure because it is not connected directly to link L1. However, because Switch B is directly connected to the root switch over L1, it detects the failure, elects itself the root, and begins sending BPDUs to Switch C, identifying itself as the root. When Switch C receives the inferior BPDUs from Switch B, Switch C assumes that an indirect failure has occurred. At that point, BackboneFast allows the blocked port on Switch C to move immediately to the listening state without waiting for the maximum aging time for the port to expire. BackboneFast then transitions the Layer 2 interface on Switch C to the forwarding state, providing a path from Switch B to Switch A. This switchover takes approximately 30 seconds, twice the Forward Delay time if the default Forward Delay time of 15 seconds is set. Figure 12-6 shows how BackboneFast reconfigures the topology to account for the failure of link L1.

Figure 12-6 BackboneFast Example After Indirect Link Failure



If a new switch is introduced into a shared-medium topology as shown in Figure 12-7, BackboneFast is not activated because the inferior BPDUs did not come from the recognized designated bridge (Switch B). The new switch begins sending inferior BPDUs that indicate it is the root switch. However, the other switches ignore these inferior BPDUs, and the new switch learns that Switch B is the designated bridge to Switch A, the root switch.

Figure 12-7 Adding a Switch in a Shared-Medium Topology



Understanding EtherChannel Guard

You can use EtherChannel guard to detect an EtherChannel misconfiguration between the switch and a connected device. A misconfiguration can occur if the switch interfaces are configured in an EtherChannel, but the interfaces on the other device are not. A misconfiguration can also occur if the channel parameters are not the same at both ends of the EtherChannel. For EtherChannel configuration guidelines, see the “[EtherChannel Configuration Guidelines](#)” section on page 25-8.

If the switch detects a misconfiguration on the other device, EtherChannel guard places the switch interfaces in the error-disabled state, and this error message appears:

```
PM-4-ERR_DISABLE: Channel-misconfig error detected on [chars], putting [chars] in
err-disable state.
```

If your switch is running PVST+, you can enable this feature by using the **spanning-tree etherchannel guard misconfig** global configuration command.

Understanding Root Guard

The Layer 2 network of a service provider (SP) can include many connections to switches that are not owned by the SP. In such a topology, the spanning tree can reconfigure itself and select a *customer switch* as the root switch, as shown in Figure 12-8. You can avoid this situation by enabling root guard on SP switch interfaces that connect to switches in your customer's network. If spanning-tree calculations cause an interface in the customer network to be selected as the root port, root guard then places the interface in the root-inconsistent (blocked) state to prevent the customer's switch from becoming the root switch or being in the path to the root.

If a switch outside the SP network becomes the root switch, the interface is blocked (root-inconsistent state), and spanning tree selects a new root switch. The customer's switch does not become the root switch and is not in the path to the root.

Root guard enabled on an interface applies to all the VLANs to which the interface belongs.

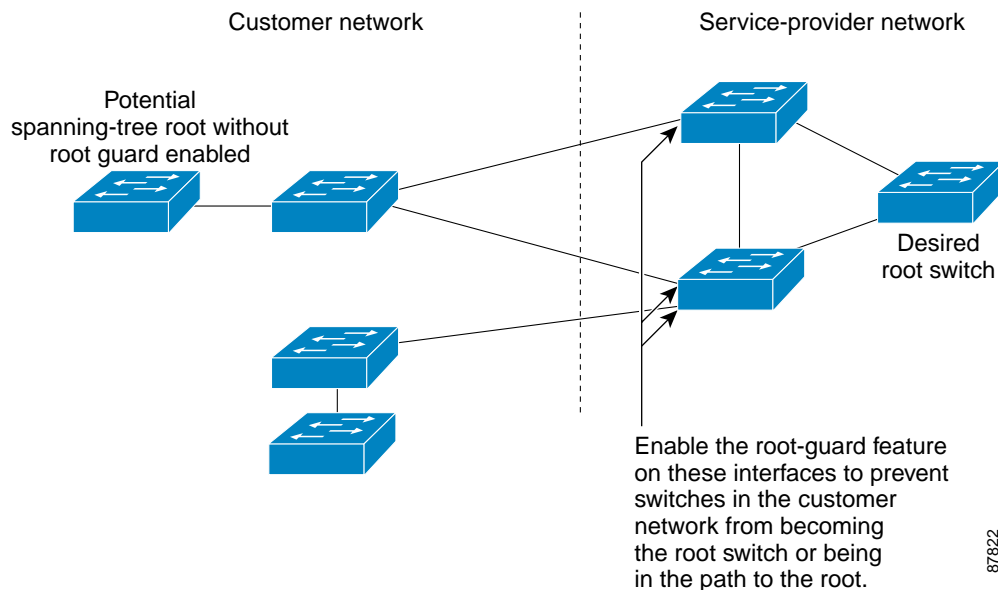
If your switch is running PVST+, you can enable this feature by using the **spanning-tree guard root** interface configuration command.



Caution

Misuse of the root-guard feature can cause a loss of connectivity.

Figure 12-8 Root Guard in a Service-Provider Network



Understanding Loop Guard

You can use loop guard to prevent alternate or root ports from becoming designated ports because of a failure that leads to a unidirectional link. This feature is most effective when it is configured on the entire switched network.

If your switch is running PVST+, you can enable this feature by using the **spanning-tree loopguard default** global configuration command.

When the switch is operating in PVST+ mode, loop guard prevents alternate and root ports from becoming designated ports, and spanning tree does not send BPDUs on root or alternate ports.

Configuring Optional Spanning-Tree Features

These sections describe how to configure optional spanning-tree features:

- [Default Optional Spanning-Tree Configuration, page 12-9](#)
- [Optional Spanning-Tree Configuration Guidelines, page 12-10](#)
- [Enabling Port Fast \(Optional\), page 12-10](#)
- [Enabling BPDU Guard \(Optional\), page 12-11](#)
- [Enabling BPDU Filtering \(Optional\), page 12-11](#)
- [Enabling UplinkFast for Use with Redundant Links \(Optional\), page 12-12](#)
- [Enabling BackboneFast \(Optional\), page 12-13](#)
- [Enabling EtherChannel Guard \(Optional\), page 12-14](#)
- [Enabling Root Guard \(Optional\), page 12-14](#)
- [Enabling Loop Guard \(Optional\), page 12-15](#)

Default Optional Spanning-Tree Configuration

[Table 12-1](#) shows the default optional spanning-tree configuration.

Table 12-1 Default Optional Spanning-Tree Configuration

Feature	Default Setting
Port Fast, BPDU filtering, BPDU guard	Globally disabled (unless they are individually configured per interface)
UplinkFast	Globally disabled
BackboneFast	Globally disabled
EtherChannel guard	Globally enabled
Root guard	Disabled on all interfaces
Loop guard	Disabled on all interfaces

Optional Spanning-Tree Configuration Guidelines

The UplinkFast, BackboneFast, and cross-stack UplinkFast features are not supported with the rapid PVST+ or the MSTP.

Enabling Port Fast (Optional)

A port with the Port Fast feature enabled is moved directly to the spanning-tree forwarding state without waiting for the standard forward-time delay.




Caution

Use Port Fast *only* when connecting a single end station to an access or trunk port. Enabling this feature on a port connected to a switch or hub could prevent spanning tree from detecting and disabling loops in your network, which could cause broadcast storms and address-learning problems.

If you enable the voice VLAN feature, the Port Fast feature is automatically enabled. When you disable voice VLAN, the Port Fast feature is not automatically disabled. For more information, see [Chapter 15, “Configuring Voice VLAN.”](#)

Beginning in privileged EXEC mode, follow these steps to enable Port Fast. This procedure is optional:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify an interface to configure.
Step 3	spanning-tree portfast [trunk]	<p>Enable Port Fast on an access port connected to a single workstation or server. By specifying the trunk keyword, you can enable Port Fast on a trunk port.</p> <p> Caution Make sure that there are no loops in the network between the trunk port and the workstation or server before you enable Port Fast on a trunk port.</p> <p>By default, Port Fast is disabled on all ports.</p>
Step 4	end	Return to privileged EXEC mode.
Step 5	show spanning-tree interface <i>interface-id</i> portfast	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.



Note

You can use the **spanning-tree portfast default** global configuration command to globally enable the Port Fast feature on all nontrunking ports.

To disable the Port Fast feature, use the **spanning-tree portfast disable** interface configuration command.

Enabling BPDU Guard (Optional)

When you globally enable BPDU guard on ports that are Port Fast-enabled (the ports are in a Port Fast-operational state), spanning tree shuts down Port Fast-enabled ports that receive BPDUs.

In a valid configuration, Port Fast-enabled ports do not receive BPDUs. Receiving a BPDU on a Port Fast-enabled port signals an invalid configuration, such as the connection of an unauthorized device, and the BPDU guard feature puts the port in the error-disabled state. The BPDU guard feature provides a secure response to invalid configurations because you must manually put the port back in service. Use the BPDU guard feature in a service-provider network to prevent an access port from participating in the spanning tree.



Caution

Configure Port Fast only on ports that connect to end stations; otherwise, an accidental topology loop could cause a data packet loop and disrupt switch and network operation.

You can also use the **spanning-tree bpduguard enable** interface configuration command to enable BPDU guard on any port without also enabling the Port Fast feature. When the port receives a BPDU, it is put in the error-disabled state.

Beginning in privileged EXEC mode, follow these steps to globally enable the BPDU guard feature. This procedure is optional:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	spanning-tree portfast bpduguard default	Globally enable BPDU guard. By default, BPDU guard is disabled.
Step 3	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface connected to an end station.
Step 4	spanning-tree portfast	Enable the Port Fast feature.
Step 5	end	Return to privileged EXEC mode.
Step 6	show running-config	Verify your entries.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable BPDU guard, use the **no spanning-tree portfast bpduguard default** global configuration command.

You can override the setting of the **no spanning-tree portfast bpduguard default** global configuration command by using the **spanning-tree bpduguard enable** interface configuration command.

Enabling BPDU Filtering (Optional)

When you globally enable BPDU filtering on Port Fast-enabled ports, it prevents ports that are in a Port Fast-operational state from sending or receiving BPDUs. The ports still send a few BPDUs at link-up before the switch begins to filter outbound BPDUs. You should globally enable BPDU filtering on a switch so that hosts connected to these ports do not receive BPDUs. If a BPDU is received on a Port Fast-enabled port, the port loses its Port Fast-operational status, and BPDU filtering is disabled.

**Caution**

Configure Port Fast only on ports that connect to end stations; otherwise, an accidental topology loop could cause a data packet loop and disrupt switch and network operation.

You can also use the **spanning-tree bpdudfilter enable** interface configuration command to enable BPDU filtering on any port without also enabling the Port Fast feature. This command prevents the port from sending or receiving BPDUs.

**Caution**

Enabling BPDU filtering on an interface is the same as disabling spanning tree on it and can result in spanning-tree loops.

Beginning in privileged EXEC mode, follow these steps to globally enable the BPDU filtering feature. This procedure is optional:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	spanning-tree portfast bpdudfilter default	Globally enable BPDU filtering. By default, BPDU filtering is disabled.
Step 3	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface connected to an end station.
Step 4	spanning-tree portfast	Enable the Port Fast feature.
Step 5	end	Return to privileged EXEC mode.
Step 6	show running-config	Verify your entries.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable BPDU filtering, use the **no spanning-tree portfast bpdudfilter default** global configuration command.

You can override the setting of the **no spanning-tree portfast bpdudfilter default** global configuration command by using the **spanning-tree bpdudfilter enable** interface configuration command.

Enabling UplinkFast for Use with Redundant Links (Optional)

UplinkFast cannot be enabled on VLANs that have been configured for switch priority. To enable UplinkFast on a VLAN with switch priority configured, first restore the switch priority on the VLAN to the default value by using the **no spanning-tree vlan *vlan-id* priority** global configuration command.

**Note**

When you enable UplinkFast, it affects all VLANs on the switch. You cannot configure UplinkFast on an individual VLAN.

Beginning in privileged EXEC mode, follow these steps to enable UplinkFast. This procedure is optional:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	spanning-tree uplinkfast [max-update-rate <i>pkts-per-second</i>]	Enable UplinkFast. (Optional) For <i>pkts-per-second</i> , the range is 0 to 32000 packets per second; the default is 150. If you set the rate to 0, station-learning frames are not generated, and the spanning-tree topology converges more slowly after a loss of connectivity.
Step 3	end	Return to privileged EXEC mode.
Step 4	show spanning-tree summary	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

When UplinkFast is enabled, the switch priority of all VLANs is set to 49152. If you change the path cost to a value less than 3000 and you enable UplinkFast or UplinkFast is already enabled, the path cost of all interfaces and VLAN trunks is increased by 3000 (if you change the path cost to 3000 or above, the path cost is not altered). The changes to the switch priority and the path cost reduces the chance that the switch will become the root switch.

When UplinkFast is disabled, the switch priorities of all VLANs and path costs of all interfaces are set to default values if you did not modify them from their defaults.

To return the update packet rate to the default setting, use the **no spanning-tree uplinkfast max-update-rate** global configuration command. To disable UplinkFast, use the **no spanning-tree uplinkfast** command.

Enabling BackboneFast (Optional)

You can enable BackboneFast to detect indirect link failures and to start the spanning-tree reconfiguration sooner.



Note

If you use BackboneFast, you must enable it on all switches in the network. BackboneFast is not supported on Token Ring VLANs. This feature is supported for use with third-party switches.

Beginning in privileged EXEC mode, follow these steps to enable BackboneFast. This procedure is optional:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	spanning-tree backbonefast	Enable BackboneFast.
Step 3	end	Return to privileged EXEC mode.
Step 4	show spanning-tree summary	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable the BackboneFast feature, use the **no spanning-tree backbonefast** global configuration command.

Enabling EtherChannel Guard (Optional)

You can enable EtherChannel guard to detect an EtherChannel misconfiguration that causes a loop.

Beginning in privileged EXEC mode, follow these steps to enable EtherChannel guard. This procedure is optional:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	spanning-tree etherchannel guard misconfig	Enable EtherChannel guard.
Step 3	end	Return to privileged EXEC mode.
Step 4	show spanning-tree summary	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable the EtherChannel guard feature, use the **no spanning-tree etherchannel guard misconfig** global configuration command.

You can use the **show interfaces status err-disabled** privileged EXEC command to determine which switch ports are disabled because of an EtherChannel misconfiguration. On the remote device, you can enter the **show etherchannel summary** privileged EXEC command to verify the EtherChannel configuration.

After the configuration is corrected, enter the **shutdown** and **no shutdown** commands on the port-channel interfaces that were misconfigured.

Enabling Root Guard (Optional)

Root guard enabled on an interface applies to all the VLANs to which the interface belongs.

Do not enable the root guard on interfaces to be used by the UplinkFast feature. With UplinkFast, the backup interfaces (in the blocked state) replace the root port in the case of a failure. However, if root guard is also enabled, all the backup interfaces used by the UplinkFast feature are placed in the root-inconsistent state (blocked) and are prevented from reaching the forwarding state.



Note

You cannot enable both root guard and loop guard at the same time.

Beginning in privileged EXEC mode, follow these steps to enable root guard on an interface. This procedure is optional:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify an interface to configure.

	Command	Purpose
Step 3	spanning-tree guard root	Enable root guard on the interface. By default, root guard is disabled on all interfaces.
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable root guard, use the **no spanning-tree guard** interface configuration command.

Enabling Loop Guard (Optional)

You can use loop guard to prevent alternate or root ports from becoming designated ports because of a failure that leads to a unidirectional link. This feature is most effective when it is configured on the entire switched network. Loop guard operates only on ports that are considered point-to-point by the spanning tree.



Note

You cannot enable both loop guard and root guard at the same time.

Beginning in privileged EXEC mode, follow these steps to enable loop guard. This procedure is optional:

	Command	Purpose
Step 1	show spanning-tree active or show spanning-tree mst	Determine which ports are alternate or root ports.
Step 2	configure terminal	Enter global configuration mode.
Step 3	spanning-tree loopguard default	Enable loop guard. By default, loop guard is disabled.
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To globally disable loop guard, use the **no spanning-tree loopguard default** global configuration command. You can override the setting of the **no spanning-tree loopguard default** global configuration command by using the **spanning-tree guard loop** interface configuration command.

Displaying the Spanning-Tree Status

To display the spanning-tree status, use one or more of the privileged EXEC commands in [Table 12-2](#):

Table 12-2 Commands for Displaying the Spanning-Tree Status

Command	Purpose
show spanning-tree active	Displays spanning-tree information on active interfaces only.
show spanning-tree detail	Displays a detailed summary of interface information.
show spanning-tree interface <i>interface-id</i>	Displays spanning-tree information for the specified interface.
show spanning-tree summary [totals]	Displays a summary of port states or displays the total lines of the spanning-tree state section.

You can clear spanning-tree counters by using the **clear spanning-tree [interface *interface-id*]** privileged EXEC command.

For information about other keywords for the **show spanning-tree** privileged EXEC command, refer to the command reference for this release.



Configuring VLANs

This chapter describes how to configure the supported four normal-range VLANs (VLAN IDs 1 to 1005) on your Catalyst 2940 switch. This chapter includes information about VLAN modes and the VLAN Membership Policy Server (VMPS).



Note

For complete syntax and usage information for the commands used in this chapter, refer to the command reference for this release.

The chapter includes these sections:

- [Understanding VLANs, page 13-1](#)
- [Configuring Normal-Range VLANs, page 13-4](#)
- [Displaying VLANs, page 13-11](#)
- [Configuring VLAN Trunks, page 13-11](#)
- [Configuring VMPS, page 13-21](#)

Understanding VLANs

A VLAN is a switched network that is logically segmented by function, project team, or application, without regard to the physical locations of the users. VLANs have the same attributes as physical LANs, but you can group end stations even if they are not physically located on the same LAN segment. Any switch port can belong to a VLAN, and unicast, broadcast, and multicast packets are forwarded and flooded only to end stations in the VLAN. Each VLAN is considered a logical network, and packets destined for stations that do not belong to the VLAN must be forwarded through a router or bridge as shown in [Figure 13-1](#). Because a VLAN is considered a separate logical network, it contains its own bridge Management Information Base (MIB) information and can support its own implementation of spanning tree. See [Chapter 11, “Configuring STP.”](#)

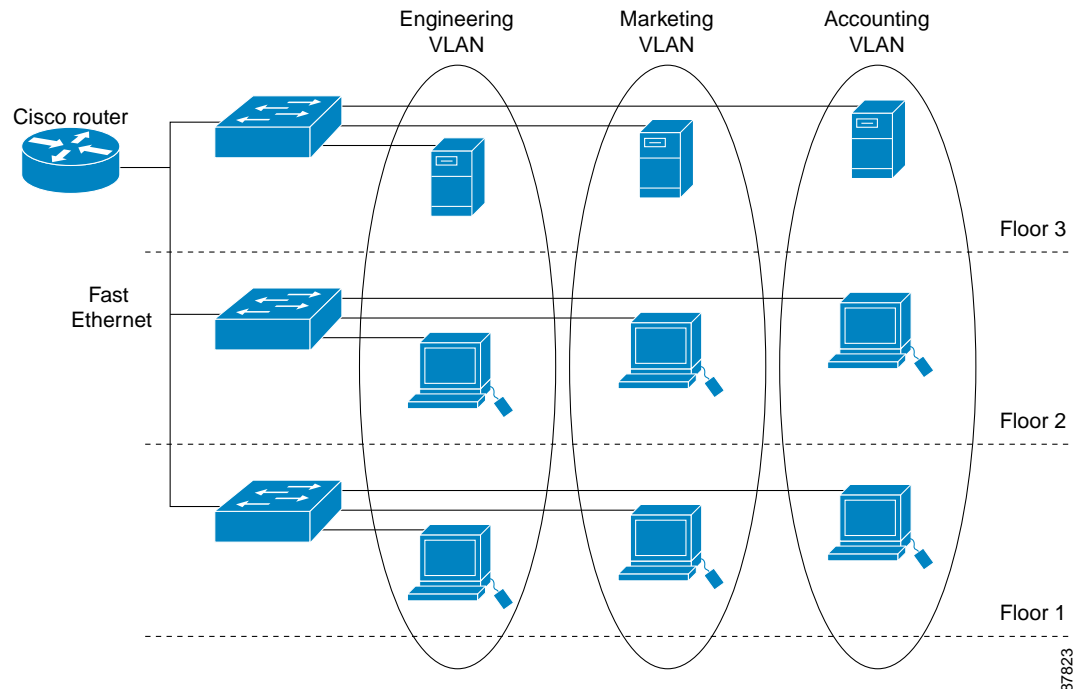


Note

Before you create VLANs, you must decide whether to use VLAN Trunking Protocol (VTP) to maintain global VLAN configuration for your network. For more information on VTP, see [Chapter 14, “Configuring VTP.”](#)

Figure 13-1 shows an example of VLANs segmented into logically defined networks.

Figure 13-1 VLANs as Logically Defined Networks



VLANs are often associated with IP subnetworks. For example, all the end stations in a particular IP subnet belong to the same VLAN. Interface VLAN membership on the switch is assigned manually on an interface-by-interface basis. When you assign switch interfaces to VLANs by using this method, it is known as interface-based, or static, VLAN membership.

Supported VLANs

Catalyst 2940 switches support four VLANs. VLANs are identified with a number from 1 to 1005. VLAN IDs 1002 through 1005 are reserved for Token Ring and FDDI VLANs. VTP only learns normal-range VLANs, with VLAN IDs 1 to 1005. The Catalyst 2940 switch does not support extended-range VLANs with VLAN IDs from 1006 to 4094.

The switch supports per-VLAN spanning tree plus (PVST+) with a maximum of four spanning-tree instances. One spanning-tree instance is allowed per VLAN. See the [“Normal-Range VLAN Configuration Guidelines”](#) section on page 13-5 for more information about the number of spanning-tree instances and the number of VLANs. The switch supports IEEE 802.1Q trunking for sending VLAN traffic over Ethernet ports.

VLAN Port Membership Modes

You configure a port to belong to a VLAN by assigning a membership mode that determines the kind of traffic the port carries and the number of VLANs to which it can belong. [Table 13-1](#) lists the membership modes and membership and VTP characteristics.

Table 13-1 Port Membership Modes

Membership Mode	VLAN Membership Characteristics	VTP Characteristics
Static-access	A static-access port can belong to one VLAN and is manually assigned to that VLAN. For more information, see the “Assigning Static-Access Ports to a VLAN” section on page 13-10 .	VTP is not required. If you do not want VTP to globally propagate information, set the VTP mode to transparent to disable VTP. To participate in VTP, there must be at least one trunk port on the switch connected to a trunk port of a second switch.
802.1Q trunk	A trunk port is a member of all VLANs by default, including extended-range VLANs, but membership can be limited by configuring the allowed-VLAN list. You can also modify the pruning-eligible list to block flooded traffic to VLANs on trunk ports that are included in the list. For information about configuring trunk ports, see the “Configuring an Ethernet Interface as a Trunk Port” section on page 13-14 .	VTP is recommended but not required. VTP maintains VLAN configuration consistency by managing the addition, deletion, and renaming of VLANs on a network-wide basis. VTP exchanges VLAN configuration messages with other switches over trunk links.
Dynamic access	A dynamic-access port can belong to one normal-range VLAN (VLAN ID 1 to 1005) and is dynamically assigned by a VMPS. The VMPS can be a Catalyst 5000 or Catalyst 6000 series switch, for example, but never a Catalyst 2940 switch. You can have dynamic-access ports and trunk ports on the same switch, but you must connect the dynamic-access port to an end station and not to another switch. For configuration information, see the “Configuring Dynamic Access Ports on VMPS Clients” section on page 13-26 .	VTP is required. Configure the VMPS and the client with the same VTP domain name. You can change the reconfirmation interval and retry count on the VMPS client switch.
Voice VLAN	A voice VLAN port is an access port attached to a Cisco IP Phone, configured to use one VLAN for voice traffic and another VLAN for data traffic from a device attached to the phone. For more information about voice VLAN ports, see Chapter 15, “Configuring Voice VLAN.”	VTP is not required; it has no affect on voice VLAN.

For more detailed definitions of the modes and their functions, see [Table 13-4 on page 13-12](#).

When a port belongs to a VLAN, the switch learns and manages the addresses associated with the port on a per-VLAN basis. For more information, see the [“Managing the MAC Address Table” section on page 6-20](#).

Configuring Normal-Range VLANs

Normal-range VLANs are VLANs with VLAN IDs 1 to 1005. If the switch is in VTP server or transparent mode, you can add, modify or remove configurations for VLANs 2 to 1001 in the VLAN database. (VLAN IDs 1 and 1002 to 1005 are automatically created and cannot be removed.)

Configurations for VLAN IDs 1 to 1005 are written to the file *vlan.dat* (VLAN database), and you can display them by entering the **show vlan** privileged EXEC command. The *vlan.dat* file is stored in Flash memory.



Caution

You can cause inconsistency in the VLAN database if you attempt to manually delete the *vlan.dat* file. If you want to modify the VLAN configuration, use the commands described in these sections and in the command reference for this release. To change the VTP configuration, see [Chapter 14, “Configuring VTP.”](#)

You use the interface configuration mode to define the port membership mode and to add and remove ports from VLANs. The results of these commands are written to the running-configuration file, and you can display the file by entering the **show running-config** privileged EXEC command.

You can set these parameters when you create a new normal-range VLAN or modify an existing VLAN in the VLAN database:

- VLAN ID
- VLAN name
- VLAN type (Ethernet, Fiber Distributed Data Interface [FDDI], FDDI network entity title [NET], TrBRF, or TrCRF, Token Ring, Token Ring-Net)
- VLAN state (active or suspended)
- Maximum transmission unit (MTU) for the VLAN
- Security Association Identifier (SAID)
- Bridge identification number for TrBRF VLANs
- Ring number for FDDI and TrCRF VLANs
- Parent VLAN number for TrCRF VLANs
- Spanning Tree Protocol (STP) type for TrCRF VLANs
- VLAN number to use when translating from one VLAN type to another



Note

This section does not provide configuration details for most of these parameters. For complete information on the commands and parameters that control VLAN configuration, refer to the command reference for this release.

This section includes information about these topics about normal-range VLANs:

- [Token Ring VLANs, page 13-5](#)
- [Normal-Range VLAN Configuration Guidelines, page 13-5](#)
- [VLAN Configuration Mode Options, page 13-5](#)
- [Saving VLAN Configuration, page 13-6](#)
- [Default Ethernet VLAN Configuration, page 13-7](#)

- [Creating or Modifying an Ethernet VLAN, page 13-7](#)
- [Deleting a VLAN, page 13-9](#)
- [Assigning Static-Access Ports to a VLAN, page 13-10](#)

Token Ring VLANs

Although the switch does not support Token Ring connections, a remote device such as a Catalyst 5000 series switch with Token Ring connections could be managed from one of the supported switches. Switches running VTP version 2 advertise information about these Token Ring VLANs:

- Token Ring TrBRF VLANs
- Token Ring TrCRF VLANs

For more information on configuring Token Ring VLANs, refer to the *Catalyst 5000 Series Software Configuration Guide*.

Normal-Range VLAN Configuration Guidelines

Follow these guidelines when creating and modifying normal-range VLANs in your network:

- Normal-range VLANs are identified with a number between 1 and 1001. VLAN numbers 1002 through 1005 are reserved for Token Ring and FDDI VLANs.
- VLAN configuration for VLANs 1 to 1005 are always saved in the VLAN database. If VTP mode is transparent, VTP and VLAN configuration is also saved in the switch running configuration file.
- Before you can create a VLAN, the switch must be in VTP server mode or VTP transparent mode. If the switch is a VTP server, you must define a VTP domain or VTP will not function.
- The switch does not support Token Ring or FDDI media. The switch does not forward FDDI, FDDI-Net, TrCRF, or TrBRF traffic, but it does propagate the VLAN configuration through VTP.
- The switch supports four spanning-tree instances.

VLAN Configuration Mode Options

You can configure normal-range VLANs (those with VLAN IDs 1 to 1005) by using these two configuration modes:

- [VLAN Configuration in config-vlan Mode, page 13-6](#)

You access config-vlan mode by entering the **vlan** *vlan-id* global configuration command.

- [VLAN Configuration in VLAN Configuration Mode, page 13-6](#)

You access VLAN database configuration mode by entering the **vlan database** privileged EXEC command.

VLAN Configuration in config-vlan Mode

To access config-vlan mode, enter the **vlan** global configuration command with a VLAN ID. Enter a new VLAN ID to create a VLAN or with an existing VLAN ID to modify the VLAN. You can use the default VLAN configuration (Table 13-2) or enter multiple commands to configure the VLAN. For more information about commands available in this mode, refer to the **vlan** global configuration command description in the command reference for this release. When you have finished the configuration, you must exit config-vlan mode for the configuration to take effect. To display the VLAN configuration, enter the **show vlan** privileged EXEC command.

VLAN Configuration in VLAN Configuration Mode

To access VLAN configuration mode, enter the **vlan database** privileged EXEC command. Then enter the **vlan** command with a new VLAN ID to create a VLAN or with an existing VLAN ID to modify the VLAN. You can use the default VLAN configuration (Table 13-2) or enter multiple commands to configure the VLAN. For more information about keywords available in this mode, refer to the **vlan** VLAN configuration command description in the command reference for this release. When you have finished the configuration, you must enter **apply** or **exit** for the configuration to take effect. When you enter the **exit** command, it applies all commands and updates the VLAN database. VTP messages are sent to other switches in the VTP domain, and the privileged EXEC mode prompt appears.

Saving VLAN Configuration

The configurations of VLAN IDs 1 to 1005 are always saved in the VLAN database (vlan.dat file). If VTP mode is transparent, they are also saved in the switch running configuration file and you can enter the **copy running-config startup-config** privileged EXEC command to save the configuration in the startup configuration file. You can use the **show running-config vlan** privileged EXEC command to display the switch running configuration file. To display the VLAN configuration, enter the **show vlan** privileged EXEC command.

When you save VLAN and VTP information in the startup configuration file and reboot the switch, the switch configuration is determined as follows:

- If the VTP mode is transparent in the startup configuration, and the VLAN database and the VTP domain name from the VLAN database matches that in the startup configuration file, the VLAN database is ignored (cleared), and the VTP and VLAN configurations in the startup configuration file are used. The VLAN database revision number remains unchanged in the VLAN database.
- If the VTP mode or domain name in the startup configuration does not match the VLAN database, the domain name and VTP mode and configuration for the first 1005 VLANs use the VLAN database information.
- If VTP mode is server, the domain name and VLAN configuration for the first 1005 VLANs use the VLAN database information.
- If you use an older startup configuration file to boot up the switch, the configuration file does not contain VTP or VLAN information, and the switch uses the VLAN database configurations.

Default Ethernet VLAN Configuration

Table 13-2 shows the default configuration for Ethernet VLANs.



Note

The switch supports Ethernet interfaces exclusively. Because FDDI and Token Ring VLANs are not locally supported, you only configure FDDI and Token Ring media-specific characteristics for VTP global advertisements to other switches.

Table 13-2 Ethernet VLAN Defaults and Ranges

Parameter	Default	Range
VLAN ID	1	1 to 1005.
VLAN name	<i>VLANxxxx</i> , where <i>xxxx</i> represents four numeric digits (including leading zeros) equal to the VLAN ID number	No range
802.10 SAID	100001 (100000 plus the VLAN ID)	1–4294967294
MTU size	1500	1500–18190
Translational bridge 1	0	0–1005
Translational bridge 2	0	0–1005
VLAN state	active	active, suspend
Remote SPAN	disabled	enabled, disabled

Creating or Modifying an Ethernet VLAN

Each Ethernet VLAN in the VLAN database has a unique, 4-digit ID that can be a number from 1 to 1001. VLAN IDs 1002 to 1005 are reserved for Token Ring and FDDI VLANs. To create a normal-range VLAN to be added to the VLAN database, assign a number and name to the VLAN.

For the list of default parameters that are assigned when you add a VLAN, see the “[Configuring Normal-Range VLANs](#)” section on page 13-4.

Beginning in privileged EXEC mode, follow these steps to use config-vlan mode to create or modify an Ethernet VLAN:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	vlan <i>vlan-id</i>	Enter a VLAN ID, and enter config-vlan mode. Enter a new VLAN ID to create a VLAN, or enter an existing VLAN ID to modify a VLAN. Note The available VLAN ID range for this command is 1 to 1005.
Step 3	name <i>vlan-name</i>	(Optional) Enter a name for the VLAN. If no name is entered for the VLAN, the default is to append the <i>vlan-id</i> with leading zeros to the word VLAN. For example, VLAN0004 is a default VLAN name for VLAN 4.

	Command	Purpose
Step 4	mtu <i>mtu-size</i>	(Optional) Change the MTU size (or other VLAN characteristic).
Step 5	remote-span	(Optional) Configure the VLAN as the RSPAN VLAN for a remote SPAN session. For more information on remote SPAN, see Chapter 20, “Configuring SPAN.”
Step 6	end	Return to privileged EXEC mode.
Step 7	show vlan { name <i>vlan-name</i> / id <i>vlan-id</i> }	Verify your entries.
Step 8	copy running-config startup config	(Optional) If the switch is in VTP transparent mode, the VLAN configuration is saved in the running configuration file as well as in the VLAN database. This saves the configuration in the switch startup configuration file.

To return the VLAN name to the default settings, use the **no vlan name**, **no vlan mtu**, or **no remote span** `config-vlan` commands.

This example shows how to use `config-vlan` mode to create Ethernet VLAN 20, name it *test20*, and add it to the VLAN database:

```
Switch# configure terminal
Switch(config)# vlan 20
Switch(config-vlan)# name test20
Switch(config-vlan)# end
```

Beginning in privileged EXEC mode, follow these steps to use VLAN configuration mode to create or modify an Ethernet VLAN:

	Command	Purpose
Step 1	vlan database	Enter VLAN database configuration mode.
Step 2	vlan <i>vlan-id</i> name <i>vlan-name</i>	Add an Ethernet VLAN by assigning a number to it. The range is 1 to 1001; do not enter leading zeros. If no name is entered for the VLAN, the default is to append the <i>vlan-id</i> with leading zeros to the word VLAN. For example, VLAN0004 is a default VLAN name for VLAN 4.
Step 3	vlan <i>vlan-id</i> mtu <i>mtu-size</i>	(Optional) To modify a VLAN, identify the VLAN and change a characteristic, such as the MTU size.
Step 4	exit	Update the VLAN database, propagate it throughout the administrative domain, and return to privileged EXEC mode.
Step 5	show vlan { name <i>vlan-name</i> / id <i>vlan-id</i> }	Verify your entries.
Step 6	copy running-config startup config	(Optional) If the switch is in VTP transparent mode, the VLAN configuration is saved in the running configuration file as well as in the VLAN database. This saves the configuration in the switch startup configuration file.

**Note**

You cannot configure an RSPAN VLAN in VLAN database configuration mode.

To return the VLAN name to the default settings, use the **no vlan *vlan-id* name** or **no vlan *vlan-id* mtu** VLAN configuration command.

This example shows how to use VLAN database configuration mode to create Ethernet VLAN 20, name it *test20*, and add it to the VLAN database:

```
Switch# vlan database
Switch(vlan)# vlan 20 name test20
Switch(vlan)# exit
APPLY completed.
Exiting....
Switch#
```

Deleting a VLAN

When you delete a VLAN from a switch that is in VTP server mode, the VLAN is removed from the VLAN database for all switches in the VTP domain. When you delete a VLAN from a switch that is in VTP transparent mode, the VLAN is deleted only on that specific switch.

You cannot delete the default VLANs for the different media types: Ethernet VLAN 1 and FDDI or Token Ring VLANs 1002 to 1005.

**Caution**

When you delete a VLAN, any ports assigned to that VLAN become inactive. They remain associated with the VLAN (and thus inactive) until you assign them to a new VLAN.

Beginning in privileged EXEC mode, follow these steps to delete a VLAN on the switch by using global configuration mode:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	no vlan <i>vlan-id</i>	Remove the VLAN by entering the VLAN ID.
Step 3	end	Return to privileged EXEC mode.
Step 4	show vlan brief	Verify the VLAN removal.
Step 5	copy running-config startup config	(Optional) If the switch is in VTP transparent mode, the VLAN configuration is saved in the running configuration file as well as in the VLAN database. This saves the configuration in the switch startup configuration file.

To delete a VLAN when in VLAN database configuration mode, use the **vlan database** privileged EXEC command to enter VLAN database configuration mode and the **no vlan *vlan-id*** VLAN configuration command.

Assigning Static-Access Ports to a VLAN

You can assign a static-access port to a VLAN without having VTP globally propagate VLAN configuration information by disabling VTP (VTP transparent mode). If you are assigning a port on a cluster member switch to a VLAN, first use the **rcommand** privileged EXEC command to log in to the member switch.



Note

If you assign an interface to a VLAN that does not exist, the new VLAN is created. (See the [“Creating or Modifying an Ethernet VLAN”](#) section on page 13-7.)

Beginning in privileged EXEC mode, follow these steps to assign a port to a VLAN in the VLAN database:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode
Step 2	interface <i>interface-id</i>	Enter the interface to be added to the VLAN.
Step 3	switchport mode access	Define the VLAN membership mode for the port (Layer 2 access port).
Step 4	switchport access vlan <i>vlan-id</i>	Assign the port to a VLAN. Valid VLAN IDs are 1 to 1005.
Step 5	end	Return to privileged EXEC mode.
Step 6	show running-config interface <i>interface-id</i>	Verify the VLAN membership mode of the interface.
Step 7	show interfaces <i>interface-id</i> switchport	Verify your entries in the <i>Administrative Mode</i> and the <i>Access Mode VLAN</i> fields of the display.
Step 8	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return an interface to its default configuration, use the **default interface** *interface-id* interface configuration command.

This example shows how to configure Fast Ethernet interface 0/1 as an access port in VLAN 2:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface fastethernet0/1
Switch(config-if)# switchport mode access
Switch(config-if)# switchport access vlan 2
Switch(config-if)# end
Switch#
```


Displaying VLANs

Use the **show vlan** privileged EXEC command to display a list of all VLANs on the switch. The display includes VLAN status, ports, and configuration information. To view normal-range VLANs in the VLAN database (1 to 1005,) use the **show VLAN** configuration command (accessed by entering the **vlan database** privileged EXEC command). For a list of the VLAN IDs on the switch, use the **show running-config vlan** privileged EXEC command, optionally entering a VLAN ID range.

Table 13-3 lists the commands for monitoring VLANs.

Table 13-3 VLAN Monitoring Commands

Command	Command Mode	Purpose
show	VLAN configuration	Display status of VLANs in the VLAN database.
show current [vlan-id]	VLAN configuration	Display status of all or the specified VLAN in the VLAN database.
show interfaces [vlan vlan-id]	Privileged EXEC	Display characteristics for all interfaces or for the specified VLAN configured on the switch.
show running-config vlan	Privileged EXEC	Display all or a range of VLANs on the switch.
show vlan [id vlan-id]	Privileged EXEC	Display parameters for all VLANs or the specified VLAN on the switch.

For more details about the show command options and explanations of output fields, refer to the command reference for this release.

Configuring VLAN Trunks

These sections describe how VLAN trunks function on the switch:

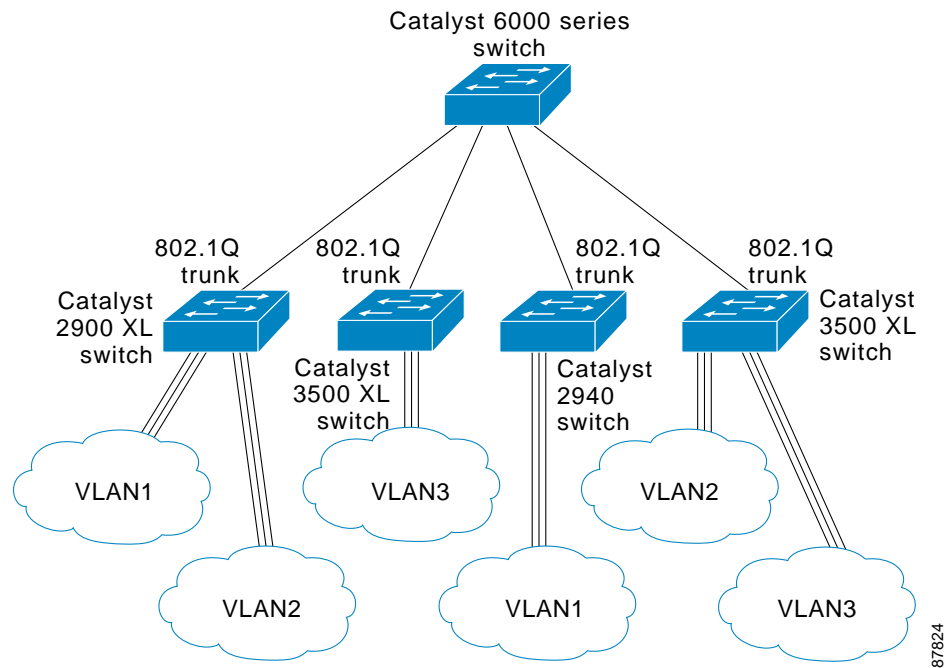
- [Trunking Overview, page 13-11](#)
- [802.1Q Configuration Considerations, page 13-13](#)
- [Default Layer 2 Ethernet Interface VLAN Configuration, page 13-13](#)

Trunking Overview

A trunk is a point-to-point link between one or more Ethernet switch interfaces and another networking device such as a router or a switch. Fast Ethernet and Gigabit Ethernet trunks carry the traffic of multiple VLANs over a single link, and you can extend the VLANs across an entire network.

Figure 13-2 shows a network of switches that are connected by 802.1Q trunks.

Figure 13-2 Catalyst 2940, 2900 XL, and 3500 XL Switches in a 802.1Q Trunking Environment



You can configure a trunk on a single Ethernet interface or on an EtherChannel bundle. For more information about EtherChannel, see [Chapter 25, “Configuring EtherChannels.”](#)

Ethernet trunk interfaces support different trunking modes (see [Table 13-4](#)). You can set an interface as trunking or nontrunking or to negotiate trunking with the neighboring interface. To autonegotiate trunking, the interfaces must be in the same VTP domain.

Trunk negotiation is managed by the Dynamic Trunking Protocol (DTP), which is a Point-to-Point Protocol. However, some internetworking devices might forward DTP frames improperly, which could cause misconfigurations.

To avoid this, you should configure interfaces connected to devices that do not support DTP to not forward DTP frames, that is, to turn off DTP.

- If you do not intend to trunk across those links, use the **switchport mode access** interface configuration command to disable trunking.
- To enable trunking to a device that does not support DTP, use the **switchport mode trunk** and **switchport nonegotiate** interface configuration commands to cause the interface to become a trunk but to not generate DTP frames.

Table 13-4 Layer 2 Interface Modes

Mode	Function
switchport mode access	Puts the interface (access port) into permanent nontrunking mode. The interface becomes a nontrunk interface even if the neighboring interface is a trunk interface.
switchport mode dynamic desirable	Makes the interface actively attempt to convert the link to a trunk link. The interface becomes a trunk interface if the neighboring interface is set to <i>trunk</i> , <i>desirable</i> , or <i>auto</i> mode. The default switch-port mode for all Ethernet interfaces is dynamic desirable .

Table 13-4 Layer 2 Interface Modes (continued)

Mode	Function
switchport mode dynamic auto	Makes the interface able to convert the link to a trunk link. The interface becomes a trunk interface if the neighboring interface is set to <i>trunk</i> or <i>desirable</i> mode.
switchport mode trunk	Puts the interface into permanent trunking mode and negotiates to convert the link into a trunk link. The interface becomes a trunk interface even if the neighboring interface is not a trunk interface.
switchport nonegotiate	Prevents the interface from generating DTP frames. You can use this command only when the interface switchport mode is access or trunk . You must manually configure the neighboring interface as a trunk interface to establish a trunk link.

802.1Q Configuration Considerations

802.1Q trunks impose these limitations on the trunking strategy for a network:

- In a network of Cisco switches connected through 802.1Q trunks, the switches maintain one instance of spanning tree for each VLAN allowed on the trunks. Non-Cisco devices might support one spanning-tree instance for all VLANs.

When you connect a Cisco switch to a non-Cisco device through an 802.1Q trunk, the Cisco switch combines the spanning-tree instance of the VLAN of the trunk with the spanning-tree instance of the non-Cisco 802.1Q switch. However, spanning-tree information for each VLAN is maintained by Cisco switches separated by a cloud of non-Cisco 802.1Q switches. The non-Cisco 802.1Q cloud separating the Cisco switches is treated as a single trunk link between the switches.

- Make sure the native VLAN for an 802.1Q trunk is the same on both ends of the trunk link. If the native VLAN on one end of the trunk is different from the native VLAN on the other end, spanning-tree loops might result.
- Disabling spanning tree on the native VLAN of an 802.1Q trunk without disabling spanning tree on every VLAN in the network can potentially cause spanning-tree loops. We recommend that you leave spanning tree enabled on the native VLAN of an 802.1Q trunk or disable spanning tree on every VLAN in the network. Make sure your network is loop-free before disabling spanning tree.

Default Layer 2 Ethernet Interface VLAN Configuration

Table 13-5 shows the default Layer 2 Ethernet interface VLAN configuration.

Table 13-5 Default Layer 2 Ethernet Interface VLAN Configuration

Feature	Default Setting
Interface mode	switchport mode dynamic desirable
Allowed VLAN range	VLANs 1 to 1005
VLAN range eligible for pruning	VLANs 2 to 1001
Default VLAN (for access ports)	VLAN 1
Native VLAN (for 802.1Q trunks)	VLAN 1

Configuring an Ethernet Interface as a Trunk Port

Because trunk ports send and receive VTP advertisements, to use VTP you must ensure that at least one trunk port is configured on the switch and that this trunk port is connected to the trunk port of a second switch. Otherwise, the switch cannot receive any VTP advertisements.

This section includes these procedures for configuring an Ethernet interface as a trunk port on the switch:

- [Interaction with Other Features, page 13-14](#)
- [Defining the Allowed VLANs on a Trunk, page 13-16](#)
- [Changing the Pruning-Eligible List, page 13-17](#)
- [Configuring the Native VLAN for Untagged Traffic, page 13-17](#)



Note

The default mode for Layer 2 interfaces is **switchport mode dynamic desirable**. If the neighboring interface supports trunking and is configured to allow trunking, the link is a Layer 2 trunk.

Interaction with Other Features

Trunking interacts with other features in these ways:

- A trunk port cannot be a secure port.
- Trunk ports can be grouped into EtherChannel port groups, but all trunks in the group must have the same configuration. When a group is first created, all ports follow the parameters set for the first port to be added to the group. If you change the configuration of one of these parameters, the switch propagates the setting that you entered to all ports in the group:
 - allowed-VLAN list
 - STP port priority for each VLAN
 - STP Port Fast setting
 - trunk status (If one port in a port group ceases to be a trunk, all ports cease to be trunks.)
- If you try to enable 802.1X on a trunk port, an error message appears, and 802.1X is not enabled. If you try to change the mode of an 802.1X-enabled port to trunk, the port mode is not changed.
- A port in dynamic mode can negotiate with its neighbor to become a trunk port. If you try to enable 802.1X on a dynamic port, an error message appears, and 802.1X is not enabled. If you try to change the mode of an 802.1X-enabled port to dynamic, the port mode is not changed.
- Protected ports are supported on 802.1Q trunks.

Configuring a Trunk Port

Beginning in privileged EXEC mode, follow these steps to configure a port as an 802.1Q trunk port:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter the interface configuration mode and the port to be configured for trunking.

	Command	Purpose
Step 3	switchport mode { dynamic { auto desirable } trunk }	Configure the interface as a Layer 2 trunk (required only if the interface is a Layer 2 access port or to specify the trunking mode). <ul style="list-style-type: none"> • dynamic auto—Set the interface to a trunk link if the neighboring interface is set to trunk or desirable mode. • dynamic desirable—Set the interface to a trunk link if the neighboring interface is set to trunk, desirable, or auto mode. • trunk—Set the interface in permanent trunking mode and negotiate to convert the link to a trunk link even if the neighboring interface is not a trunk interface.
Step 4	switchport access vlan <i>vlan-id</i>	(Optional) Specify the default VLAN, which is used if the interface stops trunking.
Step 5	switchport trunk native vlan <i>vlan-id</i>	Specify the native VLAN.
Step 6	end	Return to privileged EXEC mode.
Step 7	show interfaces <i>interface-id</i> switchport	Display the switchport configuration of the interface in the <i>Administrative Mode</i> and the <i>Administrative Trunking Encapsulation</i> fields of the display.
Step 8	show interfaces <i>interface-id</i> trunk	Display the trunk configuration of the interface.
Step 9	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return an interface to its default configuration, use the **default interface** *interface-id* interface configuration command. To reset all trunking characteristics of a trunking interface to the defaults, use the **no switchport trunk** interface configuration command. To disable trunking, use the **switchport mode access** interface configuration command to configure the port as a static-access port.

This example shows how to configure the Fast Ethernet interface 0/4 as an 802.1Q trunk. The example assumes that the neighbor interface is configured to support 802.1Q trunking.

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface fastethernet0/4
Switch(config-if)# switchport mode dynamic desirable
Switch(config-if)# end
```

Defining the Allowed VLANs on a Trunk

By default, a trunk port sends traffic to and receives traffic from all VLANs. All VLAN IDs, 1 to 1005, are allowed on each trunk. However, you can remove VLANs from the allowed list, preventing traffic from those VLANs from passing over the trunk. To restrict the traffic a trunk carries, use the **switchport trunk allowed vlan remove *vlan-list*** interface configuration command to remove specific VLANs from the allowed list.

To reduce the risk of spanning-tree loops or storms, you can disable VLAN 1 on any individualized VLAN trunk port by removing VLAN 1 from the allowed list. This is known as VLAN 1 minimization. VLAN 1 minimization disables VLAN 1 (the default VLAN on all Cisco switch trunk ports), on an individual VLAN trunk link. As a result no user traffic, including spanning-tree advertisements, are sent or received on VLAN 1.

When you remove VLAN 1 from a trunk port, the interface continues to send and receive management traffic, for example, Cisco Discovery Protocol (CSP), Port Aggregation Protocol (PAgP), Link Aggregation Control Protocol (LACP), Dynamic Trunking Protocol (DTP), and VLAN Trunking Protocol (VTP) in VLAN 1.

If a trunk port with VLAN 1 disabled is converted to a nontrunk port, it is added to the access VLAN. If the access VLAN is set to 1, then the port is added to VLAN 1, regardless of the **switchport trunk allowed** setting. The same is true for any VLAN that has been disabled on the port.

A trunk port can become a member of a VLAN if the VLAN is enabled, if VTP knows of the VLAN, and if the VLAN is in the allowed list for the port. When VTP detects a newly enabled VLAN and the VLAN is in the allowed list for a trunk port, the trunk port automatically becomes a member of the enabled VLAN. When VTP detects a new VLAN and the VLAN is not in the allowed list for a trunk port, the trunk port does not become a member of the new VLAN.

Beginning in privileged EXEC mode, follow these steps to modify the allowed list of an 802.1Q trunk:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode and the port to be configured.
Step 3	switchport mode trunk	Configure the interface as a VLAN trunk port.
Step 4	switchport trunk allowed vlan {add all except remove} <i>vlan-list</i>	(Optional) Configure the list of VLANs allowed on the trunk. For explanations about using the add , all , except , and remove keywords, refer to the command reference for this release. The <i>vlan-list</i> parameter is either a single VLAN number from 1 to 1005 or a range of VLANs described by two VLAN numbers, the lower one first, separated by a hyphen. Do not enter any spaces between comma-separated VLAN parameters or in hyphen-specified ranges. All VLANs are allowed by default.
Step 5	end	Return to privileged EXEC mode.
Step 6	show interfaces <i>interface-id</i> switchport	Verify your entries in the <i>Trunking VLANs Enabled</i> field of the display.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return to the default allowed VLAN list of all VLANs, use the **no switchport trunk allowed vlan** interface configuration command.

This example shows how to remove VLAN 2 from the allowed VLAN list:

```
Switch(config)# interface fastethernet0/1
Switch(config-if)# switchport trunk allowed vlan remove 2
Switch(config-if)# end
Switch#
```

Changing the Pruning-Eligible List

The pruning-eligible list applies only to trunk ports. Each trunk port has its own eligibility list. VTP pruning must be enabled for this procedure to take effect. The [“Enabling VTP Pruning” section on page 14-13](#) describes how to enable VTP pruning.

Beginning in privileged EXEC mode, follow these steps to remove VLANs from the pruning-eligible list on a trunk port:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and select the trunk port for which VLANs should be pruned.
Step 3	switchport trunk pruning vlan { add except none remove } <i>vlan-list</i> [, <i>vlan</i> [, <i>vlan</i> [,]]]	Configure the list of VLANs allowed to be pruned from the trunk. (See the “VTP Pruning” section on page 14-4). For explanations about using the add , except , none , and remove keywords, refer to the command reference for this release. Separate nonconsecutive VLAN IDs with a comma and no spaces; use a hyphen to designate a range of IDs. Valid IDs are from 2 to 1001. VLANs that are pruning-ineligible receive flooded traffic. The default list of VLANs allowed to be pruned contains VLANs 2 to 1001.
Step 4	end	Return to privileged EXEC mode.
Step 5	show interfaces <i>interface-id</i> switchport	Verify your entries in the <i>Pruning VLANs Enabled</i> field of the display.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return to the default pruning-eligible list of all VLANs, use the **no switchport trunk pruning vlan** interface configuration command.

Configuring the Native VLAN for Untagged Traffic

A trunk port configured with 802.1Q tagging can receive both tagged and untagged traffic. By default, the switch forwards untagged traffic in the native VLAN configured for the port. The native VLAN is VLAN 1 by default.



Note

The native VLAN can be assigned any VLAN ID; it is not dependent on the management VLAN.

For information about 802.1Q configuration issues, see the [“802.1Q Configuration Considerations” section on page 13-13](#).

Beginning in privileged EXEC mode, follow these steps to configure the native VLAN on an 802.1Q trunk:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and define the interface that is configured as the 802.1Q trunk.
Step 3	switchport trunk native vlan <i>vlan-id</i>	Configure the VLAN that is sending and receiving untagged traffic on the trunk port. For <i>vlan-id</i> , the range is 1 to 1005.
Step 4	end	Return to privileged EXEC mode.
Step 5	show interfaces <i>interface-id</i> switchport	Verify your entries in the <i>Trunking Native Mode VLAN</i> field.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return to the default native VLAN, VLAN 1, use the **no switchport trunk native vlan** interface configuration command.

If a packet has a VLAN ID that is the same as the outgoing port native VLAN ID, the packet is sent untagged; otherwise, the switch sends the packet with a tag.

Load Sharing Using STP

Load sharing divides the bandwidth supplied by parallel trunks connecting switches. To avoid loops, STP normally blocks all but one parallel link between switches. Using load sharing, you divide the traffic between the links according to which VLAN the traffic belongs.

You configure load sharing on trunk ports by using STP port priorities or STP path costs. For load sharing using STP port priorities, both load-sharing links must be connected to the same switch. For load sharing using STP path costs, each load-sharing link can be connected to the same switch or to two different switches. For more information about STP, see [Chapter 11, “Configuring STP.”](#)

Load Sharing Using STP Port Priorities

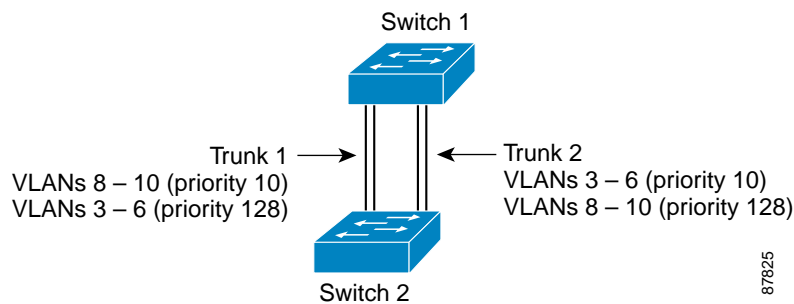
When two ports on the same switch form a loop, the STP port priority setting determines which port is enabled and which port is in a blocking state. You can set the priorities on a parallel trunk port so that the port carries all the traffic for a given VLAN. The trunk port with the higher priority (lower values) for a VLAN is forwarding traffic for that VLAN. The trunk port with the lower priority (higher values) for the same VLAN remains in a blocking state for that VLAN. One trunk port sends or receives all traffic for the VLAN.

[Figure 13-3](#) shows two trunks connecting supported switches. In this example, the switches are configured as follows:

- VLANs 8 through 10 are assigned a port priority of 10 on Trunk 1.
- VLANs 3 through 6 retain the default port priority of 128 on Trunk 1.
- VLANs 3 through 6 are assigned a port priority of 10 on Trunk 2.
- VLANs 8 through 10 retain the default port priority of 128 on Trunk 2.

In this way, Trunk 1 carries traffic for VLANs 8 through 10, and Trunk 2 carries traffic for VLANs 3 through 6. If the active trunk fails, the trunk with the lower priority takes over and carries the traffic for all of the VLANs. No duplication of traffic occurs over any trunk port.

Figure 13-3 Load Sharing by Using STP Port Priorities



Beginning in privileged EXEC mode, follow these steps to configure the network shown in [Figure 13-3](#)

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode on Switch 1.
Step 2	vtp domain <i>domain-name</i>	Configure a VTP administrative domain. The domain name can be from 1 to 32 characters.
Step 3	vtp mode server	Configure Switch 1 as the VTP server.
Step 4	end	Return to privileged EXEC mode.
Step 5	show vtp status	Verify the VTP configuration on both Switch 1 and Switch 2. In the display, check the <i>VTP Operating Mode</i> and the <i>VTP Domain Name</i> fields.
Step 6	show vlan	Verify that the VLANs exist in the database on Switch 1.
Step 7	configure terminal	Enter global configuration mode.
Step 8	interface fastethernet 0/1	Enter interface configuration mode, and define Fast Ethernet port 0/1 as the interface to be configured as a trunk.
Step 9	switchport mode trunk	Configure the port as a trunk port.
Step 10	end	Return to privilege EXEC mode.
Step 11	show interfaces fastethernet0/1 switchport	Verify the VLAN configuration.
Step 12		Repeat Steps 7 through 11 on Switch 1 for Fast Ethernet port 0/2.
Step 13		Repeat Steps 7 through 11 on Switch 2 to configure the trunk ports on Fast Ethernet ports 0/1 and 0/2.
Step 14	show vlan	When the trunk links come up, VTP passes the VTP and VLAN information to Switch 2. Verify that Switch 2 has learned the VLAN configuration.
Step 15	configure terminal	Enter global configuration mode on Switch 1.
Step 16	interface fastethernet0/1	Enter interface configuration mode, and define the interface to set the STP port priority.

	Command	Purpose
Step 17	<code>spanning-tree vlan 8 port-priority 10</code>	Assign the port priority of 10 for VLAN 8.
Step 18	<code>spanning-tree vlan 9 port-priority 10</code>	Assign the port priority of 10 for VLAN 9.
Step 19	<code>spanning-tree vlan 10 port-priority 10</code>	Assign the port priority of 10 for VLAN 10.
Step 20	<code>exit</code>	Return to global configuration mode.
Step 21	<code>interface fastethernet0/2</code>	Enter interface configuration mode, and define the interface to set the STP port priority.
Step 22	<code>spanning-tree vlan 3 port-priority 10</code>	Assign the port priority of 10 for VLAN 3.
Step 23	<code>spanning-tree vlan 4 port-priority 10</code>	Assign the port priority of 10 for VLAN 4.
Step 24	<code>spanning-tree vlan 5 port-priority 10</code>	Assign the port priority of 10 for VLAN 5.
Step 25	<code>spanning-tree vlan 6 port-priority 10</code>	Assign the port priority of 10 for VLAN 6.
Step 26	<code>end</code>	Return to privileged EXEC mode.
Step 27	<code>show running-config</code>	Verify your entries.
Step 28	<code>copy running-config startup-config</code>	(Optional) Save your entries in the configuration file.

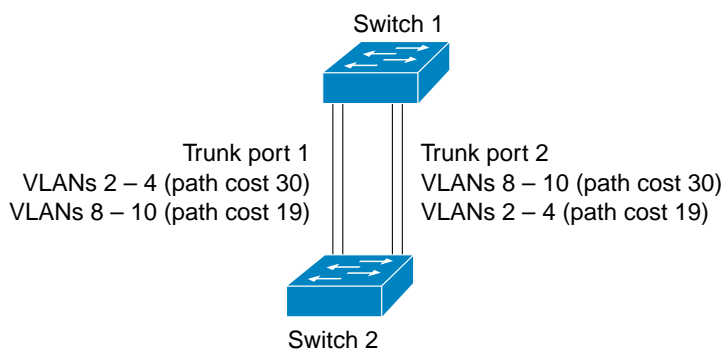
Load Sharing Using STP Path Cost

You can configure parallel trunks to share VLAN traffic by setting different path costs on a trunk and associating the path costs with different sets of VLANs. The VLANs keep the traffic separate. Because no loops exist, STP does not disable the ports, and redundancy is maintained in the event of a lost link.

In [Figure 13-4](#), Trunk ports 1 and 2 are 100BASE ports. The path costs for the VLANs are assigned as follows:

- VLANs 2 through 4 are assigned a path cost of 30 on Trunk port 1.
- VLANs 8 through 10 retain the default 100BASE path cost on Trunk port 1 of 19.
- VLANs 8 through 10 are assigned a path cost of 30 on Trunk port 2.
- VLANs 2 through 4 retain the default 100BASE path cost on Trunk port 2 of 19.

Figure 13-4 Load-Sharing Trunks with Traffic Distributed by Path Cost



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Beginning in privileged EXEC mode, follow these steps to configure the network shown in [Figure 13-4](#):

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode on Switch 1.
Step 2	interface fastethernet 0/1	Enter interface configuration mode, and define Fast Ethernet port 0/1 as the interface to be configured as a trunk.
Step 3	switchport mode trunk	Configure the port as a trunk port.
Step 4	exit	Return to global configuration mode.
Step 5		Repeat Steps 2 through 4 on Switch 1 interface Fast Ethernet 0/2.
Step 6	end	Return to privileged EXEC mode.
Step 7	show running-config	Verify your entries. In the display, make sure that interfaces Fast Ethernet 0/1 and Fast Ethernet 0/2 are configured as trunk ports.
Step 8	show vlan	When the trunk links come up, Switch 1 receives the VTP information from the other switches. Verify that Switch 1 has learned the VLAN configuration.
Step 9	configure terminal	Enter global configuration mode.
Step 10	interface fastethernet 0/1	Enter interface configuration mode, and define Fast Ethernet port 0/1 as the interface to set the STP cost.
Step 11	spanning-tree vlan 2 cost 30	Set the spanning-tree path cost to 30 for VLAN 2.
Step 12	spanning-tree vlan 3 cost 30	Set the spanning-tree path cost to 30 for VLAN 3.
Step 13	spanning-tree vlan 4 cost 30	Set the spanning-tree path cost to 30 for VLAN 4.
Step 14	end	Return to global configuration mode.
Step 15		Repeat Steps 9 through 11 on Switch 1 interface Fast Ethernet 0/2, and set the spanning-tree path cost to 30 for VLANs 8, 9, and 10.
Step 16	exit	Return to privileged EXEC mode.
Step 17	show running-config	Verify your entries. In the display, verify that the path costs are set correctly for interfaces Fast Ethernet 0/1 and 0/2.
Step 18	copy running-config startup-config	(Optional) Save your entries in the configuration file.

Configuring VMPS

The switch cannot be a VMPS server but can act as a client to the VMPS and communicate with it through the VLAN Query Protocol (VQP). VMPS dynamically assigns dynamic access port VLAN membership.

This section includes this information about configuring VMPS:

- [“Understanding VMPS” section on page 13-22](#)
- [“Default VMPS Configuration” section on page 13-24](#)
- [“VMPS Configuration Guidelines” section on page 13-25](#)
- [“Configuring the VMPS Client” section on page 13-25](#)

- “Monitoring the VMPS” section on page 13-28
- “Troubleshooting Dynamic Port VLAN Membership” section on page 13-29
- “VMPS Configuration Example” section on page 13-29

Understanding VMPS

When the VMPS receives a VQP request from a client switch, it searches its database for a MAC-address-to-VLAN mapping. The server response is based on this mapping and whether or not the server is in secure mode. Secure mode determines whether the server shuts down the port when a VLAN is not allowed on it or just denies the port access to the VLAN.

In response to a request, the VMPS takes one of these actions:

- If the assigned VLAN is restricted to a group of ports, the VMPS verifies the requesting port against this group and responds as follows:
 - If the VLAN is allowed on the port, the VMPS sends the VLAN name to the client in response.
 - If the VLAN is not allowed on the port and the VMPS is not in secure mode, the VMPS sends an *access-denied* response.
 - If the VLAN is not allowed on the port and the VMPS is in secure mode, the VMPS sends a *port-shutdown* response.
- If the VLAN in the database does not match the current VLAN on the port and active hosts exist on the port, the VMPS sends an *access-denied* or a *port-shutdown* response, depending on the secure mode of the VMPS.

If the switch receives an *access-denied* response from the VMPS, it continues to block traffic from the MAC address to or from the port. The switch continues to monitor the packets directed to the port and sends a query to the VMPS when it identifies a new address. If the switch receives a *port-shutdown* response from the VMPS, it disables the port. The port must be manually re-enabled by using the CLI, CMS, or SNMP.

You can also use an explicit entry in the configuration table to deny access to specific MAC addresses for security reasons. If you enter the **none** keyword for the VLAN name, the VMPS sends an *access-denied* or *port-shutdown* response, depending on the VMPS secure mode setting.

Dynamic Port VLAN Membership

A dynamic (nontrunking) port on the switch can belong to only one VLAN, with a VLAN ID from 1 to 1005. When the link comes up, the switch does not forward traffic to or from this port until the VMPS provides the VLAN assignment. The VMPS receives the source MAC address from the first packet of a new host connected to the dynamic port and attempts to match the MAC address to a VLAN in the VMPS database.

If there is a match, the VMPS sends the VLAN number for that port. If the client switch was not previously configured, it uses the domain name from the first VTP packet it receives on its trunk port from the VMPS. If the client switch was previously configured, it includes its domain name in the query packet to the VMPS to obtain its VLAN number. The VMPS verifies that the domain name in the packet matches its own domain name before accepting the request and responds to the client with the assigned VLAN number for the client. If there is no match, the VMPS either denies the request or shuts down the port (depending on the VMPS secure mode setting).

Multiple hosts (MAC addresses) can be active on a dynamic port if they are all in the same VLAN; however, the VMPS shuts down a dynamic port if more than 20 hosts are active on the port.

If the link goes down on a dynamic port, the port returns to an isolated state and does not belong to a VLAN. Any hosts that come online through the port are checked again through the VQP with the VMPS before the port is assigned to a VLAN.

VMPS Database Configuration File

The VMPS contains a database configuration file that you create. This ASCII text file is stored on a switch-accessible TFTP server that functions as a server for VMPS. The file contains VMPS information, such as the domain name, the fallback VLAN name, and the MAC-address-to-VLAN mapping. The switch cannot act as the VMPS, but you can use a Catalyst 5000 or Catalyst 6000 series switch as the VMPS.

You can configure a fallback VLAN name. If you connect a device with a MAC address that is not in the database, the VMPS sends the fallback VLAN name to the client. If you do not configure a fallback VLAN and the MAC address does not exist in the database, the VMPS sends an *access-denied* response. If the VMPS is in secure mode, it sends a *port-shutdown* response.

Whenever port names are used in the VMPS database configuration file, the server must use the switch convention for naming ports. For example, Fa0/4 is fixed Fast Ethernet port number 4. If the switch is a cluster member, the command switch adds the name of the switch before the type. For example, *es3%Fa0/4* refers to fixed Fast Ethernet port 4 on member switch 3. When port names are required, these naming conventions must be followed in the VMPS database configuration file when it is configured to support a cluster.

This example shows a example of a VMPS database configuration file as it appears on a Catalyst 6000 series switch. The file has these characteristics:

- The security mode is open.
- The default is used for the fallback VLAN.
- MAC address-to-VLAN name mappings—The MAC address of each host and the VLAN to which each host belongs is defined.
- Port groups are defined.
- VLAN groups are defined.
- VLAN port policies are defined for the ports associated with restricted VLANs.

```
!VMPS File Format, version 1.1
! Always begin the configuration file with
! the word "VMPS"
!
!vmps domain <domain-name>
! The VMPS domain must be defined.
!vmps mode {open | secure}
! The default mode is open.
!vmps fallback <vlan-name>
!vmps no-domain-req { allow | deny }
!
! The default value is allow.
vmps domain DSBU
vmps mode open
vmps fallback default
vmps no-domain-req deny
!
!
!MAC Addresses
!
vmps-mac-addr
!
```

```

! address <addr> vlan-name <vlan_name>
!
address 0012.2233.4455 vlan-name hardware
address 0000.6509.a080 vlan-name hardware
address aabb.cccd.eeff vlan-name Green
address 1223.5678.9abc vlan-name ExecStaff
address fedc.ba98.7654 vlan-name --NONE--
address fedc.ba23.1245 vlan-name Purple
!
!Port Groups
!
!vmpls-port-group <group-name>
! device <device-id> { port <port-name> | all-ports }
!
vmpls-port-group WiringCloset1
  device 198.92.30.32 port 0/2
  device 172.20.26.141 port 0/8
vmpls-port-group "Executive Row"
  device 198.4.254.222 port 0/2
  device 198.4.254.222 port 0/3
  device 198.4.254.223 all-ports
!
!
!VLAN groups
!
!vmpls-vlan-group <group-name>
! vlan-name <vlan-name>
!
vmpls-vlan-group Engineering
  vlan-name hardware
  vlan-name software
!
!
!VLAN port Policies
!
!vmpls-port-policies {vlan-name <vlan_name> | vlan-group <group-name> }
! { port-group <group-name> | device <device-id> port <port-name> }
!
vmpls-port-policies vlan-group Engineering
  port-group WiringCloset1
vmpls-port-policies vlan-name Green
  device 198.92.30.32 port 0/8
vmpls-port-policies vlan-name Purple
  device 198.4.254.22 port 0/2
  port-group "Executive Row"

```

Default VMPS Configuration

Table 13-6 shows the default VMPS and dynamic port configuration on client switches.

Table 13-6 Default VMPS Client and Dynamic Port Configuration

Feature	Default Setting
VMPS domain server	None
VMPS reconfirm interval	60 minutes
VMPS server retry count	3
Dynamic ports	None configured

VMPS Configuration Guidelines

These guidelines and restrictions apply to dynamic access port VLAN membership:

- You should configure the VMPS before you configure ports as dynamic.
- The communication between a cluster of switches and VMPS is managed by the command switch and includes port-naming conventions that are different from standard port names. For the cluster-based port-naming conventions, see the “[VMPS Database Configuration File](#)” section on [page 13-23](#).
- When you configure a port as a dynamic access port, the spanning-tree Port Fast feature is automatically enabled for that port. The Port Fast mode accelerates the process of bringing the port into the forwarding state.
- 802.1X ports cannot be configured as dynamic access ports. If you try to enable 802.1X on a dynamic-access (VQP) port, an error message appears, and 802.1X is not enabled. If you try to change an 802.1X-enabled port to dynamic VLAN assignment, an error message appears, and the VLAN configuration is not changed.
- Trunk ports cannot be dynamic access ports, but you can enter the **switchport access vlan dynamic** interface configuration command for a trunk port. In this case, the switch retains the setting and applies it if the port is later configured as an access port.

You must turn off trunking on the port before the dynamic access setting takes effect.

- Dynamic access ports cannot be network ports or monitor ports.
- Secure ports cannot be dynamic access ports. You must disable port security on a port before it becomes dynamic.
- Dynamic access ports cannot be members of an EtherChannel group.
- Port channels cannot be configured as dynamic access ports.
- The VTP management domain of the VMPS client and the VMPS server must be the same.
- The VLAN configured on the VMPS server should not be a voice VLAN.

Configuring the VMPS Client

You configure dynamic VLANs by using the VMPS (server). The switch can be a VMPS client; it cannot be a VMPS server.

Entering the IP Address of the VMPS

You must first enter the IP address of the server to configure the switch as a client.



Note

If the VMPS is being defined for a cluster of switches, enter the address on the command switch.

Beginning in privileged EXEC mode, follow these steps to enter the IP address of the VMPS:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	vmips server <i>ipaddress</i> primary	Enter the IP address of the switch acting as the primary VMPS server.

	Command	Purpose
Step 3	vmps server <i>ipaddress</i>	Enter the IP address of the switch acting as a secondary VMPS server. You can enter up to three secondary server addresses.
Step 4	end	Return to privileged EXEC mode.
Step 5	show vmps	Verify your entries in the <i>VMPS Domain Server</i> field of the display.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

**Note**

The switch port that is connected to the VMPS server cannot be a dynamic access port. It can be either a static access port or a trunk port. See the “[Configuring an Ethernet Interface as a Trunk Port](#)” section on page 13-14.

Configuring Dynamic Access Ports on VMPS Clients

If you are configuring a port on a cluster member switch as a dynamic port, first use the **rcommand** privileged EXEC command to log into the member switch.

**Caution**

Dynamic port VLAN membership is for end stations or hubs connected to end stations. Connecting dynamic access ports to other switches can cause a loss of connectivity.

Beginning in privileged EXEC mode, follow these steps to configure a dynamic access port on a VMPS client switch:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode and the switch port that is connected to the end station.
Step 3	switchport mode access	Set the port to access mode.
Step 4	switchport access vlan dynamic	Configure the port as eligible for dynamic VLAN membership. The dynamic access port must be connected to an end station.
Step 5	end	Return to privileged EXEC mode.
Step 6	show interfaces <i>interface-id</i> switchport	Verify your entries in the <i>Operational Mode</i> field of the display.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return an interface to its default configuration, use the **default interface** *interface-id* interface configuration command. To return an interface to its default switchport mode (dynamic desirable), use the **no switchport mode** interface configuration command. To reset the access mode to the default VLAN for the switch, use the **no switchport access** interface configuration command.

**Note**

When you configure a dynamic access port by using the **switchport access vlan dynamic** interface configuration command, the port might allow unauthorized users to access network resources if the interface changes from access mode to trunk mode through the DTP negotiation. The workaround is to configure the port as a static access port.

Reconfirming VLAN Memberships

Beginning in privileged EXEC mode, follow these steps to confirm the dynamic port VLAN membership assignments that the switch has received from the VMPS:

	Command	Purpose
Step 1	vmmps reconfirm	Reconfirm dynamic port VLAN membership.
Step 2	show vmmps	Verify the dynamic VLAN reconfirmation status.

Changing the Reconfirmation Interval

VMPS clients periodically reconfirm the VLAN membership information received from the VMPS. You can set the number of minutes after which reconfirmation occurs.

If you are configuring a member switch in a cluster, this parameter must be equal to or greater than the reconfirmation setting on the command switch. You must also first use the **rcommand** privileged EXEC command to log into the member switch.

Beginning in privileged EXEC mode, follow these steps to change the reconfirmation interval:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	vmmps reconfirm <i>minutes</i>	Enter the number of minutes between reconfirmations of the dynamic VLAN membership. Enter a number from 1 to 120. The default is 60 minutes.
Step 3	end	Return to privileged EXEC mode.
Step 4	show vmmps	Verify the dynamic VLAN reconfirmation status in the <i>Reconfirm Interval</i> field of the display.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return the switch to its default setting, use the **no vmmps reconfirm** global configuration command.

Changing the Retry Count

Beginning in privileged EXEC mode, follow these steps to change the number of times that the switch attempts to contact the VMPS before querying the next server:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	vmpls retry count	Change the retry count. The retry range is from 1 to 10; the default is 3.
Step 3	end	Return to privileged EXEC mode.
Step 4	show vmpls	Verify your entry in the <i>Server Retry Count</i> field of the display.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return the switch to its default setting, use the **no vmpls retry** global configuration command.

Monitoring the VMPS

You can display information about the VMPS by using the **show vmpls** privileged EXEC command. The switch displays this information about the VMPS:

VMPS VQP Version	The version of VQP used to communicate with the VMPS. The switch queries the VMPS that is using VQP version 1.
Reconfirm Interval	The number of minutes the switch waits before reconfirming the VLAN-to-MAC-address assignments.
Server Retry Count	The number of times VQP resends a query to the VMPS. If no response is received after this many tries, the switch starts to query the secondary VMPS.
VMPS domain server	The IP address of the configured VLAN membership policy servers. The switch sends queries to the one marked <i>current</i> . The one marked <i>primary</i> is the primary server.
VMPS Action	The result of the most recent reconfirmation attempt. A reconfirmation attempt can occur automatically when the reconfirmation interval expired, or you can force it by entering the vmpls reconfirm privileged EXEC command or its CMS or SNMP equivalent.

This is an example of output for the **show vmps** privileged EXEC command:

```
Switch# show vmps

VQP Client Status:
-----
VMPS VQP Version: 1
Reconfirm Interval: 60 min
Server Retry Count: 3
VMPS domain server: 172.20.128.86 (primary, current)
                   172.20.128.87

Reconfirmation status
-----
VMPS Action:          No Dynamic Port
```

Troubleshooting Dynamic Port VLAN Membership

The VMPS shuts down a dynamic port under these conditions:

- The VMPS is in secure mode, and it does not allow the host to connect to the port. The VMPS shuts down the port to prevent the host from connecting to the network.
- More than 20 active hosts reside on a dynamic port.

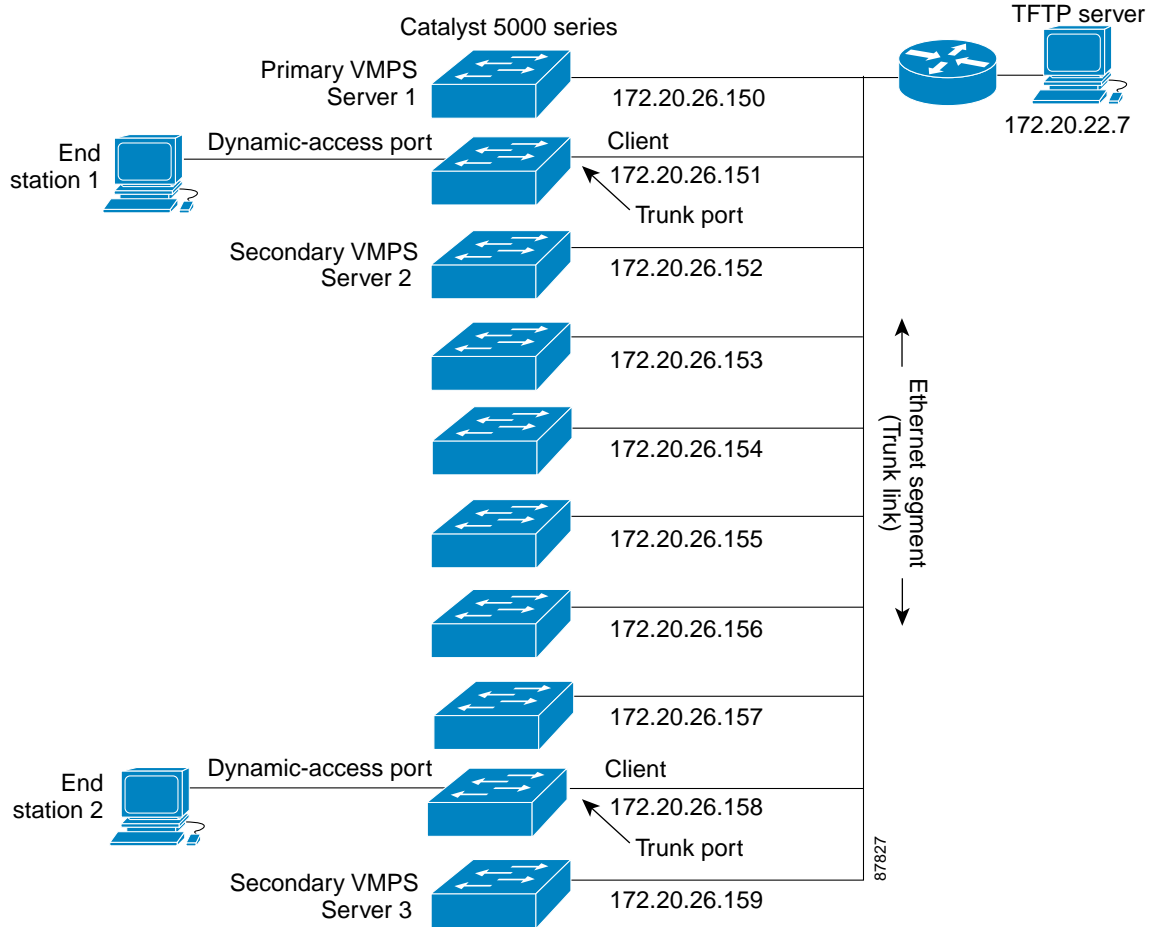
To re-enable a disabled dynamic port, enter the **no shutdown** interface configuration command.

VMPS Configuration Example

Figure 13-5 shows a network with a VMPS server switch and VMPS client switches with dynamic ports. In this example, these assumptions apply:

- The VMPS server and the VMPS client are separate switches.
- The Catalyst 5000 series Switch 1 is the primary VMPS server.
- The Catalyst 5000 series Switch 3 and Switch 10 are secondary VMPS servers.
- The end stations are connected to these clients:
 - Catalyst 2940 Switch 2
 - Catalyst 2940 Switch 9
- The database configuration file is stored on the TFTP server with the IP address 172.20.22.7.

Figure 13-5 Dynamic Port VLAN Membership Configuration





Configuring VTP

This chapter describes how to use the VLAN Trunking Protocol (VTP) and the VLAN database for managing VLANs on your Catalyst 2940 switch.



Note

For complete syntax and usage information for the commands used in this chapter, refer to the command reference for this release.

The chapter includes these sections:

- [Understanding VTP, page 14-1](#)
- [Configuring VTP, page 14-6](#)
- [Monitoring VTP, page 14-15](#)

Understanding VTP

VTP is a Layer 2 messaging protocol that maintains VLAN configuration consistency by managing the addition, deletion, and renaming of VLANs on a network-wide basis. VTP minimizes misconfigurations and configuration inconsistencies that can cause several problems, such as duplicate VLAN names, incorrect VLAN-type specifications, and security violations.

Before you create VLANs, you must decide whether to use VTP in your network. Using VTP, you can make configuration changes centrally on one or more switches and have those changes automatically communicated to all the other switches in the network. Without VTP, you cannot send information about VLANs to other switches. VTP configuration information is saved in the VTP VLAN database. VTP learns about the normal-range VLANs (VLAN IDs 1 to 1005).

This section contains information about these VTP parameters:

- [The VTP Domain, page 14-2](#)
- [VTP Modes, page 14-3](#)
- [VTP Advertisements, page 14-3](#)
- [VTP Version 2, page 14-4](#)
- [VTP Pruning, page 14-4](#)

The VTP Domain

A VTP domain (also called a VLAN management domain) consists of one switch or several interconnected switches under the same administrative responsibility sharing the same VTP domain name. A switch can be in only one VTP domain. You make global VLAN configuration changes for the domain by using the command-line interface (CLI), Cluster Management Suite (CMS) software, or Simple Network Management Protocol (SNMP).

By default, the switch is in VTP no-management-domain state until it receives an advertisement for a domain over a trunk link (a link that carries the traffic of multiple VLANs) or until you configure a domain name. Until the management domain name is specified or learned, you cannot create or modify VLANs on a VTP server, and VLAN information is not propagated over the network.

If the switch receives a VTP advertisement over a trunk link, it inherits the management domain name and the VTP configuration revision number. The switch then ignores advertisements with a different domain name or an earlier configuration revision number.



Caution

Before adding a VTP client switch to a VTP domain, always verify that its VTP configuration revision number is *lower* than the configuration revision number of the other switches in the VTP domain. Switches in a VTP domain always use the VLAN configuration of the switch with the highest VTP configuration revision number. If you add a switch that has a revision number higher than the revision number in the VTP domain, it can erase all VLAN information from the VTP server and VTP domain. See the [“Adding a VTP Client Switch to a VTP Domain”](#) section on page 14-13 for the procedure for verifying and resetting the VTP configuration revision number.

When you make a change to the VLAN configuration on a VTP server, the change is propagated to all switches in the VTP domain. VTP advertisements are sent over all IEEE 802.1Q trunk connections. VTP maps VLANs dynamically across multiple LAN types with unique names and internal index associates. Mapping eliminates excessive device administration required from network administrators.

If you configure a switch for VTP transparent mode, you can create and modify VLANs, but the changes are not sent to other switches in the domain, and they affect only the individual switch. However, configuration changes made when the switch is in this mode are saved in the switch running configuration and can be saved to the switch startup configuration file.

For domain name and password configuration guidelines, see the [“VTP Configuration Guidelines”](#) section on page 14-8.

VTP Modes

You can configure a supported switch to be in one of the VTP modes listed in [Table 14-1](#).

Table 14-1 VTP Modes

VTP Mode	Description
VTP server	<p>In VTP server mode, you can create, modify, and delete VLANs and specify other configuration parameters (such as the VTP version) for the entire VTP domain. VTP servers advertise their VLAN configurations to other switches in the same VTP domain and synchronize their VLAN configurations with other switches based on advertisements received over trunk links.</p> <p>In VTP server mode, VLAN configurations are saved in nonvolatile RAM (NVRAM). VTP server is the default mode.</p>
VTP client	<p>A VTP client behaves like a VTP server, but you cannot create, change, or delete VLANs on a VTP client. In VTP client mode, VLAN configurations are not saved in NVRAM.</p>
VTP transparent	<p>VTP transparent switches do not participate in VTP. A VTP transparent switch does not advertise its VLAN configuration and does not synchronize its VLAN configuration based on received advertisements. However, in VTP version 2, transparent switches do forward VTP advertisements that they receive from other switches from their trunk interfaces. You can create, modify, and delete VLANs on a switch in VTP transparent mode.</p> <p>When the switch is in VTP transparent mode, the VTP and VLAN configurations are saved in NVRAM, but they are not advertised to other switches. In this mode, VTP mode and domain name are saved in the switch running configuration and you can save this information in the switch startup configuration file by entering the copy running-config startup-config privileged EXEC command.</p>

When the network is configured with the maximum four VLANs, the switch automatically changes from VTP server or client mode to VTP transparent mode. The switch then operates with the VLAN configuration that preceded the one that sent it into transparent mode.

VTP Advertisements

Each switch in the VTP domain sends periodic global configuration advertisements from each trunk port to a reserved multicast address. Neighboring switches receive these advertisements and update their VTP and VLAN configurations as necessary.



Note

Because trunk ports send and receive VTP advertisements, you must ensure that at least one trunk port is configured on the switch and that this trunk port is connected to the trunk port of a second switch. Otherwise, the switch cannot receive any VTP advertisements. For more information on trunk ports, see the [“Configuring VLAN Trunks”](#) section on page 13-11.

VTP advertisements distribute this global domain information:

- VTP domain name
- VTP configuration revision number
- Update identity and update timestamp

- MD5 digest VLAN configuration, including maximum transmission unit (MTU) size for each VLAN.
- Frame format

VTP advertisements distribute this VLAN information for each configured VLAN:

- VLAN IDs
- VLAN name
- VLAN type
- VLAN state
- Additional VLAN configuration information specific to the VLAN type

VTP Version 2

If you use VTP in your network, you must decide whether to use version 1 or version 2. By default, VTP operates in version 1.

VTP version 2 supports these features not supported in version 1:

- Token Ring support—VTP version 2 supports Token Ring Bridge Relay Function (TrBRF) and Token Ring Concentrator Relay Function (TrCRF) VLANs. For more information about Token Ring VLANs, see the [“Configuring Normal-Range VLANs”](#) section on page 13-4.
- Unrecognized Type-Length-Value (TLV) support—A VTP server or client propagates configuration changes to its other trunks, even for TLVs it is not able to parse. The unrecognized TLV is saved in NVRAM when the switch is operating in VTP server mode.
- Version-Dependent Transparent Mode—In VTP version 1, a VTP transparent switch inspects VTP messages for the domain name and version and forwards a message only if the version and domain name match. Because VTP version 2 supports only one domain, it forwards VTP messages in transparent mode without inspecting the version and domain name.
- Consistency Checks—In VTP version 2, VLAN consistency checks (such as VLAN names and values) are performed only when you enter new information through the CLI, the Cluster Management Software (CMS), or SNMP. Consistency checks are not performed when new information is obtained from a VTP message or when information is read from NVRAM. If the MD5 digest on a received VTP message is correct, its information is accepted.

VTP Pruning

VTP pruning increases network available bandwidth by restricting flooded traffic to those trunk links that the traffic must use to reach the destination devices. Without VTP pruning, a switch floods broadcast, multicast, and unknown unicast traffic across all trunk links within a VTP domain even though receiving switches might discard them. VTP pruning is disabled by default.

VTP pruning blocks unneeded flooded traffic to VLANs on trunk ports that are included in the pruning-eligible list. Only VLANs included in the pruning-eligible list can be pruned. By default, VLANs 2 through 1001 are pruning-eligible switch trunk ports. If the VLANs are configured as pruning-ineligible, the flooding continues. VTP pruning is supported with VTP version 1 and version 2.

Figure 14-1 shows a switched network without VTP pruning enabled. Port 1 on Switch 1 and Port 2 on Switch 4 are assigned to the Red VLAN. If a broadcast is sent from the host connected to Switch 1, Switch 1 floods the broadcast and every switch in the network receives it, even though Switches 3, 5, and 6 have no ports in the Red VLAN.

Figure 14-1 Flooding Traffic without VTP Pruning

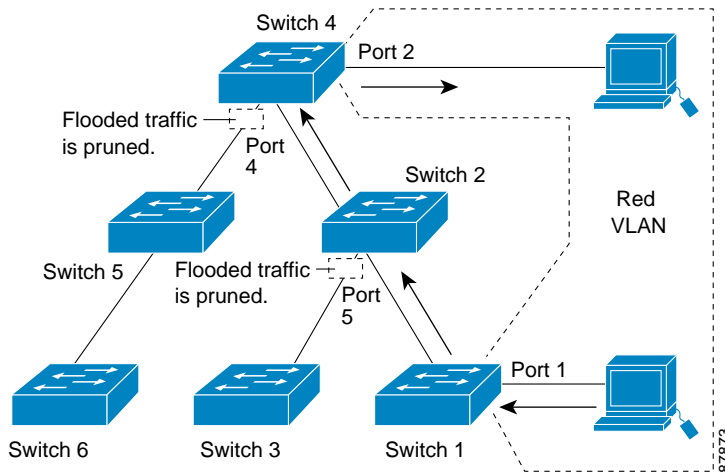
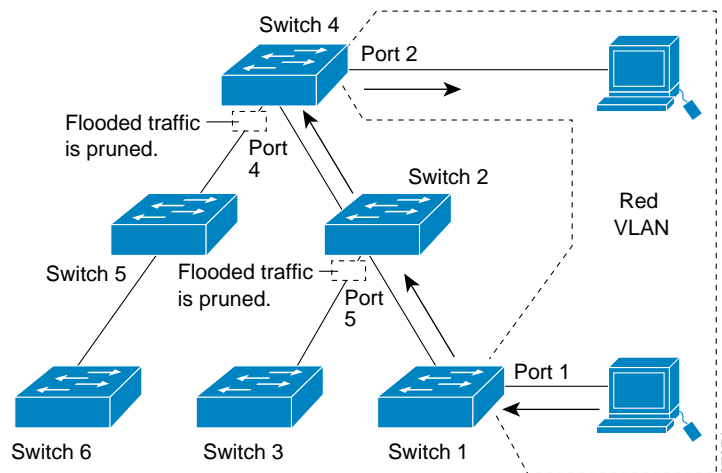


Figure 14-2 shows a switched network with VTP pruning enabled. The broadcast traffic from Switch 1 is not forwarded to Switches 3, 5, and 6 because traffic for the Red VLAN has been pruned on the links shown (Port 5 on Switch 2 and Port 4 on Switch 4).

Figure 14-2 Optimized Flooded Traffic with VTP Pruning



Enabling VTP pruning on a VTP server enables pruning for the entire management domain. Making VLANs pruning-eligible or pruning-ineligible affects pruning eligibility for those VLANs on that device only (not on all switches in the VTP domain). See the “[Enabling VTP Pruning](#)” section on page 14-13. VTP pruning takes effect several seconds after you enable it. VTP pruning does not prune traffic from VLANs that are pruning-ineligible. VLAN 1 and VLANs 1002 to 1005 are always pruning-ineligible; traffic from these VLANs cannot be pruned.

VTP pruning is not designed to function in VTP transparent mode. If one or more switches in the network are in VTP transparent mode, you should do one of these:

- Turn off VTP pruning in the entire network.
- Turn off VTP pruning by making all VLANs on the trunk of the switch upstream to the VTP transparent switch pruning ineligible.

To configure VTP pruning on an interface, use the **switchport trunk pruning vlan** interface configuration command (see the “[Changing the Pruning-Eligible List](#)” section on page 13-17). VTP pruning operates when an interface is trunking. You can set VLAN pruning-eligibility, whether or not VTP pruning is enabled for the VTP domain, whether or not any given VLAN exists, and whether or not the interface is currently trunking.

Configuring VTP

This section includes guidelines and procedures for configuring VTP. These sections are included:

- [Default VTP Configuration](#), page 14-6
- [VTP Configuration Options](#), page 14-7
- [VTP Configuration Guidelines](#), page 14-8
- [Configuring a VTP Server](#), page 14-9
- [Configuring a VTP Client](#), page 14-10
- [Disabling VTP \(VTP Transparent Mode\)](#), page 14-11
- [Enabling VTP Version 2](#), page 14-12
- [Enabling VTP Pruning](#), page 14-13
- [Adding a VTP Client Switch to a VTP Domain](#), page 14-13

Default VTP Configuration

[Table 14-2](#) shows the default VTP configuration.

Table 14-2 Default VTP Configuration

Feature	Default Setting
VTP domain name	Null
VTP mode	Server
VTP version 2 enable state	Version 2 is disabled
VTP password	None
VTP pruning	Disabled

VTP Configuration Options

You can configure VTP by using these configuration modes.

- [VTP Configuration in Global Configuration Mode, page 14-7](#)
- [VTP Configuration in VLAN Configuration Mode, page 14-7](#)

You access VLAN configuration mode by entering the **vlan database** privileged EXEC command.

For detailed information about **vtp** commands, refer to the command reference for this release.

VTP Configuration in Global Configuration Mode

You can use the **vtp** global configuration command to set the VTP password, the version, the VTP file name, the interface providing updated VTP information, the domain name, and the mode, and to disable or enable pruning. For more information about available keywords, refer to the command descriptions in the command reference for this release. The VTP information is saved in the VTP VLAN database. When VTP mode is transparent, the VTP domain name and mode are also saved in the switch running configuration file, and you can save it in the switch startup configuration file by entering the **copy running-config startup-config** privileged EXEC command. You must use this command if you want to save VTP mode as transparent, even if the switch resets.

When you save VTP information in the switch startup configuration file and reboot the switch, the switch configuration is determined as follows:

- If the VTP mode is transparent in the startup configuration and the VLAN database and the VTP domain name from the VLAN database matches that in the startup configuration file, the VLAN database is ignored (cleared), and the VTP and VLAN configurations in the startup configuration file are used. The VLAN database revision number remains unchanged in the VLAN database.
- If the VTP mode or domain name in the startup configuration do not match the VLAN database, the domain name and VTP mode and configuration for the first 1005 VLANs use the VLAN database information.
- If you use an older configuration file to boot up the switch, the configuration file does not contain VTP or VLAN information, and the switch uses the VLAN database configurations.

VTP Configuration in VLAN Configuration Mode

You can configure all VTP parameters in VLAN configuration mode, which you access by entering the **vlan database** privileged EXEC command. For more information about available keywords, refer to the **vtp** VLAN configuration command description in the command reference for this release. When you enter the **exit** command in VLAN configuration mode, it applies all the commands that you entered and updates the VLAN database. VTP messages are sent to other switches in the VTP domain, and the privileged EXEC mode prompt appears.

If VTP mode is transparent, the domain name and the mode (transparent) are saved in the switch running configuration, and you can save this information in the switch startup configuration file by entering the **copy running-config startup-config** privileged EXEC command.

VTP Configuration Guidelines

These sections describe guidelines you should follow when implementing VTP in your network.

Domain Names

When configuring VTP for the first time, you must always assign a domain name. You must configure all switches in the VTP domain with the same domain name. Switches in VTP transparent mode do not exchange VTP messages with other switches, and you do not need to configure a VTP domain name for them.

**Note**

If NVRAM and DRAM storage is sufficient, all switches in a VTP domain should be in VTP server mode.

**Caution**

Do not configure a VTP domain if all switches are operating in VTP client mode. If you configure the domain, it is impossible to make changes to the VLAN configuration of that domain. Make sure that you configure at least one switch in the VTP domain for VTP server mode.

Passwords

You can configure a password for the VTP domain, but it is not required. If you do configure a domain password, all domain switches must share the same password and you must configure the password on each switch in the management domain. Switches without a password or with the wrong password reject VTP advertisements.

If you configure a VTP password for a domain, a switch that is booted without a VTP configuration does not accept VTP advertisements until you configure it with the correct password. After the configuration, the switch accepts the next VTP advertisement that uses the same password and domain name in the advertisement.

If you are adding a new switch to an existing network with VTP capability, the new switch learns the domain name only after the applicable password has been configured on it.

**Caution**

When you configure a VTP domain password, the management domain does not function properly if you do not assign a management domain password to each switch in the domain.

VTP Version

Follow these guidelines when deciding which VTP version to implement:

- All switches in a VTP domain must run the same VTP version.
- A VTP version 2-capable switch can operate in the same VTP domain as a switch running VTP version 1 if version 2 is disabled on the version 2-capable switch (version 2 is disabled by default).

- Do not enable VTP version 2 on a switch unless all of the switches in the same VTP domain are version-2-capable. When you enable version 2 on a switch, all of the version-2-capable switches in the domain enable version 2. If there is a version 1-only switch, it does not exchange VTP information with switches with version 2 enabled.
- If there are TrBRF and TrCRF Token Ring networks in your environment, you must enable VTP version 2 for Token Ring VLAN switching to function properly. To run Token Ring and Token Ring-Net, disable VTP version 2.

Configuration Requirements

When you configure VTP, you must configure a trunk port so that the switch can send and receive VTP advertisements. For more information, see the [“Configuring VLAN Trunks” section on page 13-11](#).

If you are configuring VTP on a cluster member switch to a VLAN, use the **rcommand** privileged EXEC command to log into the member switch. For more information about the command, refer to the command reference for this release.

Configuring a VTP Server

When a switch is in VTP server mode, you can change the VLAN configuration and have it propagated throughout the network.

Beginning in privileged EXEC mode, follow these steps to configure the switch as a VTP server:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	vtp mode server	Configure the switch for VTP server mode (the default).
Step 3	vtp domain <i>domain-name</i>	Configure the VTP administrative-domain name. The name can be from 1 to 32 characters. All switches operating in VTP server or client mode under the same administrative responsibility must be configured with the same domain name.
Step 4	vtp password <i>password</i>	(Optional) Set the password for the VTP domain. The password can be from 8 to 64 characters. If you configure a VTP password, the VTP domain does not function properly if you do not assign the same password to each switch in the domain.
Step 5	end	Return to privileged EXEC mode.
Step 6	show vtp status	Verify your entries in the <i>VTP Operating Mode</i> and the <i>VTP Domain Name</i> fields of the display.

When you configure a domain name, it cannot be removed; you can only reassign a switch to a different domain.

To return the switch to a no-password state, use the **no vtp password** global configuration command.

This example shows how to use global configuration mode to configure the switch as a VTP server with the domain name *eng_group* and the password *mypassword*:

```
Switch# config terminal
Switch(config)# vtp mode server
```

```
Switch(config)# vtp domain eng_group
Switch(config)# vtp password mypassword
Switch(config)# end
```

You can also use VLAN configuration mode to configure VTP parameters. Beginning in privileged EXEC mode, follow these steps to use VLAN configuration mode to configure the switch as a VTP server:

	Command	Purpose
Step 1	vlan database	Enter VLAN configuration mode.
Step 2	vtp server	Configure the switch for VTP server mode (the default).
Step 3	vtp domain <i>domain-name</i>	Configure a VTP administrative-domain name. The name can be from 1 to 32 characters. All switches operating in VTP server or client mode under the same administrative responsibility must be configured with the same domain name.
Step 4	vtp password <i>password</i>	(Optional) Set a password for the VTP domain. The password can be from 8 to 64 characters. If you configure a VTP password, the VTP domain does not function properly if you do not assign the same password to each switch in the domain.
Step 5	exit	Update the VLAN database, propagate it throughout the administrative domain, and return to privileged EXEC mode.
Step 6	show vtp status	Verify your entries in the <i>VTP Operating Mode</i> and the <i>VTP Domain Name</i> fields of the display.

When you configure a domain name, it cannot be removed; you can only reassign a switch to a different domain.

To return the switch to a no-password state, use the **no vtp password** VLAN configuration command.

This example shows how to use VLAN configuration mode to configure the switch as a VTP server with the domain name *eng_group* and the password *mypassword*:

```
Switch# vlan database
Switch(vlan)# vtp server
Switch(vlan)# vtp domain eng_group
Switch(vlan)# vtp password mypassword
Switch(vlan)# exit
APPLY completed.
Exiting....
```

Configuring a VTP Client

When a switch is in VTP client mode, you cannot change its VLAN configuration. The client switch receives VTP updates from a VTP server in the VTP domain and then modifies its configuration accordingly.



Caution

If all switches are operating in VTP client mode, do not configure a VTP domain name. If you do, it is impossible to make changes to the VLAN configuration of that domain. Therefore, make sure you configure at least one switch as a VTP server.

Beginning in privileged EXEC mode, follow these steps to configure the switch as a VTP client:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	vtp mode client	Configure the switch for VTP client mode. The default setting is VTP server.
Step 3	vtp domain <i>domain-name</i>	(Optional) Enter the VTP administrative-domain name. The name can be from 1 to 32 characters. This should be the same domain name as the VTP server. All switches operating in VTP server or client mode under the same administrative responsibility must be configured with the same domain name.
Step 4	vtp password <i>password</i>	(Optional) Enter the password for the VTP domain.
Step 5	end	Return to privileged EXEC mode.
Step 6	show vtp status	Verify your entries in the <i>VTP Operating Mode</i> and the <i>VTP Domain Name</i> fields of the display.

Use the **no vtp mode** global configuration command to return the switch to VTP server mode. To return the switch to a no-password state, use the **no vtp password** global configuration command. When you configure a domain name, it cannot be removed; you can only reassign a switch to a different domain.



Note

You can also configure a VTP client by using the **vlan database** privileged EXEC command to enter VLAN configuration mode and entering the **vtp client** command, similar to the second procedure under “[Configuring a VTP Server](#)” section on page 14-9. Use the **no vtp client** VLAN configuration command to return the switch to VTP server mode or the **no vtp password** VLAN configuration command to return the switch to a no-password state. When you configure a domain name, it cannot be removed; you can only reassign a switch to a different domain.

Disabling VTP (VTP Transparent Mode)

When you configure the switch for VTP transparent mode, you disable VTP on the switch. The switch does not send VTP updates and does not act on VTP updates received from other switches. However, a VTP transparent switch running VTP version 2 does forward received VTP advertisements on all of its trunk links.

Beginning in privileged EXEC mode, follow these steps to configure VTP transparent mode and save the VTP configuration in the switch startup configuration file:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	vtp mode transparent	Configure the switch for VTP transparent mode (disable VTP).
Step 3	end	Return to privileged EXEC mode.

	Command	Purpose
Step 4	show vtp status	Verify your entries in the <i>VTP Operating Mode</i> and the <i>VTP Domain Name</i> fields of the display.
Step 5	copy running-config startup-config	(Optional) Save the configuration in the startup configuration file. Note Only VTP mode and domain name are saved in the switch running configuration and can be copied to the startup configuration file.

To return the switch to VTP server mode, use the **no vtp mode** global configuration command.

**Note**

You can also configure VTP transparent mode by using the **vlan database** privileged EXEC command to enter VLAN configuration mode and by entering the **vtp transparent** command, similar to the second procedure under the “[Configuring a VTP Server](#)” section on page 14-9. Use the **no vtp transparent** VLAN configuration command to return the switch to VTP server mode.

Enabling VTP Version 2

VTP version 2 is disabled by default on VTP version 2-capable switches. When you enable VTP version 2 on a switch, every VTP version 2-capable switch in the VTP domain enables version 2. You can only configure the version on switches in VTP server or transparent mode.

**Caution**

VTP version 1 and VTP version 2 are not interoperable on switches in the same VTP domain. Every switch in the VTP domain must use the same VTP version. Do not enable VTP version 2 unless every switch in the VTP domain supports version 2.

**Note**

In TrCRF and TrBRF Token ring environments, you must enable VTP version 2 for Token Ring VLAN switching to function properly. For Token Ring and Token Ring-Net media, VTP version 2 must be disabled.

For more information on VTP version configuration guidelines, see the “[VTP Version](#)” section on page 14-8.

Beginning in privileged EXEC mode, follow these steps to enable VTP version 2:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	vtp version 2	Enable VTP version 2 on the switch. VTP version 2 is disabled by default on VTP version 2-capable switches.
Step 3	end	Return to privileged EXEC mode.
Step 4	show vtp status	Verify that VTP version 2 is enabled in the <i>VTP V2 Mode</i> field of the display.

To disable VTP version 2, use the **no vtp version** global configuration command.

**Note**

You can also enable VTP version 2 by using the **vlan database** privileged EXEC command to enter VLAN configuration mode and entering the **vtp v2-mode** VLAN configuration command. To disable VTP version 2, use the **no vtp v2-mode** VLAN configuration command.

Enabling VTP Pruning

Pruning increases available bandwidth by restricting flooded traffic to those trunk links that the traffic must use to access the destination devices. You can only enable VTP pruning on a switch in VTP server mode.

Beginning in privileged EXEC mode, follow these steps to enable VTP pruning in the VTP domain:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	vtp pruning	Enable pruning in the VTP administrative domain. By default, pruning is disabled. You need to enable pruning on only one switch in VTP server mode.
Step 3	end	Return to privileged EXEC mode.
Step 4	show vtp status	Verify your entries in the <i>VTP Pruning Mode</i> field of the display.

To disable VTP pruning, use the **no vtp pruning** global configuration command.

**Note**

You can also enable VTP pruning by using the **vlan database** privileged EXEC command to enter VLAN configuration mode and entering the **vtp pruning** VLAN configuration command. To disable VTP pruning, use the **no vtp pruning** VLAN configuration command.

Pruning is supported with VTP version 1 and version 2. If you enable pruning on the VTP server, it is enabled for the entire VTP domain.

Only VLANs included in the pruning-eligible list can be pruned. By default, VLANs 2 through 1001 are pruning eligible on trunk ports. To change the pruning-eligible VLANs, see the [“Changing the Pruning-Eligible List” section on page 13-17](#).

Adding a VTP Client Switch to a VTP Domain

Before adding a VTP client to a VTP domain, always verify that its VTP configuration revision number is *lower* than the configuration revision number of the other switches in the VTP domain. Switches in a VTP domain always use the VLAN configuration of the switch with the highest VTP configuration revision number. If you add a switch that has a revision number higher than the revision number in the VTP domain, it can erase all VLAN information from the VTP server and VTP domain.

Beginning in privileged EXEC mode, follow these steps to verify and reset the VTP configuration revision number on a switch *before* adding it to a VTP domain:

	Command	Purpose
Step 1	show vtp status	Check the VTP configuration revision number. If the number is 0, add the switch to the VTP domain. If the number is greater than 0, follow these steps: <ol style="list-style-type: none"> a. Write down the domain name. b. Write down the configuration revision number. c. Continue with the next steps to reset the configuration revision number on the switch.
Step 2	configure terminal	Enter global configuration mode.
Step 3	vtp domain <i>domain-name</i>	Change the domain name from the original one displayed in Step 1 to a new name.
Step 4	end	The VLAN information on the switch is updated and the configuration revision number is reset to 0. You return to privileged EXEC mode.
Step 5	show vtp status	Verify that the configuration revision number has been reset to 0.
Step 6	configure terminal	Enter global configuration mode.
Step 7	vtp domain <i>domain-name</i>	Enter the original domain name on the switch.
Step 8	end	The VLAN information on the switch is updated, and you return to privileged EXEC mode.
Step 9	show vtp status	(Optional) Verify that the domain name is the same as in Step 1 and that the configuration revision number is 0.

You can also change the VTP domain name by entering the **vlan database** privileged EXEC command to enter VLAN configuration mode and by entering the **vtp domain** *domain-name* command. In this mode, you must enter the **exit** command to update VLAN information and return to privileged EXEC mode.

After resetting the configuration revision number, add the switch to the VTP domain.



Note

You can use the **vtp mode transparent** global configuration command or the **vtp transparent** VLAN configuration command to disable VTP on the switch, and then change its VLAN information without affecting the other switches in the VTP domain.

Monitoring VTP

You monitor VTP by displaying VTP configuration information: the domain name, the current VTP revision, and the number of VLANs. You can also display statistics about the advertisements sent and received by the switch.

Table 14-3 shows the privileged EXEC commands for monitoring VTP activity.

Table 14-3 VTP Monitoring Commands

Command	Purpose
show vtp status	Display the VTP switch configuration information.
show vtp counters	Display counters about VTP messages that have been sent and received.

This is an example of output from the **show vtp status** privileged EXEC command:

```
Switch# show vtp status
VTP Version                : 2
Configuration Revision     : 0
Maximum VLANs supported locally : 8
Number of existing VLANs   : 7
VTP Operating Mode         : Transparent
VTP Domain Name            : perd-group
VTP Pruning Mode           : Disabled
VTP V2 Mode                : Disabled
VTP Traps Generation       : Disabled
MD5 digest                 : 0x24 0x08 0x4C 0xB8 0xA7 0x9E 0x46 0x03
Configuration last modified by 172.20.139.142 at 3-6-93 17:17:40
```

This is an example of output from the **show vtp counters** privileged EXEC command:

```
Switch# show vtp counters

VTP statistics:
Summary advertisements received : 1671
Subset advertisements received : 8
Request advertisements received : 1
Summary advertisements transmitted : 1598
Subset advertisements transmitted : 9
Request advertisements transmitted : 0
Number of config revision errors : 0
Number of config digest errors : 0
Number of V1 summary errors : 0

VTP pruning statistics:

Trunk          Join Transmitted Join Received   Summary advts received from
-----          -----          -----          -----
non-pruning-capable device
Fa0/1          0              0              0
Fa0/2          0              0              0
```




Configuring Voice VLAN

This chapter describes how to configure the voice VLAN feature on your Catalyst 2940 switch. Voice VLAN is referred to as an *auxiliary VLAN* in the Catalyst 6000 family switch documentation.



Note

For complete syntax and usage information for the commands used in this chapter, refer to the command reference for this release.

This chapter consists of these sections:

- [Understanding Voice VLAN, page 15-1](#)
- [Configuring Voice VLAN, page 15-2](#)
- [Displaying Voice VLAN, page 15-6](#)

Understanding Voice VLAN

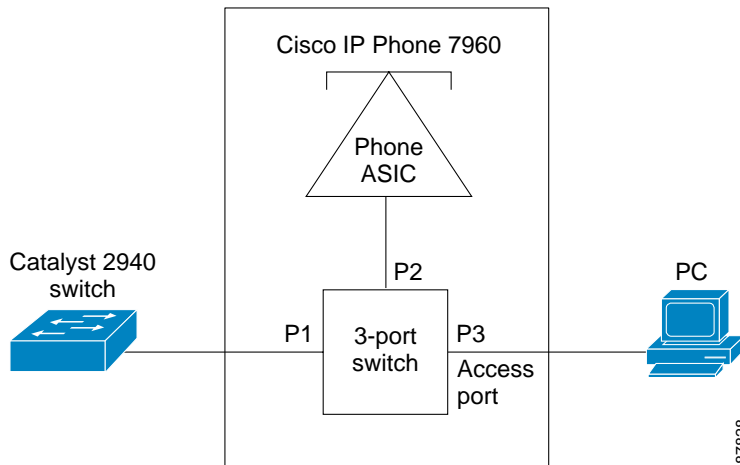
The voice VLAN feature enables access ports to carry IP voice traffic from an IP phone. The switch can connect to a Cisco 7960 IP Phone and carry IP voice traffic. Because the sound quality of an IP phone call can deteriorate if the data is unevenly sent, the switch supports quality of service (QoS) based on IEEE 802.1P class of service (CoS). QoS uses classification and scheduling to send network traffic from the switch in a predictable manner. For more information on QoS, see [Chapter 24, “Configuring QoS.”](#) The Cisco 7960 IP Phone is a configurable device, and you can configure it to forward traffic with an 802.1P priority. You can configure the switch to trust or override the traffic priority assigned by an IP Phone.

The Cisco 7960 IP Phone contains an integrated three-port 10/100 switch as shown in [Figure 15-1](#). The ports provide dedicated connections to these devices:

- Port 1 connects to the switch or other voice-over-IP (VoIP) device.
- Port 2 is an internal 10/100 interface that carries the IP phone traffic.
- Port 3 (access port) connects to a PC or other device.

Figure 15-1 shows one way to connect a Cisco 7960 IP Phone.

Figure 15-1 Cisco 7960 IP Phone Connected to a Switch



When the IP Phone connects to the switch, the access port (PC-to-telephone jack) of the IP phone can connect to a PC. Packets to and from the PC and to or from the IP phone share the same physical link to the switch and the same switch port. For deployment examples that use voice VLANs, refer to the “Network Configuration Examples” section on page 1-7.

Configuring Voice VLAN

This section describes how to configure voice VLAN on access ports. It contains this configuration information:

- [Default Voice VLAN Configuration, page 15-2](#)
- [Voice VLAN Configuration Guidelines, page 15-3](#)
- [Configuring a Port to Connect to a Cisco 7960 IP Phone, page 15-3](#)

Default Voice VLAN Configuration

The voice VLAN feature is disabled by default.

When the voice VLAN feature is enabled, all untagged traffic is sent according to the default CoS priority of the port.

The default CoS value is 0 for incoming traffic.

The CoS value is not trusted for 802.1P or 802.1Q tagged traffic.

The IP Phone overrides the priority of all incoming traffic (tagged and untagged) and sets the CoS value to 0.

Voice VLAN Configuration Guidelines

These are the voice VLAN configuration guidelines:

- You should configure voice VLAN on switch access ports.
- The Port Fast feature is automatically enabled when voice VLAN is configured. When you disable voice VLAN, the Port Fast feature is not automatically disabled.
- When you enable port security on an interface that is also configured with a voice VLAN, you must set the maximum allowed secure addresses on the port to at least two.
- If any type of port security is enabled on the access VLAN, dynamic port security is automatically enabled on the voice VLAN. You cannot configure port security on a per-VLAN basis.
- You cannot configure static secure or sticky secure MAC addresses on a voice VLAN.
- Voice VLAN ports can also be these port types:
 - Dynamic access port. See the [“Configuring Dynamic Access Ports on VMPS Clients”](#) section on page 13-26 for more information.
 - Secure port. See the [“Configuring Port Security”](#) section on page 17-5 for more information.
 - 802.1X authenticated port. See the [“Using 802.1X with Voice VLAN Ports”](#) section on page 8-5 for more information.
 - Protected port. See the [“Configuring Protected Ports”](#) section on page 17-4 for more information.

Configuring a Port to Connect to a Cisco 7960 IP Phone

Because a Cisco 7960 IP Phone also supports a connection to a PC or other device, a port connecting the switch to a Cisco 7960 IP Phone can carry mixed traffic.

You can configure the port to carry voice traffic in one of these ways:

- [Configuring Ports to Carry Voice Traffic in 802.1Q Frames, page 15-4](#)
- [Configuring Ports to Carry Voice Traffic in 802.1P Priority-Tagged Frames, page 15-4](#)

You can configure the IP phone to carry data traffic in one of these ways:

- [Overriding the CoS Priority of Incoming Data Frames, page 15-5](#)
- [Configuring the IP Phone to Trust the CoS Priority of Incoming Data Frames, page 15-5](#)

Configuring Ports to Carry Voice Traffic in 802.1Q Frames

Beginning in privileged EXEC mode, follow these steps to configure a port to carry voice traffic in 802.1Q frames for a specific VLAN:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Specify the interface connected to the IP phone, and enter interface configuration mode.
Step 3	switchport voice vlan <i>vlan-id</i>	Instruct the Cisco IP Phone to forward all voice traffic through the specified VLAN. By default, the Cisco IP Phone forwards the voice traffic with an 802.1Q priority of 5. Valid VLAN IDs are from 1 to 1005.
Step 4	end	Return to privileged EXEC mode.
Step 5	show interfaces <i>interface-id</i> switchport	Verify your voice VLAN entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To remove voice VLAN, use the **no switchport voice vlan** interface configuration command or the **switchport voice vlan none** interface configuration command.

Configuring Ports to Carry Voice Traffic in 802.1P Priority-Tagged Frames

Beginning in privileged EXEC mode, follow these steps to configure a port to instruct the IP phone to give voice traffic a higher priority and to forward all traffic through the native VLAN.

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Specify the interface connected to the IP phone, and enter interface configuration mode.
Step 3	switchport voice vlan dot1p	Instruct the switch port to use 802.1P priority tagging for voice traffic and to use the default native VLAN (VLAN 0) to carry all traffic. By default, the Cisco IP phone forwards the voice traffic with an 802.1P priority of 5.
Step 4	end	Return to privileged EXEC mode.
Step 5	show interfaces <i>interface-id</i> switchport	Verify your voice VLAN entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return the port to its default setting, use the **no switchport voice vlan** interface configuration command.

Overriding the CoS Priority of Incoming Data Frames

You can connect a PC or other data device to a Cisco 7960 IP Phone port. The PC can generate packets with an assigned CoS value. You can configure the switch to override the priority of frames arriving on the IP phone port from connected devices.

Beginning in privileged EXEC mode, follow these steps to override the CoS priority received from the nonvoice port on the Cisco 7960 IP Phone:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface connected to the IP phone.
Step 3	switchport priority extend cos <i>value</i>	Set the IP phone access port to override the priority received from the PC or the attached device. The CoS value is a number from 0 to 7. Seven is the highest priority. The default is 0.
Step 4	end	Return to privileged EXEC mode.
Step 5	show interfaces <i>interface-id</i> switchport	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

Use the **no switchport priority extend** interface configuration command or the **switchport priority extend cos 0** interface configuration command to return the port to its default setting.

Configuring the IP Phone to Trust the CoS Priority of Incoming Data Frames

You can connect a PC or other data device to a Cisco 7960 IP Phone port. The PC can generate packets with an assigned CoS value. You can configure the switch to trust the priority of frames arriving on the IP phone port from connected devices.

Beginning in privileged EXEC mode, follow these steps to trust the CoS priority received from the nonvoice port on the Cisco 7960 IP Phone:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface connected to the IP phone.
Step 3	switchport priority extend trust	Set the IP phone access port to trust the priority received from the PC or the attached device.
Step 4	end	Return to privileged EXEC mode.
Step 5	show interfaces <i>interface-id</i> switchport	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return the port to its default setting, use the **no switchport priority extend** interface configuration command or the **switchport priority extend cos 0** interface configuration command.

Displaying Voice VLAN

To display voice VLAN for an interface, use the **show interfaces *interface-id* switchport** privileged EXEC command.

For detailed information about the fields in the display, refer to the command reference for this release.



Configuring IGMP Snooping and MVR

This chapter describes how to configure Internet Group Management Protocol (IGMP) snooping on your Catalyst 2940 switch, including an application of local IGMP snooping, Multicast VLAN Registration (MVR). It also includes procedures for controlling multicast group membership by using IGMP filtering and procedures for configuring the IGMP throttling action.



Note

For complete syntax and usage information for the commands used in this chapter, refer to the switch command reference for this release and the *Cisco IOS Release Network Protocols Command Reference, Part 1, for Release 12.1*.

This chapter consists of these sections:

- [Understanding IGMP Snooping, page 16-1](#)
- [Configuring IGMP Snooping, page 16-6](#)
- [Displaying IGMP Snooping Information, page 16-12](#)
- [Understanding Multicast VLAN Registration, page 16-14](#)
- [Configuring MVR, page 16-16](#)
- [Displaying MVR Information, page 16-20](#)
- [Configuring IGMP Filtering and Throttling, page 16-21](#)
- [Displaying IGMP Filtering and Throttling Configuration, page 16-27](#)



Note

For MAC addresses that map to IP multicast groups, you can either manage them through features such as IGMP snooping and MVR, or you can use static MAC addresses. However, you cannot use both methods simultaneously. Therefore, before using IGMP snooping or MVR, you should remove all statically configured MAC addresses that map to IP multicast groups.

Understanding IGMP Snooping

Layer 2 switches can use IGMP snooping to constrain the flooding of multicast traffic by dynamically configuring Layer 2 interfaces so that multicast traffic is forwarded to only those interfaces associated with IP multicast devices. As the name implies, IGMP snooping requires the LAN switch to snoop on the IGMP transmissions between the host and the router and to keep track of multicast groups and member ports. When the switch receives an IGMP report from a host for a particular multicast group,

the switch adds the host port number to the forwarding table entry; when it receives an IGMP Leave Group message from a host, it removes the host port from the table entry. It also periodically deletes entries if it does not receive IGMP membership reports from the multicast clients.



Note

For more information on IP multicast and IGMP, refer to RFC 1112 and RFC 2236.

The multicast router sends out periodic IGMP general queries to all VLANs. When IGMP snooping is enabled, the switch responds to the router queries with only one join request per MAC multicast group, and the switch creates one entry per VLAN in the Layer 2 forwarding table for each MAC group from which it receives an IGMP join request. All hosts interested in this multicast traffic send join requests and are added to the forwarding table entry.

Layer 2 multicast groups learned through IGMP snooping are dynamic. However, you can statically configure MAC multicast groups by using the **ip igmp snooping vlan static** global configuration command. If you specify group membership for a multicast group address statically, your setting supersedes any automatic manipulation by IGMP snooping. Multicast group membership lists can consist of both user-defined and IGMP snooping-learned settings.

If a port spanning-tree, a port group, or a VLAN ID change occurs, the IGMP snooping-learned multicast groups from this port on the VLAN are deleted.

The switches support a maximum of 255 IP multicast groups.

These sections describe characteristics of IGMP snooping on the switch:

- [IGMP Versions, page 16-2](#)
- [Joining a Multicast Group, page 16-3](#)
- [Leaving a Multicast Group, page 16-4](#)
- [Immediate-Leave Processing, page 16-5](#)
- [IGMP Report Suppression, page 16-5](#)
- [Source-Only Networks, page 16-5](#)

IGMP Versions

The switch supports IGMP version 1, IGMP version 2, and IGMP version 3. These versions are interoperable on the switch. For example, if IGMP snooping is enabled on an IGMPv2 switch and the switch receives an IGMPv3 report from a host, the switch can forward the IGMPv3 report to the multicast router.



Note

The switches support IGMPv3 snooping based only on the destination multicast MAC address. They do not support snooping based on the source MAC address or on proxy reports.

An IGMPv3 switch supports Basic IGMPv3 Snooping Support (BISS), which includes support for the snooping features on IGMPv1 and IGMPv2 switches and for IGMPv3 membership report messages. BISS constrains the flooding of multicast traffic when your network includes IGMPv3 hosts. It constrains traffic to approximately the same set of ports as the IGMP snooping feature on IGMPv2 or IGMPv1 hosts.



Note

IGMPv3 join and leave messages are not supported on switches running IGMP filtering or MVR.

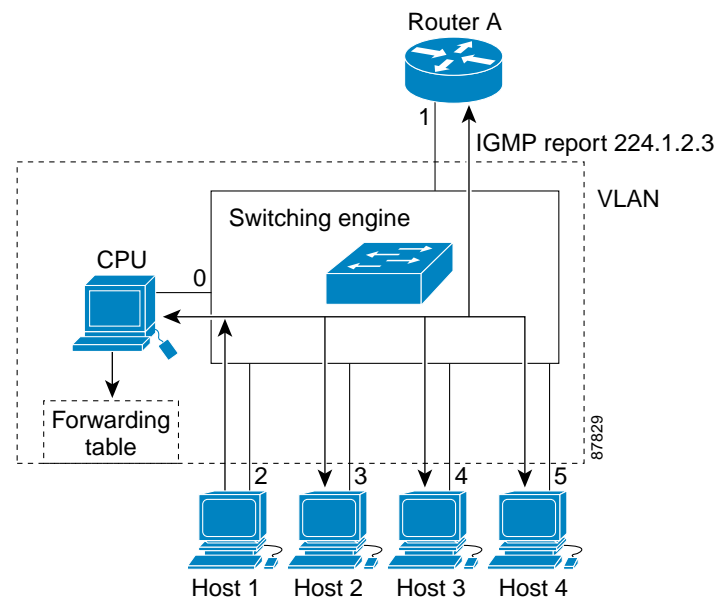
An IGMPv3 switch can receive messages from and forward messages to a device running the Source Specific Multicast (SSM) feature. For more information, refer to the “Configuring IP Multicast Layer 3 Switching” chapter in the *Catalyst 4500 Series Switch Cisco IOS Software Configuration Guide, Cisco IOS Release 12.1(12c)EW* at this URL:

http://www.cisco.com/univercd/cc/td/doc/product/lan/cat4000/12_1_12/config/mcastmls.htm

Joining a Multicast Group

When a host connected to the switch wants to join an IP multicast group, it sends an unsolicited IGMP join message, specifying the IP multicast group to join. Alternatively, when the switch receives a general query from the router, it forwards the query to all ports in the VLAN. Hosts wanting to join the multicast group respond by sending a join message to the switch. The switch CPU creates a multicast forwarding-table entry for the group if it is not already present. The CPU also adds the interface where the join message was received to the forwarding-table entry. The host associated with that interface receives multicast traffic for that multicast group. See [Figure 16-1](#).

Figure 16-1 Initial IGMP Join Message



Router A sends a general query to the switch, which forwards the query to ports 2 through 5, all members of the same VLAN. Host 1 wants to join multicast group 224.1.2.3 and multicasts an IGMP membership report (IGMP join message) to the group with the equivalent MAC destination address of 0x0100.5E01.0203. When the CPU receives the IGMP report multicast by Host 1, the CPU uses the information in the IGMP report to set up a forwarding-table entry, as shown in [Table 16-1](#), that includes the port numbers of Host 1, the router, and the switch internal CPU.

Table 16-1 IGMP Snooping Forwarding Table

Destination Address	Type of Packet	Ports
0100.5exx.xxxx	IGMP	0
0100.5e01.0203	!IGMP	1, 2

Note that the switch hardware can distinguish IGMP information packets from other packets for the multicast group.

- The first entry in the table tells the switching engine to send IGMP packets to only the switch CPU. This prevents the CPU from becoming overloaded with multicast frames.
- The second entry tells the switching engine to send frames addressed to the 0x0100.5E01.0203 multicast MAC address that are not IGMP packets (!IGMP) to the router and to the host that has joined the group.

If another host (for example, Host 4) sends an unsolicited IGMP join message for the same group (Figure 16-2), the CPU receives that message and adds the port number of Host 4 to the forwarding table as shown in Table 16-2. Note that because the forwarding table directs IGMP messages to only the CPU, the message is not flooded to other ports on the switch. Any known multicast traffic is forwarded to the group and not to the CPU. Any unknown multicast traffic is flooded to the VLAN and sent to the CPU until it becomes known.

Figure 16-2 Second Host Joining a Multicast Group

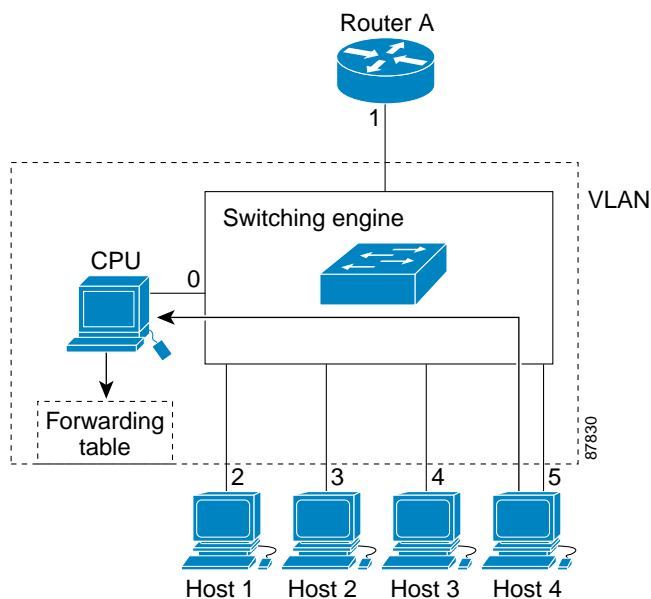


Table 16-2 Updated IGMP Snooping Forwarding Table

Destination Address	Type of Packet	Ports
0100.5exx.xxxx	IGMP	0
0100.5e01.0203	!IGMP	1, 2, 5

Leaving a Multicast Group

The router sends periodic multicast general queries and the switch forwards these queries through all ports in the VLAN. Interested hosts respond to the queries. If at least one host in the VLAN wishes to receive multicast traffic, the router continues forwarding the multicast traffic to the VLAN. The switch forwards multicast group traffic to only those hosts listed in the forwarding table for that Layer 2 multicast group.

When hosts want to leave a multicast group, they can either silently leave, or they can send a leave message. When the switch receives a leave message from a host, it sends out a MAC-based general query to determine if any other devices connected to that interface are interested in traffic for the specific multicast group. The switch then updates the forwarding table for that MAC group so that only those hosts interested in receiving multicast traffic for the group are listed in the forwarding table. If the router receives no reports from a VLAN, it removes the group for the VLAN from its IGMP cache.

Immediate-Leave Processing

Immediate Leave is only supported with IGMPv2 hosts.

The switch uses IGMP snooping Immediate-Leave processing to remove from the forwarding table an interface that sends a leave message without the switch sending MAC-based general queries to the interface. The VLAN interface is pruned from the multicast tree for the multicast group specified in the original leave message. Immediate-Leave processing ensures optimal bandwidth management for all hosts on a switched network, even when multiple multicast groups are simultaneously in use.



Note

You should only use the Immediate-Leave processing feature on VLANs where a single host is connected to each port. If Immediate Leave is enabled in VLANs where more than one host is connected to a port, some hosts might inadvertently be dropped.

IGMP Report Suppression



Note

IGMP report suppression is supported only when the multicast query has IGMPv1 and IGMPv2 reports. This feature is not supported when the query includes IGMPv3 reports.

The switch uses IGMP report suppression to forward only one IGMP report per multicast router query to multicast devices. When IGMP router suppression is enabled (the default), the switch sends the first IGMP report from all hosts for a group to all the multicast routers. The switch does not send the remaining IGMP reports for the group to the multicast routers. This feature prevents duplicate reports from being sent to the multicast devices.

If the multicast router query includes requests only for IGMPv1 and IGMPv2 reports, the switch forwards only the first IGMPv1 or IGMPv2 report from all hosts for a group to all the multicast routers.

If the multicast router query also includes requests for IGMPv3 reports, the switch forwards all IGMPv1, IGMPv2, and IGMPv3 reports for a group to the multicast devices.

If you disable IGMP report suppression, all IGMP reports are forwarded to the multicast routers.

Source-Only Networks

In a source-only network, switch ports are connected to multicast source ports and multicast router ports. The switch ports are not connected to hosts that send IGMP join or leave messages.

The switch learns about IP multicast groups from the IP multicast data stream by using the source-only learning method. The switch forwards traffic only to the multicast router ports.

The default learning method is IP multicast-source-only learning. You can disable IP multicast-source-only learning by using the **no ip igmp snooping source-only-learning** global configuration command.

By default, the switch ages out forwarding-table entries that were learned by the source-only learning method and that are not in use. If the aging time is too long or is disabled, the forwarding table is filled with unused entries that the switch learned by using source-only learning or by using the IGMP join messages. When the switch receives traffic for new IP multicast groups, it floods the packet to all ports in the same VLAN. This unnecessary flooding can impact switch performance.

If aging is disabled and you want to delete multicast addresses that the switch learned by using source-only learning, re-enable aging of the forwarding-table entries. The switch can now age out the multicast addresses that were learned by the source-only learning method and that are not in use.

Configuring IGMP Snooping

IGMP snooping allows switches to examine IGMP packets and make forwarding decisions based on their content.

These sections describe how to configure IGMP snooping:

- [Default IGMP Snooping Configuration, page 16-6](#)
- [Enabling or Disabling IGMP Snooping, page 16-7](#)
- [Setting the Snooping Method, page 16-7](#)
- [Configuring a Multicast Router Port, page 16-8](#)
- [Configuring a Host Statically to Join a Group, page 16-9](#)
- [Enabling IGMP Immediate-Leave Processing, page 16-10](#)
- [Disabling IP Multicast-Source-Only Learning, page 16-11](#)
- [Configuring the Aging Time, page 16-12](#)

Default IGMP Snooping Configuration

Table 16-3 shows the default IGMP snooping configuration.

Table 16-3 Default IGMP Snooping Configuration

Feature	Default Setting
IGMP snooping	Enabled globally and per VLAN.
Multicast routers	None configured.
Multicast router learning (snooping) method	PIM-DVMRP.
IGMP snooping Immediate Leave	Disabled.
Static groups	None configured.
IP multicast-source-only learning	Enabled.
Aging forward-table entries (when source-only learning is enabled)	Enabled. The default is 600 seconds (10 minutes).
IGMP report suppression	Enabled.

Enabling or Disabling IGMP Snooping

By default, IGMP snooping is globally enabled on the switch. When globally enabled or disabled, it is also enabled or disabled in all existing VLAN interfaces. IGMP snooping is by default enabled on all VLANs, but can be enabled and disabled on a per-VLAN basis.

Global IGMP snooping overrides the VLAN IGMP snooping. If global snooping is disabled, you cannot enable VLAN snooping. If global snooping is enabled, you can enable or disable VLAN snooping.

Beginning in privileged EXEC mode, follow these steps to globally enable IGMP snooping on the switch:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	ip igmp snooping	Globally enable IGMP snooping in all existing VLAN interfaces.
Step 3	end	Return to privileged EXEC mode.
Step 4	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To globally disable IGMP snooping on all VLAN interfaces, use the **no ip igmp snooping** global configuration command.

Beginning in privileged EXEC mode, follow these steps to enable IGMP snooping on a VLAN interface:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	ip igmp snooping vlan <i>vlan-id</i>	Enable IGMP snooping on the VLAN interface.
Step 3	end	Return to privileged EXEC mode.
Step 4	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable IGMP snooping on a VLAN interface, use the **no ip igmp snooping vlan *vlan-id*** global configuration command for the specified VLAN number.

Setting the Snooping Method

Multicast-capable router ports are added to the forwarding table for every Layer 2 multicast entry. The switch learns of such ports through one of these methods:

- Snooping on IGMP queries, Protocol Independent Multicast (PIM) packets, and Distance Vector Multicast Routing Protocol (DVMRP) packets
- Listening to Cisco Group Management Protocol (CGMP) packets from other routers
- Statically connecting to a multicast router port with the **ip igmp snooping mrouter** global configuration command

You can configure the switch either to snoop on IGMP queries and PIM/DVMRP packets or to listen to CGMP self-join or proxy-join packets. By default, the switch snoops on PIM/DVMRP packets on all VLANs. To learn of multicast router ports through only CGMP packets, use the **ip igmp snooping vlan *vlan-id* mrouter learn cgmp** global configuration command. When this command is entered, the router

listens to only CGMP self-join and CGMP proxy-join packets and no other CGMP packets. To learn of multicast router ports through only PIM-DVMRP packets, use the **ip igmp snooping vlan *vlan-id* mrouter learn pim-dvmrp** global configuration command.

Beginning in privileged EXEC mode, follow these steps to alter the method in which a VLAN interface dynamically accesses a multicast router:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	ip igmp snooping vlan <i>vlan-id</i> mrouter learn {cgmp pim-dvmrp}	Enable IGMP snooping on a VLAN. The VLAN ID range is 1 to 1005. Specify the multicast router learning method: <ul style="list-style-type: none"> • cgmp—Listen for CGMP packets. This method is useful for reducing control traffic. • pim-dvmrp—Snoop on IGMP queries and PIM-DVMRP packets. This is the default.
Step 3	end	Return to privileged EXEC mode.
Step 4	show ip igmp snooping	Verify the configuration.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

This example shows how to configure IGMP snooping to use CGMP packets as the learning method:

```
Switch# configure terminal
Switch(config)# ip igmp snooping vlan 1 mrouter learn cgmp
Switch(config)# end
Switch# show ip igmp snooping vlan 1
Global IGMP Snooping configuration:
-----
IGMP snooping                :Enabled
IGMPv3 snooping (minimal)    :Enabled
Report suppression           :Enabled
TCN solicit query            :Disabled
TCN flood query count        :2

Vlan 1:
-----
IGMP snooping                :Enabled
Immediate leave               :Disabled
Multicast router learning mode :pim-dvmrp
Source only learning age timer :10
CGMP interoperability mode    :IGMP_ONLY
```

To return to the default learning method, use the **no ip igmp snooping vlan *vlan-id* mrouter learn cgmp** global configuration command.

Configuring a Multicast Router Port

To add a multicast router port (add a static connection to a multicast router), use the **ip igmp snooping vlan mrouter** global configuration command on the switch.

Beginning in privileged EXEC mode, follow these steps to enable a static connection to a multicast router:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	ip igmp snooping vlan <i>vlan-id</i> mrouter interface <i>interface-id</i>	Specify the multicast router VLAN ID and specify the interface to the multicast router. For the VLAN ID, the range is 1 to 1005.
Step 3	end	Return to privileged EXEC mode.
Step 4	show ip igmp snooping mrouter [vlan <i>vlan-id</i>]	Verify that IGMP snooping is enabled on the VLAN interface.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To remove a multicast router port from the VLAN, use the **no ip igmp snooping vlan *vlan-id* mrouter interface *interface-id*** global configuration command.

This example shows how to enable a static connection to a multicast router and verify the configuration:

```
Switch# configure terminal
Switch(config)# ip igmp snooping vlan 200 mrouter interface gigabitethernet0/1
Switch(config)# end
Switch# show ip igmp snooping mrouter vlan 200
vlan                ports
-----+-----
200                  Gi0/1(static)
```

Configuring a Host Statically to Join a Group

Hosts or Layer 2 ports normally join multicast groups dynamically, but you can also statically configure a host on an interface.

Beginning in privileged EXEC mode, follow these steps to add a Layer 2 port as a member of a multicast group:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode
Step 2	ip igmp snooping vlan <i>vlan-id</i> static mac-address interface <i>interface-id</i>	Statically configure a Layer 2 port as a member of a multicast group: <ul style="list-style-type: none"> • <i>vlan-id</i> is the multicast group VLAN ID. • <i>mac-address</i> is the group MAC address. • <i>interface-id</i> is the member port.
Step 3	end	Return to privileged EXEC mode.
Step 4	show ip igmp snooping mrouter vlan <i>vlan-id</i> or show mac address-table multicast vlan <i>vlan-id</i>	Verify that the member port is a member of the VLAN multicast group. Verify the member port and the MAC address
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To remove the Layer 2 port from the multicast group, use the **no ip igmp snooping vlan *vlan-id* static mac-address interface *interface-id*** global configuration command.

This example shows how to statically configure a host on an interface and verify the configuration:

```
Switch# configure terminal
Switch(config)# ip igmp snooping vlan 1 static 0100.5e00.0203 interface gigabitethernet0/1
Switch(config)# end
Switch# show mac address-table multicast vlan 1
Vlan    Mac Address          Type    Ports
----    -
1       0100.5e00.0203      USER   Gi0/1
```

Enabling IGMP Immediate-Leave Processing

When you enable IGMP Immediate-Leave processing, the switch immediately removes a port when it detects an IGMP version 2 leave message on that port. You should use the Immediate-Leave feature only when there is a single receiver present on every port in the VLAN.

Immediate Leave is supported with only IGMP version 2 hosts.

Beginning in privileged EXEC mode, follow these steps to enable IGMP Immediate-Leave processing:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode
Step 2	ip igmp snooping vlan <i>vlan-id</i> immediate-leave	Enable IGMP Immediate-Leave processing on the VLAN interface.
Step 3	end	Return to privileged EXEC mode.
Step 4	show ip igmp snooping vlan <i>vlan-id</i>	Verify that Immediate Leave is enabled on the VLAN.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable IGMP Immediate-Leave on a VLAN, use the **no ip igmp snooping vlan *vlan-id* immediate-leave** global configuration command.

This example shows how to enable IGMP immediate-leave processing on VLAN 130:

```
Switch# configure terminal
Switch(config)# ip igmp snooping vlan 130 immediate-leave
Switch(config)# end
```

Disabling IGMP Report Suppression

IGMP report suppression is enabled by default. When it is enabled, the switch forwards only one IGMP report per multicast router query. When report suppression is disabled, all IGMP reports are forwarded to the multicast routers.



Note

IGMP report suppression is supported only when the multicast query has IGMPv1 and IGMPv2 reports. This feature is not supported when the query includes IGMPv3 reports.

Beginning in privileged EXEC mode, follow these steps to disable IGMP report suppression:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	no ip igmp snooping report-suppression	Disable IGMP report suppression.
Step 3	end	Return to privileged EXEC mode.
Step 4	show ip igmp snooping	Verify that IGMP report suppression is disabled.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To re-enable IGMP report suppression, use the **ip igmp snooping report-suppression** global configuration command.

Disabling IP Multicast-Source-Only Learning

The IP multicast-source-only learning method is enabled by default. The switch learns the IP multicast group from the IP multicast data stream and only forwards traffic to the multicast router ports.

If IP multicast-source-only learning is disabled by using the **ip igmp snooping source-only-learning** global configuration command, the switch floods unknown multicast traffic to the VLAN and sends the traffic to the CPU until the traffic becomes known. When the switch receives an IGMP report from a host for a particular multicast group, the switch forwards traffic from this multicast group only to the multicast router ports.



Note

We strongly recommend that you do not disable IP multicast-source-only learning. IP multicast-source-only learning should be disabled only if your network is not composed of IP multicast-source-only networks and if disabling this learning method improves the network performance.

Beginning in privileged EXEC mode, follow these steps to disable IP multicast-source-only learning:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode
Step 2	no ip igmp snooping source-only-learning	Disable IP multicast-source-only learning.
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config include source-only-learning	Verify that IP multicast-source-only learning is disabled.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To enable IP multicast-source-only learning, use the **ip igmp snooping source-only-learning** global configuration command.

This example shows how to disable IP multicast-source-only learning and verify the configuration:

```
Switch# configure terminal
Switch(config)# no ip igmp snooping source-only-learning
Switch(config)# end
Switch# show running-config | include source-only-learning
```

```

Current configuration : 1972 bytes
!
version 12.1
no service pad
service timestamps debug uptime
service timestamps log uptime
no service password-encryption
!
hostname Switch
!
enable password my_password
!
ip subnet-zero
no ip igmp snooping source-only-learning
!
!
spanning-tree extend system-id
no spanning-tree vlan 1
!
!
interface FastEthernet0/1
 no ip address
!
<output truncated>

```

Configuring the Aging Time

You can set the aging time for forwarding-table entries that the switch learns by using the IP multicast-source-only learning method.

Beginning in privileged EXEC mode, follow these steps to configure the aging time:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode
Step 2	ip igmp snooping source-only-learning age-timer <i>time</i>	Set the aging time. The range is from 0 to 2880 seconds. The default is 600 seconds (10 minutes).
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config include source-only-learning	Verify the aging time.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable the aging of the forwarding table entries, enter the **ip igmp snooping source-only-learning age-timer 0** global configuration command.

If you disable source-only learning by using the **no ip igmp snooping source-only learning** global configuration command and the aging time is enabled, it has no effect on the switch.

Displaying IGMP Snooping Information

You can display IGMP snooping information for dynamically learned and statically configured router ports and VLAN interfaces. You can also display MAC address multicast entries for a VLAN configured for IGMP snooping.

To display IGMP snooping information, use one or more of the privileged EXEC commands in [Table 16-4](#).

Table 16-4 Commands for Displaying IGMP Snooping Information

Command	Purpose
show ip igmp snooping [vlan <i>vlan-id</i>]	Display the snooping configuration information for all VLANs on the switch or for a specified VLAN. (Optional) Enter vlan <i>vlan-id</i> to display information for a single VLAN.
show ip igmp snooping group [vlan <i>vlan-id</i>]	Display information about the IGMP multicast groups, the compatibility mode, and the ports that are associated with each group. (Optional) Enter vlan <i>vlan-id</i> to display information for a single VLAN.
show ip igmp snooping mrouter [vlan <i>vlan-id</i>]	Display information on dynamically learned and manually configured multicast router interfaces. Note When you enable IGMP snooping, the switch automatically learns the interface to which a multicast router is connected. These are dynamically learned interfaces. (Optional) Enter vlan <i>vlan-id</i> to display information for a single VLAN.
show ip igmp snooping querier [vlan <i>vlan-id</i>]	Display information about the IGMP version that an interface supports. (Optional) Enter vlan <i>vlan-id</i> to display information for a single VLAN.
show mac address-table multicast [vlan <i>vlan-id</i>] [user igmp-snooping] [count]	Display the Layer 2 MAC address table entries for a VLAN. The keywords are all optional and limit the display as shown: <ul style="list-style-type: none"> • vlan <i>vlan-id</i>—Displays only the specified multicast group VLAN. • user—Displays only the user-configured multicast entries. • igmp-snooping—Displays only entries learned through IGMP snooping. • count—Displays only the total number of entries for the selected criteria, not the actual entries.

For more information about the keywords and options in these commands, refer to the command reference for this release.

For examples of output from the commands in [Table 16-4](#), refer to the command reference for this release.

Understanding Multicast VLAN Registration

Multicast VLAN Registration (MVR) is designed for applications using wide-scale deployment of multicast traffic across an Ethernet ring-based service provider network (for example, the broadcast of multiple television channels over a service-provider network). MVR allows a subscriber on a port to subscribe and unsubscribe to a multicast stream on the network-wide multicast VLAN. It allows the single multicast VLAN to be shared in the network while subscribers remain in separate VLANs. MVR provides the ability to continuously send multicast streams in the multicast VLAN, but to isolate the streams from the subscriber VLANs for bandwidth and security reasons.

MVR assumes that subscriber ports subscribe and unsubscribe (join and leave) these multicast streams by sending out IGMP join and leave messages. These messages can originate from an IGMP version-2-compatible host with an Ethernet connection. Although MVR operates on the underlying mechanism of IGMP snooping, the two features operate independently of each other. One can be enabled or disabled without affecting the behavior of the other feature. However, if IGMP snooping and MVR are both enabled, MVR reacts only to join and leave messages from multicast groups configured under MVR. Join and leave messages from all other multicast groups are managed by IGMP snooping.

The switch CPU identifies the MVR IP multicast streams and their associated MAC addresses in the switch forwarding table, intercepts the IGMP messages, and modifies the forwarding table to include or remove the subscriber as a receiver of the multicast stream, even though the receivers might be in a different VLAN from the source. This forwarding behavior selectively allows traffic to cross between different VLANs.

The switch has these modes of MVR operation: dynamic and compatible.

- When operating in MVR dynamic mode, the switch performs standard IGMP snooping. IGMP information packets are sent to the switch CPU, but multicast data packets are not sent to the CPU. Dynamic mode allows the multicast router to run normally because the switch sends the IGMP join messages to the router, and the router forwards multicast streams for a particular group to an interface only if it has received a join message from the interface for the group. Receiver ports are treated as members of the multicast VLAN for MVR multicast control and data traffic. IGMP reports for MVR groups are sent out source ports in the multicast VLAN.
- When in MVR compatible mode, MVR on the Catalyst 2940 switch interoperates with MVR on Catalyst 3500 XL and Catalyst 2900 XL switches. It works the same as dynamic mode for all multicast data packets and IGMP query and leave packets. However, received IGMP report packets for MVR groups are not sent out on the multicast VLAN source ports. In contrast to dynamic mode, the switch does not send join messages to the router. The router must be statically configured for the interface to receive the multicast stream. Therefore, in this mode, MVR does not support dynamic membership joins on source ports.



Note

IGMPv3 join and leave messages are not supported on switches running MVR.

Using MVR in a Multicast Television Application

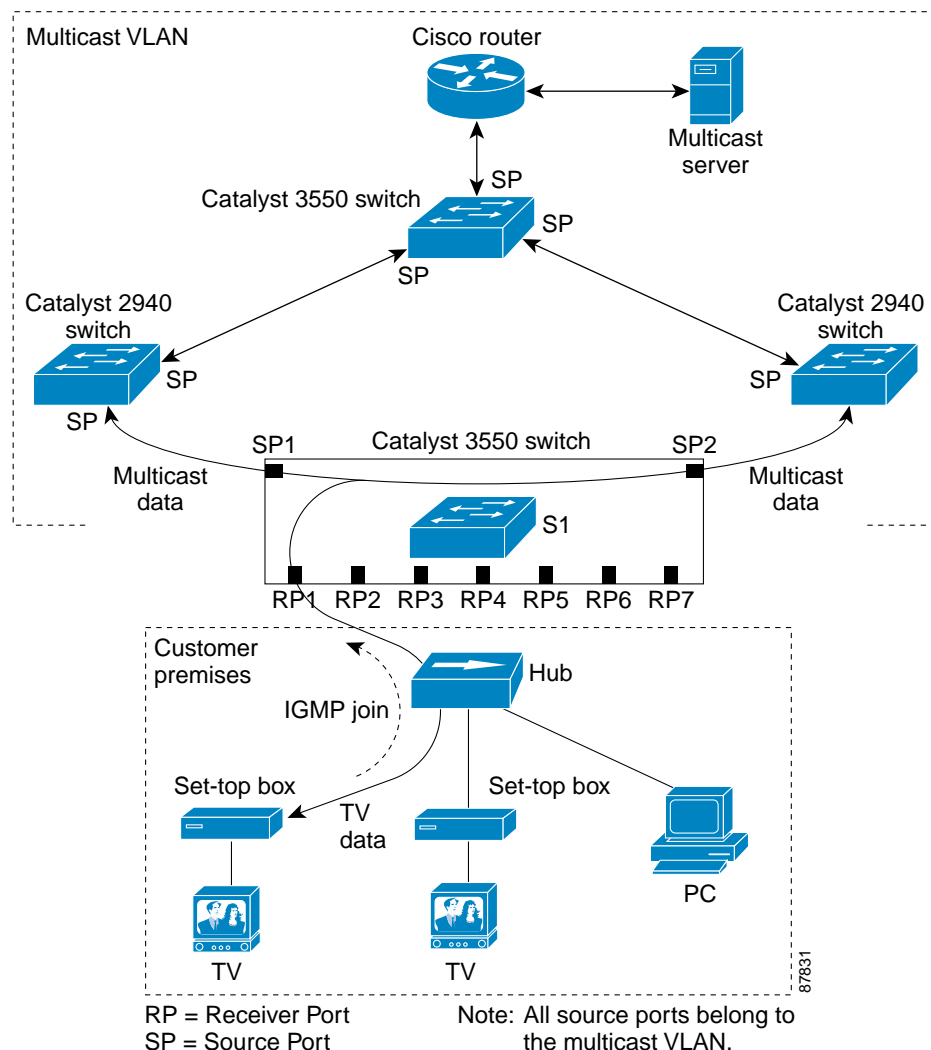
In a multicast television application, a PC or a television with a set-top box can receive the multicast stream. Multiple set-top boxes or PCs can be connected to one subscriber port, which is a switch port configured as an MVR receiver port. See [Figure 16-3](#). DHCP assigns an IP address to the set-top box or the PC. When a subscriber selects a channel, the set-top box or PC sends an IGMP report to the S1 switch to join the appropriate multicast. If the IGMP report matches one of the configured multicast MAC addresses, the switch CPU modifies the hardware address table to include this receiver port and VLAN

as a forwarding destination of the specified multicast stream when it is received from the multicast VLAN. Uplink ports that send and receive multicast data to and from the multicast VLAN are called MVR source ports.

When a subscriber changes channels or turns off the television, the set-top box sends an IGMP leave message for the multicast stream. The switch CPU sends an IGMP group-specific query through the receiver port VLAN. If there is another set-top box in the VLAN still subscribing to this group, that set-top box must respond within the maximum response time. If the CPU does not receive a response, it eliminates the receiver port as a forwarding destination for this group.

If the Immediate-Leave feature is enabled on a receiver port, the port leaves a multicast group more quickly. Without Immediate Leave, when the switch receives an IGMP leave message from a subscriber on a receiver port, it sends out an IGMP query on that port and waits for IGMP group membership reports. If no reports are received in a configured time period, the receiver port is removed from multicast group membership. With Immediate Leave, an IGMP query is not sent from the receiver port on which the IGMP leave was received. As soon as the leave message is received, the receiver port is removed from multicast group membership, which speeds up leave latency. Enable the Immediate Leave feature only on receiver ports to which a single receiver device is connected.

Figure 16-3 Multicast VLAN Registration Example



MVR eliminates the need to duplicate television-channel multicast traffic for subscribers in each VLAN. Multicast traffic for all channels is only sent around the VLAN trunk once—only on the multicast VLAN. Although the IGMP leave and join message in the VLAN to which the subscriber port is assigned. These messages dynamically register for streams of multicast traffic in the multicast VLAN on the Layer 3 device. The access layer switch (S1 switch) modifies the forwarding behavior to allow the traffic to be forwarded from the multicast VLAN to the subscriber port in a different VLAN, selectively allowing traffic to cross between two VLANs.

IGMP reports are sent to the same MAC addresses as the multicast data. The S1 CPU must capture all IGMP join and leave messages from receiver ports and forward them to the multicast VLAN of the source (uplink) port.

Configuring MVR

These sections include basic MVR configuration information:

- [Default MVR Configuration, page 16-16](#)
- [MVR Configuration Guidelines and Limitations, page 16-17](#)
- [Configuring MVR Global Parameters, page 16-17](#)
- [Configuring MVR Interfaces, page 16-18](#)

Default MVR Configuration

[Table 16-5](#) shows the default MVR configuration.

Table 16-5 *Default MVR Configuration*

Feature	Default Setting
MVR	Disabled globally and per interface
Multicast addresses	None configured
Query response time	0.5 second
Multicast VLAN	VLAN 1
Mode	Compatible
Interface (per port) default	Neither a receiver nor a source port
Immediate Leave	Disabled on all ports

MVR Configuration Guidelines and Limitations

Follow these guidelines when configuring MVR:

- Receiver ports cannot be trunk ports. Receiver ports on a switch can be in different VLANs, but should not belong to the multicast VLAN.
- The maximum number of multicast entries that can be configured on a switch (that is, the maximum number of television channels that can be received) is 256.
- Each channel is one multicast stream destined for a unique IP multicast address. These IP addresses cannot alias between themselves or with the reserved IP multicast addresses (in the range 224.0.0.xxx).
- MVR does not support IGMPv3 messages.



Note

For complete syntax and usage information for the commands used in this section, refer to the command reference for this release.

Configuring MVR Global Parameters

You do not need to set the optional MVR parameters if you choose to use the default settings. If you do want to change the default parameters (except for the MVR VLAN), you must first enable MVR.

Beginning in privileged EXEC mode, follow these steps to configure MVR parameters:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	mvr	Enable MVR on the switch.
Step 3	mvr group <i>ip-address</i> [<i>count</i>]	Configure an IP multicast address on the switch or use the <i>count</i> parameter to configure a contiguous series of MVR group addresses (the range for <i>count</i> is 1 to 256; the default is 1). Any multicast data sent to this address is sent to all source ports on the switch and all receiver ports that have elected to receive data on that multicast address. Each multicast address would correspond to one television channel. Note Each IP address translates to a multicast 48-bit MAC address. If an IP address being configured translates (aliases) to a previously configured MAC address or to any reserved multicast MAC addresses, the command fails.
Step 4	mvr querytime <i>value</i>	(Optional) Define the maximum time to wait for IGMP report memberships on a receiver port before removing the port from multicast group membership. The value is in units of tenths of a second. The range is from 1 to 100 and the default is 5 tenths or one-half second.
Step 5	mvr vlan <i>vlan-id</i>	(Optional) Specify the VLAN in which multicast data is received; all source ports must belong to this VLAN. The VLAN range is 1 to 1005. The default is VLAN 1.

	Command	Purpose
Step 6	mvr mode {dynamic compatible}	(Optional) Specify the MVR mode of operation: <ul style="list-style-type: none"> • dynamic—Allows dynamic MVR membership on source ports. • compatible—Is compatible with Catalyst 3500 XL and Catalyst 2900 XL switches and does not support IGMP dynamic joins on source ports. The default is compatible mode.
Step 7	end	Return to privileged EXEC mode.
Step 8	show mvr or show mvr members	Verify the configuration.
Step 9	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return the switch to its default settings, use the **no mvr [mode | group ip-address | querytime | vlan]** global configuration commands.

This example shows how to enable MVR, configure the MVR group address, set the query time to 1 second (10 tenths), specify the MVR multicast VLAN as VLAN 22, set the MVR mode as dynamic, and verify the results:

```
Switch(config)# mvr
Switch(config)# mvr group 228.1.23.4
Switch(config)# mvr querytime 10
Switch(config)# mvr vlan 22
Switch(config)# mvr mode dynamic
Switch(config)# end
Switch# show mvr
MVR Running: TRUE
MVR multicast vlan: 22
MVR Max Multicast Groups: 256
MVR Current multicast groups: 1
MVR Global query response time: 10 (tenths of sec)
MVR Mode: dynamic
```

You can use the **show mvr members** privileged EXEC command to verify the MVR multicast group addresses on the switch.

Configuring MVR Interfaces

Beginning in privileged EXEC mode, follow these steps to configure MVR interfaces:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	mvr	Enable MVR on the switch.
Step 3	interface interface-id	Enter interface configuration mode, and enter the type and number of the port to configure; for example, enter gi0/1 or gigabitethernet 0/1 for Gigabit Ethernet port 1.

	Command	Purpose
Step 4	mvr type {source receiver}	<p>Configure an MVR port as one of these:</p> <ul style="list-style-type: none"> • source—Configure uplink ports that receive and send multicast data as source ports. Subscribers cannot be directly connected to source ports. All source ports on a switch belong to the single multicast VLAN. • receiver—Configure a port as a receiver port if it is a subscriber port and should only receive multicast data. It does not receive data unless it becomes a member of the multicast group, either statically or by using IGMP leave and join messages. Receiver ports cannot belong to the multicast VLAN. <p>The default configuration is as a non-MVR port. If you attempt to configure a non-MVR port with MVR characteristics, the operation fails.</p>
Step 5	mvr vlan <i>vlan-id</i> group <i>ip-address</i>	<p>(Optional) Statically configure a port to receive multicast traffic sent to the multicast VLAN and the IP multicast address. A port statically configured as a member of a group remains a member of the group until statically removed.</p> <p>Note In compatible mode, this command applies to only receiver ports. In dynamic mode, it applies to receiver ports and source ports.</p> <p>Receiver ports can also dynamically join multicast groups by using IGMP join and leave messages.</p>
Step 6	mvr immediate	<p>(Optional) Enable the Immediate Leave feature of MVR on the port.</p> <p>Note This command applies to only receiver ports and should only be enabled on receiver ports to which a single receiver device is connected.</p>
Step 7	end	Return to privileged EXEC mode.
Step 8	show mvr show mvr interface or show mvr members	Verify the configuration.
Step 9	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return the interface to its default settings, use the **no mvr [type | immediate | vlan *vlan-id* | group]** interface configuration commands.

This example shows how to configure Gigabit Ethernet port 0/1 as a receiver port, statically configure the port to receive multicast traffic sent to the multicast group address, configure Immediate Leave on the interface, and verify the results.

```
Switch(config)# mvr
Switch(config)# interface gigabitethernet0/1
Switch(config-if)# mvr type receiver
Switch(config-if)# mvr vlan 22 group 228.1.23.4
Switch(config-if)# mvr immediate
Switch(config)# end
Switch# show mvr interface gigabitethernet0/1
Type: RECEIVER Status: ACTIVE Immediate Leave: ENABLED
```

This is an example of output from the **show mvr interface** privileged EXEC command when the **member** keyword is included:

```
Switch# show mvr interface fastethernet0/2 members
224.0.1.1          DYNAMIC ACTIVE
```

Displaying MVR Information

You can display MVR information for the switch or for a specified interface.

Beginning in privileged EXEC mode, use the commands in [Table 16-6](#) to display MVR configuration:

Table 16-6 Commands for Displaying MVR Information

show mvr	Displays MVR status and values for the switch—whether MVR is enabled or disabled, the multicast VLAN, the maximum (256) and current (0 through 256) number of multicast groups, the query response time, and the MVR mode.
show mvr interface [<i>interface-id</i>] [members [vlan <i>vlan-id</i>]]	Displays all MVR interfaces and their MVR configurations. When a specific interface is entered, displays this information: <ul style="list-style-type: none"> • Type—Receiver or Source • Status—One of these: <ul style="list-style-type: none"> – Active means the port is part of a VLAN. – Up/Down means that the port is forwarding or nonforwarding. – Inactive means that the port is not part of any VLAN. • Immediate Leave—Enabled or Disabled If the members keyword is entered, displays all multicast group members on this port or, if a VLAN identification is entered, all multicast group members on the VLAN. The VLAN ID range is 1 to 1005.
show mvr members [<i>ip-address</i>]	Displays all receiver and source ports that are members of any IP multicast group or the specified IP multicast group IP address.

This is an example of output from the **show mvr** privileged EXEC command:

```
Switch# show mvr
MVR Running: TRUE
MVR multicast vlan: 1
MVR Max Multicast Groups: 256
MVR Current multicast groups: 256
MVR Global query response time: 5 (tenths of sec)
MVR Mode: compatible
```

This is an example of output from the **show mvr interface** privileged EXEC command:

```
Switch# show mvr interface
Port      Type      Status      Immediate Leave
----      -
Fa0/1     SOURCE    ACTIVE/UP   DISABLED
Fa0/2     SOURCE    ACTIVE/UP   DISABLED
Fa0/3     SOURCE    ACTIVE/DOWN DISABLED
Fa0/5     SOURCE    ACTIVE/DOWN DISABLED
```

This is an example of output from the **show mvr interface** privileged EXEC command for a specified interface:

```
Switch# show mvr interface fastethernet0/2
224.0.1.1          DYNAMIC ACTIVE
```

This is an example of output from the **show mvr interface** privileged EXEC command when the **members** keyword is included:

```
Switch# show mvr interface fastethernet0/2 members
224.0.1.1          DYNAMIC ACTIVE
```

This is an example of output from the **show mvr members** privileged EXEC command:

```
Switch# show mvr members
MVR Group IP      Status           Members
-----
224.0.1.1         ACTIVE          Fa0/1(s), Fa0/2(d)
224.0.1.2         ACTIVE          Fa0/1(s)
224.0.1.3         ACTIVE          Fa0/1(s)
224.0.1.4         ACTIVE          Fa0/1(s)
224.0.1.5         ACTIVE          Fa0/1(s)
<output truncated>
```

Configuring IGMP Filtering and Throttling

In some environments, for example, metropolitan or multiple-dwelling unit (MDU) installations, you might want to control the set of multicast groups to which a user on a switch port can belong. You can control the distribution of multicast services, such as IP/TV, based on some type of subscription or service plan. You might also want to limit the number of multicast groups to which a user on a switch port can belong.

With the IGMP filtering feature, you can filter multicast joins on a per-port basis by configuring IP multicast profiles and associating them with individual switch ports. An IGMP profile can contain one or more multicast groups and specifies whether access to the group is permitted or denied. If an IGMP profile denying access to a multicast group is applied to a switch port, the IGMP join report requesting the stream of IP multicast traffic is dropped, and the port is not allowed to receive IP multicast traffic from that group. If the filtering action permits access to the multicast group, the IGMP report from the port is forwarded for normal processing.

IGMP filtering controls only group specific query and membership reports, including join and leave reports. It does not control general IGMP queries. IGMP filtering has no relationship with the function that directs the forwarding of IP multicast traffic. The filtering feature operates in the same manner whether CGMP or MVR is used to forward the multicast traffic.



Note

IGMPv3 join and leave messages are not supported on switches running IGMP filtering.

You can also set the maximum number of IGMP groups that a Layer 2 interface can join.

With the IGMP throttling feature, you can also set the maximum number of IGMP groups that a Layer 2 interface can join. If the maximum number of IGMP groups is set, the IGMP snooping forwarding table contains the maximum number of entries, and the interface receives an IGMP join report, you can configure an interface to drop the IGMP report or to remove a randomly selected multicast entry in the forwarding table and then to add the IGMP group in the report to the table.

These sections describe how to configure IGMP filtering and throttling:

- [Default IGMP Filtering and Throttling Configuration, page 16-22](#)
- [Configuring IGMP Profiles, page 16-22](#) (optional)
- [Applying IGMP Profiles, page 16-23](#) (optional)
- [Setting the Maximum Number of IGMP Groups, page 16-25](#) (optional)
- [Configuring the IGMP Throttling Action, page 16-25](#) (optional)

Default IGMP Filtering and Throttling Configuration

[Table 16-7](#) shows the default IGMP filtering configuration.

Table 16-7 Default IGMP Filtering Configuration

Feature	Default Setting
IGMP filters	None applied
IGMP Maximum number of IGMP groups	No maximum set
IGMP profiles	None defined
IGMP profile action	Deny the range addresses

When the maximum number of groups is in forwarding table, the default IGMP throttling action is to deny the IGMP report. For configuration guidelines, see the [“Configuring the IGMP Throttling Action” section on page 16-25](#).

Configuring IGMP Profiles

To configure an IGMP profile, use the **ip igmp profile** global configuration command with a profile number to create an IGMP profile and to enter IGMP profile configuration mode. From this mode, you can specify the parameters of the IGMP profile to be used for filtering IGMP join requests from a port. When you are in IGMP profile configuration mode, you can create the profile by using these commands:

- **deny**: Specifies that matching addresses are denied; this is the default condition.
- **exit**: Exits from igmp-profile configuration mode.
- **no**: Negates a command or sets its defaults.
- **permit**: Specifies that matching addresses are permitted.
- **range**: Specifies a range of IP addresses for the profile. You can enter a single IP address or a range with a start and an end address.

The default is for the switch to have no IGMP profiles configured. When a profile is configured, if neither the **permit** nor **deny** keyword is included, the default is to deny access to the range of IP addresses.

Beginning in privileged EXEC mode, follow these steps to create an IGMP profile:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	ip igmp profile <i>profile number</i>	Enter IGMP profile configuration mode, and assign a number to the profile you are configuring. The range is from 1 to 4294967295.
Step 3	permit deny	(Optional) Set the action to permit or deny access to the IP multicast address. If no action is configured, the default for the profile is to deny access.
Step 4	range <i>ip multicast address</i>	Enter the IP multicast address or range of IP multicast addresses to which access is being controlled. If entering a range, enter the low IP multicast address, a space, and the high IP multicast address. You can use the range command multiple times to enter multiple addresses or ranges of addresses.
Step 5	end	Return to privileged EXEC mode.
Step 6	show ip igmp profile <i>profile number</i>	Verify the profile configuration.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To delete a profile, use the **no ip igmp profile** *profile number* global configuration command.

To delete an IP multicast address or range of IP multicast addresses, use the **no range** *ip multicast address* IGMP profile configuration command.

This example shows how to create IGMP profile 4 allowing access to the single IP multicast address and how to verify the configuration. If the action was to deny (the default), it would not appear in the **show ip igmp profile** output display.

```
Switch(config)# ip igmp profile 4
Switch(config-igmp-profile)# permit
Switch(config-igmp-profile)# range 229.9.9.0
Switch(config-igmp-profile)# end
Switch# show ip igmp profile 4
IGMP Profile 4
    permit
    range 229.9.9.0 229.9.9.0
```

Applying IGMP Profiles

To control access as defined in an IGMP profile, use the **ip igmp filter** interface configuration command to apply the profile to the appropriate interfaces. You can apply IGMP profiles to Layer 2 ports only. You cannot apply profiles to ports that belong to an EtherChannel port group. You can apply a profile to multiple interfaces, but each interface can only have one profile applied to it.

Beginning in privileged EXEC mode, follow these steps to apply an IGMP profile to a switch port:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and enter the physical interface to configure, for example fastethernet0/3 . The interface must be a Layer 2 port that does not belong to an EtherChannel port group.
Step 3	ip igmp filter <i>profile number</i>	Apply the specified IGMP profile to the interface. The profile number can be from 1 to 4294967295.
Step 4	end	Return to privileged EXEC mode.
Step 5	show running configuration interface <i>interface-id</i>	Verify the configuration.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To remove a profile from an interface, use the **no ip igmp filter** *profile number* interface configuration command.

This example shows how to apply IGMP profile 4 to an interface and verify the configuration.

```
Switch(config)# interface fastethernet0/8
Switch(config-if)# ip igmp filter 4
Switch(config-if)# end
Switch# show running-config interface fastethernet0/8
Building configuration...

Current configuration : 123 bytes
!
interface FastEthernet0/8
 no ip address
 shutdown
 snmp trap link-status
 ip igmp max-groups 25
 ip igmp filter 4
end
```

Setting the Maximum Number of IGMP Groups

You can set the maximum number of IGMP groups that a Layer 2 interface can join by using the **ip igmp max-groups** interface configuration command. Use the **no** form of this command to set the maximum back to the default, which is no limit.

You can use this command on a logical EtherChannel interface but cannot use it on ports that belong to an EtherChannel port group.

Beginning in privileged EXEC mode, follow these steps to set the maximum number of IGMP groups in the forwarding table:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and enter the physical interface to configure, for example gigabitethernet0/1 . The interface can be a Layer 2 port that does not belong to an EtherChannel group or a EtherChannel interface.
Step 3	ip igmp max-groups <i>number</i>	Set the maximum number of IGMP groups that the interface can join. The range is from 0 to 4294967294. The default is to have no maximum set.
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-configuration interface <i>interface-id</i>	Verify the configuration.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To remove the maximum group limitation and return to the default of no maximum, use the **no ip igmp max-groups** interface configuration command.

This example shows how to limit to 25 the number of IGMP groups that an interface can join.

```
Switch(config)# interface fastethernet0/4
Switch(config-if)# ip igmp max-groups 25
Switch(config-if)# end
```

Configuring the IGMP Throttling Action

After you set the maximum number of IGMP groups that a Layer 2 interface can join, you can configure an interface to remove a randomly selected multicast entry in the forwarding table and to add the next IGMP group to it by using the **ip igmp max-groups action replace** interface configuration command. Use the **no** form of this command to return to the default, which is to drop the IGMP join report.

Follow these guidelines when configuring the IGMP throttling action:

- You can use this command on a logical EtherChannel interface but cannot use it on ports that belong to an EtherChannel port group.
- When the maximum group limitation is set to the default (no maximum), entering the **ip igmp max-groups action {deny | replace}** command has no effect.
- If you configure the throttling action and set the maximum group limitation after an interface has added multicast entries to the forwarding table, the forwarding-table entries are either aged out or removed, depending on the throttling action.

- If you configure the throttling action as **deny**, the entries that were previously in the forwarding table are not removed but are aged out. After these entries are aged out and the maximum number of entries is in the forwarding table, the switch drops the next IGMP report received on the interface.
- If you configure the throttling action as **replace**, the entries that were previously in the forwarding table are removed. When the maximum number of entries is in the forwarding table, the switch deletes a randomly selected entry and adds an entry for the next IGMP report received on the interface.

To prevent the switch from removing the forwarding-table entries, you can configure the IGMP throttling action before an interface adds entries to the forwarding table.

Beginning in privileged EXEC mode, follow these steps to configure the throttling action when the maximum number of entries is in the forwarding table:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and enter the physical interface to configure. The interface can be a Layer 2 port that does not belong to an EtherChannel group or an EtherChannel interface. The interface cannot be a trunk port.
Step 3	ip igmp max-groups action { deny replace }	When an interface receives an IGMP report and the maximum number of entries is in the forwarding table, specify the action that the interface takes: <ul style="list-style-type: none"> • deny—Drop the report. • replace—Remove a randomly selected multicast entry in the forwarding table, and add the IGMP group in the report.
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config interface <i>interface-id</i>	Verify the configuration.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return to the default action of dropping the report, use the **no ip igmp max-groups action** interface configuration command.

This example shows how to configure an interface to remove a randomly selected multicast entry in the forwarding table and to add an IGMP group to the forwarding table if the maximum number of entries is in the table.

```
Switch(config)# interface gigabitethernet0/1
Switch(config-if)# ip igmp max-groups action replace
Switch(config-if)# end
```

Displaying IGMP Filtering and Throttling Configuration

You can display IGMP profile characteristics, and you can display the IGMP profile and maximum group configuration for all interfaces on the switch or for a specified interface. You can also display the IGMP throttling configuration for all interfaces on the switch or for a specified interface.

Use the privileged EXEC commands in [Table 16-8](#) to display IGMP filtering and throttling configuration:

Table 16-8 Commands for Displaying IGMP Filtering and Throttling Configuration

show ip igmp profile [<i>profile number</i>]	Displays the specified IGMP profile or all the IGMP profiles defined on the switch.
show running-configuration [interface <i>interface-id</i>]	Displays the configuration of the specified interface or the configuration of all interfaces on the switch, including (if configured) the maximum number of IGMP groups to which an interface can belong and the IGMP profile applied to the interface.



Configuring Port-Based Traffic Control

This chapter describes how to configure the port-based traffic control features on your Catalyst 2940 switch.



Note

For complete syntax and usage information for the commands used in this chapter, refer to the command reference for this release.

This chapter consists of these sections:

- [Configuring Storm Control, page 17-1](#)
- [Configuring Protected Ports, page 17-4](#)
- [Configuring Port Security, page 17-5](#)
- [Displaying Port-Based Traffic Control Settings, page 17-12](#)

Configuring Storm Control

These sections include storm control configuration information and procedures:

- [Understanding Storm Control, page 17-1](#)
- [Default Storm Control Configuration, page 17-2](#)
- [Enabling Storm Control, page 17-2](#)
- [Disabling Storm Control, page 17-3](#)

Understanding Storm Control

A packet storm occurs when a large number of broadcast, unicast, or multicast packets are received on a port. Forwarding these packets can cause the network to slow down or to time out. Storm control is configured for the switch as a whole but operates on a per-port basis. By default, storm control is disabled.

Storm control uses rising and falling thresholds to block and then restore the forwarding of broadcast, unicast, or multicast packets. You can also set the switch to shut down the port when the rising threshold is reached.

Storm control uses one of these methods to measure traffic activity:

- Bandwidth based
- Traffic rate at which packets are received (in packets per second) (available only on non-Long-Reach Ethernet [LRE] Catalyst 2950 switches)

The thresholds can either be expressed as a percentage of the total available bandwidth that can be used by the broadcast, multicast, or unicast traffic, or as the rate at which the interface receives multicast, broadcast, or unicast traffic.

When a switch uses the bandwidth-based method, the rising threshold is the percentage of total available bandwidth associated with multicast, broadcast, or unicast traffic before forwarding is blocked. The falling threshold is the percentage of total available bandwidth below which the switch resumes normal forwarding. In general, the higher the level, the less effective the protection against broadcast storms.

When a non-LRE Catalyst 2950 switch running Cisco IOS Release 12.1(14)EA1 or later uses traffic rates as the threshold values, the rising and falling thresholds are in packets per second. The rising threshold is the rate at which multicast, broadcast, and unicast traffic is received before forwarding is blocked. The falling threshold is the rate below which the switch resumes normal forwarding. In general, the higher the rate, the less effective the protection against broadcast storms.

Default Storm Control Configuration

By default, broadcast, multicast, and unicast storm control is disabled on the switch. The default action is to filter traffic and to not send an SNMP trap.

Enabling Storm Control

Beginning in privileged EXEC mode, follow these steps to enable storm control:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Specify the port to configure, and enter interface configuration mode.

	Command	Purpose
Step 3	storm-control { broadcast multicast unicast } level { <i>level</i> [<i>level-low</i>] pps <i>pps</i> <i>pps-low</i> }	<p>Configure broadcast, multicast, or unicast storm control.</p> <p>For <i>level</i>, specify the rising threshold level for broadcast, multicast, or unicast traffic as a percentage of the bandwidth. The storm control action occurs when traffic utilization reaches this level.</p> <p>(Optional) For <i>level-low</i>, specify the falling threshold level as a percentage of the bandwidth. This value must be less than the rising suppression value. The normal transmission restarts (if the action is filtering) when traffic drops below this level.</p> <p>For pps <i>pps</i>, specify the rising threshold level for broadcast, multicast, or unicast traffic in packets per second. The storm control action occurs when traffic reaches this level. This option is supported only on non-LRE Catalyst 2950 switches running Cisco IOS Release 12.1(14)EA1 or later.</p> <p>For <i>pps-low</i>, specify the falling threshold level in packets per second that can be less than or equal to the rising threshold level. The normal transmission restarts (if the action is filtering) when traffic drops below this level. This option is supported only on non-LRE Catalyst 2950 switches.</p> <p>For <i>pps</i> and <i>pps-low</i>, the range is from 0 to 4294967295.</p>
Step 4	storm-control action { shutdown trap }	<p>Specify the action to be taken when a storm is detected.</p> <p>The default is to filter out the traffic and not to send traps.</p> <p>Select the shutdown keyword to error-disable the port during a storm.</p> <p>Select the trap keyword to generate an SNMP trap when a storm is detected.</p>
Step 5	end	Return to privileged EXEC mode.
Step 6	show storm-control [interface] [{ broadcast history multicast unicast }]	Verify your entries.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

The output from the **show storm-control** privileged EXEC command shows the upper, lower, and current thresholds as a percentage of the total bandwidth or the packets per second, depending on the configuration.

Disabling Storm Control

Beginning in privileged EXEC mode, follow these steps to disable storm control:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Specify the port to configure, and enter interface configuration mode.
Step 3	no storm-control { broadcast multicast unicast } level	Disable port storm control.

	Command	Purpose
Step 4	no storm-control action { shutdown trap }	Disable the specified storm control action.
Step 5	end	Return to privileged EXEC mode.
Step 6	show storm-control { broadcast multicast unicast }	Verify your entries.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

Configuring Protected Ports

Some applications require that no traffic be forwarded between ports on the same switch so that one neighbor does not see the traffic generated by another neighbor. In such an environment, the use of protected ports ensures that there is no exchange of unicast, broadcast, or multicast traffic between these ports on the switch.

Protected ports have these features:

- A protected port does not forward any traffic (unicast, multicast, or broadcast) to any other port that is also a protected port. Traffic cannot be forwarded between protected ports at Layer 2; all traffic passing between protected ports must be forwarded through a Layer 3 device.
- Forwarding behavior between a protected port and a nonprotected port proceeds as usual.
- Protected ports are supported on 802.1Q trunks.

The default is to have no protected ports defined.

You can configure protected ports on a physical interface (for example, Gigabit Ethernet 0/1) or an EtherChannel group (for example, port-channel 5). When you enable protected ports for a port channel, it is enabled for all ports in the port-channel group.

Beginning in privileged EXEC mode, follow these steps to define a port as a protected port:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Specify the type and number of the physical interface to configure, for example gigabitethernet0/1 , and enter interface configuration mode.
Step 3	switchport protected	Configure the interface to be a protected port.
Step 4	end	Return to privileged EXEC mode.
Step 5	show interfaces <i>interface-id</i> switchport	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable protected port, use the **no switchport protected** interface configuration command.

This example shows how to configure Gigabit Ethernet interface 0/1 as a protected port and verify the configuration:

```
Switch# configure terminal
Switch(config)# interface gigabitethernet0/1
Switch(config-if)# switchport protected
Switch(config-if)# end
```

```
Switch# show interfaces gigabitethernet0/1 switchport
Name: Gi0/1
Switchport: Enabled

<output truncated>

Protected: True
Unknown unicast blocked: disabled
Unknown multicast blocked: disabled
```

Configuring Port Security

You can use the port security feature to restrict input to an interface by limiting and identifying MAC addresses of the stations allowed to access the port. When you assign secure MAC addresses to a secure port, the port does not forward packets with source addresses outside the group of defined addresses.

This section includes information about these topics:

- [Understanding Port Security, page 17-5](#)
- [Default Port Security Configuration, page 17-7](#)
- [Port Security Configuration Guidelines, page 17-7](#)
- [Enabling and Configuring Port Security, page 17-7](#)
- [Enabling and Configuring Port Security Aging, page 17-10](#)

Understanding Port Security

This section includes information about:

- [Secure MAC Addresses, page 17-5](#)
- [Security Violations, page 17-6](#)

Secure MAC Addresses

You can configure these types of secure MAC addresses:

- Static secure MAC addresses—These are manually configured by using the **switchport port-security mac-address mac-address** interface configuration command, stored in the address table, and added to the switch running configuration.
- Dynamic secure MAC addresses—These are dynamically learned, stored only in the address table, and removed when the switch restarts.
- *Sticky* secure MAC addresses—These can be dynamically learned or manually configured, stored in the address table, and added to the running configuration. If these addresses are saved in the configuration file, the interface does not need to dynamically relearn them when the switch restarts. Although sticky secure addresses can be manually configured, we do not recommend it.

You can configure an interface to convert the dynamic MAC addresses to sticky secure MAC addresses and to add them to the running configuration by enabling *sticky learning*. To enable sticky learning, enter the **switchport port-security mac-address sticky** interface configuration command. When you enter this command, the interface converts all the dynamic secure MAC addresses, including those that were dynamically learned before sticky learning was enabled, to sticky secure MAC addresses.

The sticky secure MAC addresses do not automatically become part of the configuration file, which is the startup configuration used each time the switch restarts. If you save the sticky secure MAC addresses in the configuration file, when the switch restarts, the interface does not need to relearn these addresses. If you do not save the configuration, they are lost.

If sticky learning is disabled, the sticky secure MAC addresses are converted to dynamic secure addresses and are removed from the running configuration.

A secure port can have from 1 to 132 associated secure addresses. The total number of available secure addresses on the switch is 1024.

Security Violations

It is a security violation when one of these situations occurs:

- The maximum number of secure MAC addresses have been added to the address table, and a station whose MAC address is not in the address table attempts to access the interface.
- An address learned or configured on one secure interface is seen on another secure interface in the same VLAN.

You can configure the interface for one of three violation modes, based on the action to be taken if a violation occurs:

- **protect**—When the number of secure MAC addresses reaches the limit allowed on the port, packets with unknown source addresses are dropped until you remove a sufficient number of secure MAC addresses or increase the number of maximum allowable addresses. You are not notified that a security violation has occurred.
- **restrict**—When the number of secure MAC addresses reaches the limit allowed on the port, packets with unknown source addresses are dropped until you remove a sufficient number of secure MAC addresses or increase the number of maximum allowable addresses. In this mode, you are notified that a security violation has occurred. Specifically, an SNMP trap is sent, a syslog message is logged, and the violation counter increments.
- **shutdown**—In this mode, a port security violation causes the interface to immediately become error-disabled, and turns off the port LED. It also sends an SNMP trap, logs a syslog message, and increments the violation counter. When a secure port is in the error-disabled state, you can bring it out of this state by entering the **errdisable recovery cause psecure-violation** global configuration command, or you can manually re-enable it by entering the **shutdown** and **no shutdown** interface configuration commands. This is the default mode.

Table 17-1 shows the violation mode and the actions taken when you configure an interface for port security.

Table 17-1 Security Violation Mode Actions

Violation Mode	Traffic is forwarded ¹	Sends SNMP trap	Sends syslog message	Displays error message ²	Violation counter increments	Shuts down port
protect	No	No	No	No	No	No
restrict	No	Yes	Yes	No	Yes	No
shutdown	No	Yes	Yes	No	Yes	Yes

1. Packets with unknown source addresses are dropped until you remove a sufficient number of secure MAC addresses.
2. The switch will return an error message if you manually configure an address that would cause a security violation.

Default Port Security Configuration

Table 17-2 shows the default port security configuration for an interface.

Table 17-2 Default Port Security Configuration

Feature	Default Setting
Port security	Disabled.
Maximum number of secure MAC addresses	One.
Violation mode	Shutdown.
Sticky address learning	Disabled.
Port security aging	Disabled. Aging time is 0. When enabled, the default type is absolute .

Port Security Configuration Guidelines

Follow these guidelines when configuring port security:

- Port security can only be configured on static access ports.
- A secure port cannot be a dynamic access port or a trunk port.
- A secure port cannot be a destination port for Switched Port Analyzer (SPAN).
- A secure port cannot be a destination port for Switched Port Analyzer (SPAN).
- A secure port cannot belong to a Fast EtherChannel or Gigabit EtherChannel port group.
- You cannot configure static secure or sticky secure MAC addresses on a voice VLAN.
- When you enable port security on an interface that is also configured with a voice VLAN, you must set the maximum allowed secure addresses on the port to at least two.
- The switch does not support port security aging of sticky secure MAC addresses.
- The **protect** and **restrict** options cannot be simultaneously enabled on an interface.

Enabling and Configuring Port Security

Beginning in privileged EXEC mode, follow these steps to restrict input to an interface by limiting and identifying MAC addresses of the stations allowed to access the port:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Specify the type and number of the physical interface to configure, for example gigabitethernet0/1 , and enter interface configuration mode.
Step 3	switchport mode access	Set the interface mode as access; an interface in the default mode (dynamic desirable) cannot be configured as a secure port.
Step 4	switchport port-security	Enable port security on the interface.
Step 5	switchport port-security maximum <i>value</i>	(Optional) Set the maximum number of secure MAC addresses for the interface. The range is 1 to 132; the default is 1.

	Command	Purpose
Step 6	switchport port-security violation { protect restrict shutdown }	<p>(Optional) Set the violation mode, the action to be taken when a security violation is detected, as one of these:</p> <ul style="list-style-type: none"> • protect—When the number of secure MAC addresses reaches the limit allowed on the port, packets with unknown source addresses are dropped until you remove a sufficient number of secure MAC addresses or increase the number of maximum allowable addresses. You are not notified that a security violation has occurred. • restrict—When the number of secure MAC addresses reaches the limit allowed on the port, packets with unknown source addresses are dropped until you remove a sufficient number of secure MAC addresses or increase the number of maximum allowable addresses. In this mode, you are notified that a security violation has occurred. Specifically, an SNMP trap is sent, a syslog message is logged, and the violation counter increments. • shutdown—In this mode, a port security violation causes the interface to immediately become error-disabled, and turns off the port LED. It also sends an SNMP trap, logs a syslog message, and increments the violation counter. <p>Note When a secure port is in the error-disabled state, you can bring it out of this state by entering the errdisable recovery cause psecure-violation global configuration command, or you can manually re-enable it by entering the shutdown and no shutdown interface configuration commands.</p>
Step 7	switchport port-security mac-address <i>mac-address</i>	<p>(Optional) Enter a static secure MAC address for the interface, repeating the command as many times as necessary. You can use this command to enter the maximum number of secure MAC addresses. If you configure fewer secure MAC addresses than the maximum, the remaining MAC addresses are dynamically learned.</p> <p>Note If you enable sticky learning after you enter this command, the secure addresses that were dynamically learned are converted to sticky secure MAC addresses and are added to the running configuration.</p>
Step 8	switchport port-security mac-address sticky	(Optional) Enable sticky learning on the interface.
Step 9	end	Return to privileged EXEC mode.
Step 10	show port-security	Verify your entries.
Step 11	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return the interface to the default condition as not a secure port, use the **no switchport port-security** interface configuration command. If you enter this command when sticky learning is enabled, the sticky secure addresses remain part of the running configuration but are removed from the address table. All addresses are now dynamically learned.

To return the interface to the default number of secure MAC addresses, use the **no switchport port-security maximum** *value* interface configuration command.

To return the violation mode to the default condition (shutdown mode), use the **no switchport port-security violation** { **protect** | **restrict** } interface configuration command.

To disable sticky learning on an interface, use the **no switchport port-security mac-address sticky** interface configuration command. The interface converts the sticky secure MAC addresses to dynamic secure addresses.

To delete a static secure MAC address from the address table, use the **clear port-security configured address mac-address** privileged EXEC command. To delete all the static secure MAC addresses on an interface, use the **clear port-security configured interface interface-id** privileged EXEC command.

To delete a dynamic secure MAC address from the address table, use the **clear port-security dynamic address mac-addr** privileged EXEC command. To delete all the dynamic addresses on an interface, use the **clear port-security dynamic interface interface-id** privileged EXEC command.

To delete a sticky secure MAC addresses from the address table, use the **clear port-security sticky address mac-address** privileged EXEC command. To delete all the sticky addresses on an interface, use the **clear port-security sticky interface interface-id** privileged EXEC command.

This example shows how to enable port security on Fast Ethernet port 1 and to set the maximum number of secure addresses to 50. The violation mode is the default, no static secure MAC addresses are configured, and sticky learning is enabled.

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface fastethernet0/1
Switch(config-if)# switchport mode access
Switch(config-if)# switchport port-security
Switch(config-if)# switchport port-security maximum 50
Switch(config-if)# switchport port-security mac-address sticky
Switch(config-if)# end
Port Security           : Enabled
Port Status             : Secure-up
Violation Mode          : Shutdown
Aging Time              : 20 mins
Aging Type              : Inactivity
SecureStatic Address Aging : Enabled
Maximum MAC Addresses   : 50
Total MAC Addresses     : 11
Configured MAC Addresses : 0
Sticky MAC Addresses    : 11
Last Source Address     : 0000.0000.0000
Security Violation Count : 0
```

This example shows how to configure a static secure MAC address on Fast Ethernet port 12, enable sticky learning, and verify the configuration:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface fastethernet0/12
Switch(config-if)# switchport mode access
Switch(config-if)# switchport port-security
Switch(config-if)# switchport port-security mac-address 0000.02000.0004
Switch(config-if)# switchport port-security mac-address sticky
Switch(config-if)# end
Switch# show port-security address
=          Secure Mac Address Table
-----
Vlan      Mac Address      Type                Ports    Remaining Age
-----
1         0000.0000.000a   SecureDynamic       Fa0/1    -
1         0000.0002.0300   SecureDynamic       Fa0/1    -
1         0000.0200.0003   SecureConfigured    Fa0/1    -
1         0000.0200.0004   SecureConfigured    Fa0/12   -
1         0003.fd62.1d40   SecureConfigured    Fa0/5    -
```

```

1    0003.fd62.1d45    SecureConfigured    Fa0/5    -
1    0003.fd62.21d3    SecureSticky        Fa0/5    -
1    0005.7428.1a45    SecureSticky        Fa0/8    -
1    0005.7428.1a46    SecureSticky        Fa0/8    -
1    0006.1218.2436    SecureSticky        Fa0/8    -

```

```

-----
Total Addresses in System :10
Max Addresses limit in System :1024

```

Enabling and Configuring Port Security Aging

You can use port security aging to set the aging time for static and dynamic secure addresses on a port. Two types of aging are supported per port:

- **Absolute**—The secure addresses on the port are deleted after the specified aging time.
- **Inactivity**—The secure addresses on the port are deleted only if the secure addresses are inactive for the specified aging time.

Use this feature to remove and add PCs on a secure port without manually deleting the existing secure MAC addresses and to still limit the number of secure addresses on a port. You can enable or disable the aging of statically-configured secure addresses on a per-port basis.

Beginning in privileged EXEC mode, follow these steps to configure port security aging:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Specify the port on which you want to enable port security aging, and enter interface configuration mode. Note The switch does not support port security aging of sticky secure addresses.
Step 3	switchport port-security aging { static time <i>time</i> type { absolute inactivity }}	Enable or disable static aging for the secure port, or set the aging time or type. Enter static to enable aging for statically configured secure addresses on this port. For <i>time</i> , specify the aging time for this port. The valid range is from 0 to 1440 minutes. If the time is equal to 0, aging is disabled for this port. For type , select one of these keywords: <ul style="list-style-type: none">• absolute—Sets the aging type as absolute aging. All the secure addresses on this port age out after the specified time (minutes) lapses and are removed from the secure address list. Note The absolute aging time could vary by 1 minute, depending on the sequence of the system timer. <ul style="list-style-type: none">• inactivity—Sets the aging type as inactivity aging. The secure addresses on this port age out only if there is no data traffic from the secure source addresses for the specified time period.
Step 4	end	Return to privileged EXEC mode.
Step 5	show port-security [interface <i>interface-id</i>] [address]	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable port security aging for all secure addresses on a port, use the **no switchport port-security aging time** interface configuration command. To disable aging for only statically configured secure addresses, use the **no switchport port-security aging static** interface configuration command.

This example shows how to set the aging time as 2 hours for the secure addresses on the Fast Ethernet interface 0/1:

```
Switch(config)# interface fastethernet0/1
Switch(config-if)# switchport port-security aging time 120
```

This example shows how to set the aging time as 2 minutes for the inactivity aging type with aging enabled for the configured secure addresses on the interface:

```
Switch(config-if)# switchport port-security aging time 2
Switch(config-if)# switchport port-security aging type inactivity
Switch(config-if)# switchport port-security aging static
```

You can verify the previous commands by entering the **show port-security interface** *interface-id* privileged EXEC command.

Displaying Port-Based Traffic Control Settings

The **show interfaces** *interface-id* **switchport** privileged EXEC command displays (among other characteristics) the interface traffic suppression and control configuration. The **show interfaces counters** privileged EXEC commands display the count of discarded packets. The **show storm-control** and **show port-security** privileged EXEC commands display those features.

To display traffic control information, use one or more of the privileged EXEC commands in [Table 17-3](#).

Table 17-3 Commands for Displaying Traffic Control Status and Configuration

Command	Purpose
show interfaces [<i>interface-id</i>] switchport	Displays the administrative and operational status of all switching (nonrouting) ports or the specified port, including port protection settings.
show storm-control [<i>interface-id</i>] [broadcast multicast unicast]	Displays storm control suppression levels set on all interfaces or the specified interface for the specified traffic type or for broadcast traffic if no traffic type is entered.
show interfaces [<i>interface-id</i>] counters broadcast	Displays the storm-control broadcast suppression discard counter with the number of packets discarded for all interfaces or the specified interface.
show interfaces [<i>interface-id</i>] counters multicast	Displays the storm-control multicast suppression discard counter with the number of packets discarded for all interfaces or the specified interface.
show interfaces [<i>interface-id</i>] counters unicast	Displays the storm-control unicast suppression discard counter with the number of packets discarded for all interfaces or the specified interface.
show port-security [interface <i>interface-id</i>]	Displays port security settings for the switch or for the specified interface, including the maximum allowed number of secure MAC addresses for each interface, the number of secure MAC addresses on the interface, the number of security violations that have occurred, and the violation mode.
show port-security [interface <i>interface-id</i>] address	Displays all secure MAC addresses configured on all switch interfaces or on a specified interface with aging information for each address.



Configuring UDLD

This chapter describes how to configure the UniDirectional Link Detection (UDLD) protocol on your Catalyst 2940 switch.



Note

For complete syntax and usage information for the commands used in this chapter, refer to the command reference for this release.

This chapter consists of these sections:

- [Understanding UDLD, page 18-1](#)
- [Configuring UDLD, page 18-4](#)
- [Displaying UDLD Status, page 18-7](#)

Understanding UDLD

UDLD is a Layer 2 protocol that enables devices connected through fiber-optic or twisted-pair Ethernet cables to monitor the physical configuration of the cables and detect when a unidirectional link exists. All connected devices must support UDLD for the protocol to successfully identify and disable unidirectional links. When UDLD detects a unidirectional link, it administratively shuts down the affected port and alerts you. Unidirectional links can cause a variety of problems, including spanning-tree topology loops.

Modes of Operation

UDLD supports two modes of operation: normal (the default) and aggressive. In normal mode, UDLD can detect unidirectional links due to misconnected interfaces on fiber-optic connections. In aggressive mode, UDLD can also detect unidirectional links due to one-way traffic on fiber-optic and twisted-pair links and to misconnected interfaces on fiber-optic links.

In normal and aggressive modes, UDLD works with the Layer 1 mechanisms to determine the physical status of a link. At Layer 1, autonegotiation takes care of physical signaling and fault detection. UDLD performs tasks that autonegotiation cannot perform, such as detecting the identities of neighbors and shutting down misconnected interfaces. When you enable both autonegotiation and UDLD, the Layer 1 and Layer 2 detections work together to prevent physical and logical unidirectional connections and the malfunctioning of other protocols.

A unidirectional link occurs whenever traffic sent by a local device is received by its neighbor but traffic from the neighbor is not received by the local device.

In normal mode, UDLD detects a unidirectional link when fiber strands in a fiber-optic interface are misconnected and the Layer 1 mechanisms do not detect this misconnection. If the interfaces are connected correctly but the traffic is one way, UDLD does not detect the unidirectional link because the Layer 1 mechanism, which is supposed to detect this condition, does not do so. In case, the logical link is considered undetermined, and UDLD does not disable the interface.

When UDLD is in normal mode, if one of the fiber strands in a pair is disconnected and autonegotiation is active, the link does not stay up because the Layer 1 mechanisms did not determine a physical problem with the link. In this case, UDLD does not take any action and the logical link is considered undetermined.

In aggressive mode, UDLD detects a unidirectional link by using the previous detection methods. UDLD in aggressive mode can also detect a unidirectional link on a point-to-point link on which no failure between the two devices is allowed. It can also detect a unidirectional link when one of these problems exists:

- On fiber-optic or twisted-pair links, one of the interfaces cannot send or receive traffic.
- On fiber-optic or twisted-pair links, one of the interfaces is down while the other is up.
- One of the fiber strands in the cable is disconnected.

In these cases, UDLD shuts down the affected interface.

In a point-to-point link, UDLD hello packets can be considered as a heart beat whose presence guarantees the health of the link. Conversely, the loss of the heart beat means that the link must be shut down if it is not possible to re-establish a bidirectional link.

If both fiber strands in the cable are working normally from a Layer 1 perspective, UDLD in aggressive mode determines whether those fiber strands are connected correctly and whether traffic is flowing bidirectionally between the correct neighbors. This check cannot be performed by autonegotiation because autonegotiation operates at Layer 1.

Methods to Detect Unidirectional Links

UDLD operates by using two mechanisms:

- Neighbor database maintenance

UDLD learns about other UDLD-capable neighbors by periodically sending a hello packet (also called an advertisement or probe) on every active interface to keep each device informed about its neighbors.

When the switch receives a hello message, it caches the information until the age time (hold time or time-to-live) expires. If the switch receives a new hello message before an older cache entry ages, the switch replaces the older entry with the new one.

Whenever an interface is disabled and UDLD is running, whenever UDLD is disabled on an interface, or whenever the switch is reset, UDLD clears all existing cache entries for the interfaces affected by the configuration change. UDLD sends at least one message to inform the neighbors to flush the part of their caches affected by the status change. The message is intended to keep the caches synchronized.

- Event-driven detection and echoing

UDLD relies on echoing as its detection mechanism. Whenever a UDLD device learns about a new neighbor or receives a resynchronization request from an out-of-sync neighbor, it restarts the detection window on its side of the connection and sends echo messages in reply. Because this behavior is the same on all UDLD neighbors, the sender of the echoes expects to receive an echo in reply.

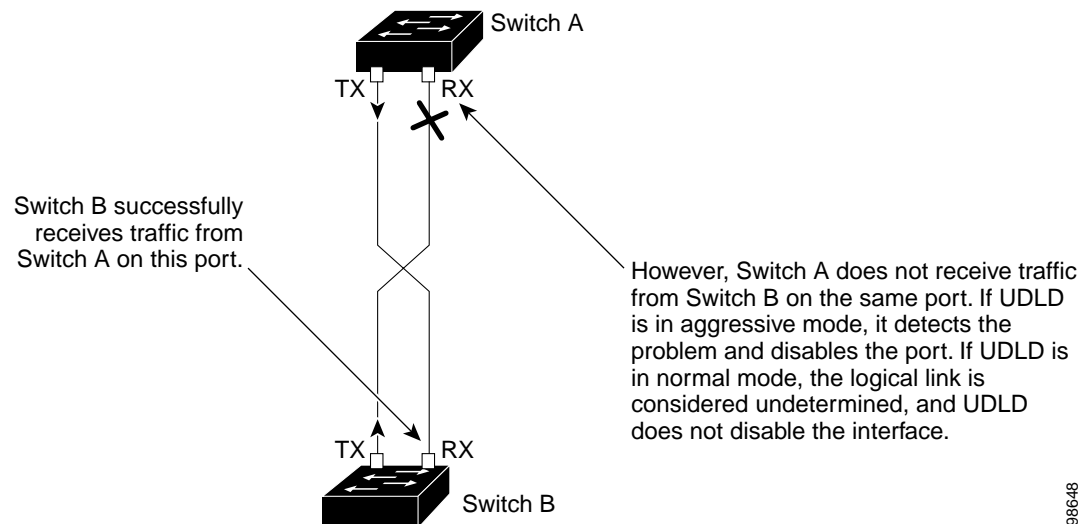
If the detection window ends and no valid reply message is received, the link might shut down, depending on the UDLD mode. When UDLD is in normal mode, the link might be considered undetermined and might not be shut down. When UDLD is in aggressive mode, the link is considered unidirectional, and the interface is shut down.

If UDLD in normal mode is in the advertisement or in the detection phase and all the neighbor cache entries are aged out, UDLD restarts the link-up sequence to resynchronize with any potentially out-of-sync neighbors.

If you enable aggressive mode when all the neighbors of a port have aged out either in the advertisement or in the detection phase, UDLD restarts the link-up sequence to resynchronize with any potentially out-of-sync neighbor. UDLD shuts down the port if, after the fast train of messages, the link state is still undetermined.

Figure 18-1 shows an example of a unidirectional link condition.

Figure 18-1 UDLD Detection of a Unidirectional Link



Configuring UDLD

This section describes how to configure UDLD on your switch. It contains this configuration information:

- [Default UDLD Configuration, page 18-4](#)
- [Configuration Guidelines, page 18-4](#)
- [Enabling UDLD Globally, page 18-5](#)
- [Enabling UDLD on an Interface, page 18-5](#)
- [Resetting an Interface Shut Down by UDLD, page 18-6](#)

Default UDLD Configuration

[Table 18-1](#) shows the default UDLD configuration.

Table 18-1 Default UDLD Configuration

Feature	Default Setting
UDLD global enable state	Globally disabled
UDLD per-interface enable state for fiber-optic media	Disabled on all Ethernet fiber-optic interfaces
UDLD per-interface enable state for twisted-pair (copper) media	Disabled on all Ethernet 10/100 and 1000BASE-TX interfaces
UDLD aggressive mode	Disabled

Configuration Guidelines

These are the UDLD configuration guidelines:

- A UDLD-capable interface also cannot detect a unidirectional link if it is connected to a UDLD-incapable port of another switch.
- When configuring the mode (normal or aggressive), make sure that the same mode is configured on both sides of the link.

Enabling UDLD Globally

Beginning in privileged EXEC mode, follow these steps to enable UDLD in the aggressive or normal mode and to set the configurable message timer on all fiber-optic interfaces on the switch:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	udld { aggressive enable message time <i>message-timer-interval</i> }	Specify the UDLD mode of operation: <ul style="list-style-type: none"> • aggressive—Enables UDLD in aggressive mode on all fiber-optic interfaces. • enable—Enables UDLD in normal mode on all fiber-optic interfaces on the switch. UDLD is disabled by default. An individual interface configuration overrides the setting of the udld enable global configuration command. For more information about aggressive and normal modes, see the “Modes of Operation” section on page 18-1. • message time <i>message-timer-interval</i>—Configures the period of time between UDLD probe messages on ports that are in the advertisement phase and are determined to be bidirectional. The range is from 7 to 90 seconds. <p>Note This command affects fiber-optic interfaces only. Use the udld interface configuration command to enable UDLD on other interface types. For more information, see the “Enabling UDLD on an Interface” section on page 18-5.</p>
Step 3	end	Return to privileged EXEC mode.
Step 4	show udld	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable UDLD globally, use the **no udld enable** global configuration command to disable normal mode UDLD on all fiber-optic ports. Use the **no udld aggressive** global configuration command to disable aggressive mode UDLD on all fiber-optic ports.

Enabling UDLD on an Interface

Beginning in privileged EXEC mode, follow these steps to enable UDLD in the aggressive or normal mode on an interface:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface to be enabled for UDLD.

	Command	Purpose
Step 3	udld port [aggressive]	Specify the UDLD mode of operation: <ul style="list-style-type: none"> aggressive—(Optional) Enables UDLD in aggressive mode on the specified interface. UDLD is disabled by default. If you do not enter the aggressive keyword, the switch enables UDLD in normal mode. On a fiber-optic interface, this command overrides the udld enable global configuration command setting. For more information about aggressive and normal modes, see the “Modes of Operation” section on page 18-1.
Step 4	end	Return to privileged EXEC mode.
Step 5	show udld <i>interface-id</i>	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable UDLD on a non-fiber-optic interface, use the **no udld port** interface configuration command.



Note On fiber-optic interfaces, the **no udld port** command reverts the interface configuration to the **udld enable** global configuration command setting.

To disable UDLD on a fiber-optic interface, use the **udld port disable** command to revert to the **udld enable** global configuration command setting. The **udld port disable** command is not supported on non-fiber-optic interfaces.

Resetting an Interface Shut Down by UDLD

Beginning in privileged EXEC mode, follow these steps to reset all interfaces shut down by UDLD:

	Command	Purpose
Step 1	udld reset	Reset all interfaces shut down by UDLD.
Step 2	show udld	Verify your entries.
Step 3	copy running-config startup-config	(Optional) Save your entries in the configuration file.

You can also bring up the interface by using these commands:

- The **shutdown** interface configuration command followed by the **no shutdown** interface configuration command restarts the disabled interface.
- The **no udld {aggressive | enable}** global configuration command followed by the **udld {aggressive | enable}** global configuration command re-enables UDLD globally.
- The **udld port disable** interface configuration command followed by the **udld port [aggressive]** interface configuration command re-enables UDLD on the specified interface.
- The **errdisable recovery cause udld** global configuration command enables the timer to automatically recover from the UDLD error-disabled state, and the **errdisable recovery interval interval** global configuration command specifies the time to recover from the UDLD error-disabled state.

Displaying UDLD Status

To display the UDLD status for the specified interface or for all interfaces, use the **show udld** [*interface-id*] privileged EXEC command.

For detailed information about the fields in the command output, refer to the command reference for this release.



Configuring CDP

This chapter describes how to configure Cisco Discovery Protocol (CDP) on your Catalyst 2940 switch.



Note

For complete syntax and usage information for the commands used in this chapter, refer to the command reference for this release and the *Cisco IOS Configuration Fundamentals Command Reference for Cisco IOS Release 12.1*.

This chapter consists of these sections:

- [Understanding CDP, page 19-1](#)
- [Configuring CDP, page 19-2](#)
- [Monitoring and Maintaining CDP, page 19-5](#)

Understanding CDP

CDP is a device discovery protocol that runs over Layer 2 (the data link layer) on all Cisco-manufactured devices (routers, bridges, access servers, and switches) and allows network management applications to discover Cisco devices that are neighbors of already known devices. With CDP, network management applications can learn the device type and the Simple Network Management Protocol (SNMP) agent address of neighboring devices running lower-layer, transparent protocols. This feature enables applications to send SNMP queries to neighboring devices.

CDP runs on all media that support Subnetwork Access Protocol (SNAP). Because CDP runs over the data-link layer only, two systems that support different network-layer protocols can learn about each other.

Each CDP-configured device sends periodic messages to a multicast address, advertising at least one address at which it can receive SNMP messages. The advertisements also contain time-to-live, or holdtime information, which is the length of time a receiving device holds CDP information before discarding it. Each device also listens to the messages sent by other devices to learn about neighboring devices.

On the switch, CDP enables the Cluster Management Suite to display a graphical view of the network. The switch uses CDP to find cluster candidates and maintain information about cluster members and other devices up to three cluster-enabled devices away from the command switch by default.

The switch supports CDP version 2.

Configuring CDP

These sections include CDP configuration information and procedures:

- [Default CDP Configuration, page 19-2](#)
- [Configuring the CDP Characteristics, page 19-2](#)
- [Disabling and Enabling CDP, page 19-3](#)
- [Disabling and Enabling CDP on an Interface, page 19-4](#)

Default CDP Configuration

Table 19-1 shows the default CDP configuration.

Table 19-1 Default CDP Configuration

Feature	Default Setting
CDP global state	Enabled
CDP interface state	Enabled
CDP timer (packet update frequency)	60 seconds
CDP holdtime (before discarding)	180 seconds
CDP version-2 advertisements	Enabled

Configuring the CDP Characteristics

You can configure the frequency of CDP updates, the amount of time to hold the information before discarding it, and whether or not to send version-2 advertisements.

Beginning in privileged EXEC mode, follow these steps to configure the CDP timer, holdtime, and advertisement type.



Note

Steps 2 through 4 are all optional and can be performed in any order.

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	cdp timer <i>seconds</i>	(Optional) Set the transmission frequency of CDP updates in seconds. The range is from 5 to 254; the default is 60 seconds.
Step 3	cdp holdtime <i>seconds</i>	(Optional) Specify the amount of time a receiving device should hold the information sent by your device before discarding it. The range is from 10 to 255 seconds; the default is 180 seconds.
Step 4	cdp advertise-v2	(Optional) Configure CDP to send version-2 advertisements. This is the default state.
Step 5	end	Return to privileged EXEC mode.

	Command	Purpose
Step 6	show cdp	Verify configuration by displaying global information about CDP on the device.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

Use the **no** form of the CDP commands to return to the default settings.

This example shows how to configure and verify CDP characteristics.

```
Switch# configure terminal
Switch(config)# cdp timer 50
Switch(config)# cdp holdtime 120
Switch(config)# cdp advertise-v2
Switch(config)# end

Switch# show cdp

Global CDP information:
  Sending CDP packets every 50 seconds
  Sending a holdtime value of 120 seconds
  Sending CDPv2 advertisements is enabled
```

For additional CDP **show** commands, see the “[Monitoring and Maintaining CDP](#)” section on page 19-5.

Disabling and Enabling CDP

CDP is enabled by default.



Note

Creating and maintaining switch clusters is based on the regular exchange of CDP messages. Disabling CDP can interrupt cluster discovery. For more information, see [Chapter 5, “Clustering Switches.”](#)

Beginning in privileged EXEC mode, follow these steps to disable the CDP device discovery capability:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	no cdp run	Disable CDP.
Step 3	end	Return to privileged EXEC mode.

Beginning in privileged EXEC mode, follow these steps to enable CDP when it has been disabled:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	cdp run	Enable CDP after disabling it.
Step 3	end	Return to privileged EXEC mode.

This example shows how to enable CDP if it has been disabled.

```
Switch# configure terminal
Switch(config)# cdp run
Switch(config)# end
```

Disabling and Enabling CDP on an Interface

CDP is enabled by default on all supported interfaces to send and receive CDP information.

Beginning in privileged EXEC mode, follow these steps to disable CDP on an interface:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and enter the interface on which you are disabling CDP.
Step 3	no cdp enable	Disable CDP on an interface.
Step 4	end	Return to privileged EXEC mode.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

Beginning in privileged EXEC mode, follow these steps to enable CDP on an interface when it has been disabled:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and enter the interface on which you are enabling CDP.
Step 3	cdp enable	Enable CDP on an interface after disabling it.
Step 4	end	Return to privileged EXEC mode.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

This example shows how to enable CDP on an interface when it has been disabled.

```
Switch# configure terminal
Switch(config)# interface fastethernet0/5
Switch(config-if)# cdp enable
Switch(config-if)# end
```

Monitoring and Maintaining CDP

To monitor and maintain CDP on your device, perform one or more of these tasks, beginning in privileged EXEC mode.

Command	Description
clear cdp counters	Reset the traffic counters to zero.
clear cdp table	Delete the CDP table of information about neighbors.
show cdp	Display global information, such as frequency of transmissions and the holdtime for packets being sent.
show cdp entry <i>entry-name</i> [protocol version]	Display information about a specific neighbor. You can enter an asterisk (*) to display all CDP neighbors, or you can enter the name of the neighbor about which you want information. You can also limit the display to information about the protocols enabled on the specified neighbor or information about the version of software running on the device.
show cdp interface [<i>type number</i>]	Display information about interfaces where CDP is enabled. You can limit the display to the type of interface or the number of the interface about which you want information (for example, entering gigabitethernet 0/1 displays information only about Gigabit Ethernet port 1).
show cdp neighbors [<i>type number</i>] [detail]	Display information about neighbors, including device type, interface type and number, holdtime settings, capabilities, platform, and port ID. You can limit the display to neighbors on a specific type or number of interface or expand the display to provide more detailed information.
show cdp traffic	Display CDP counters, including the number of packets sent and received and checksum errors.

This is an example of the output from the **show cdp** privileged EXEC commands:

```
Switch# show cdp
Global CDP information:
  Sending CDP packets every 50 seconds
  Sending a holdtime value of 120 seconds
  Sending CDPv2 advertisements is enabled
```




Configuring SPAN

This chapter describes how to configure Switched Port Analyzer (SPAN) on your Catalyst 2940 switch.



Note

For complete syntax and usage information for the commands used in this chapter, refer to the command reference for this release.

This chapter consists of these sections:

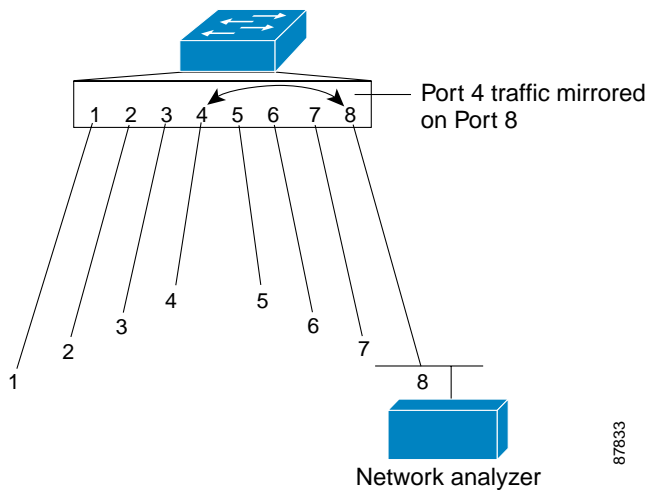
- [Understanding SPAN, page 20-1](#)
- [Configuring SPAN, page 20-6](#)
- [Displaying SPAN Status, page 20-10](#)

Understanding SPAN

You can analyze network traffic passing through ports by using SPAN to send a copy of the traffic to another port on the switch that has been connected to a SwitchProbe device or other Remote Monitoring (RMON) probe or security device. SPAN mirrors received or sent (or both) traffic on one or more source ports to a destination port for analysis.

For example, in [Figure 20-1](#), all traffic on port 4 (the source port) is mirrored to port 8 (the destination port). A network analyzer on port 8 receives all network traffic from port 4 without being physically attached to port 4.

Figure 20-1 Example SPAN Configuration



Only traffic that enters or leaves source ports can be monitored by using SPAN.

SPAN does not affect the switching of network traffic on source ports; a copy of the packets received or sent by the source interfaces is sent to the destination interface. Except for traffic that is required for the SPAN session, reflector ports and destination ports do not receive or forward traffic.

You can use the SPAN destination port to inject traffic from a network security device. For example, if you connect a Cisco Intrusion Detection System (IDS) Sensor Appliance to a destination port, the IDS device can send TCP Reset packets to close down the TCP session of a suspected attacker.

SPAN Concepts and Terminology

This section describes concepts and terminology associated with a SPAN configuration.

SPAN Session

A local SPAN session is an association of a destination port with source ports. You can monitor incoming or outgoing traffic on a series or range of ports.

SPAN sessions do not interfere with the normal operation of the switch. However, an oversubscribed SPAN destination, for example, a 10-Mbps port monitoring a 100-Mbps port, results in dropped or lost packets.

You can configure SPAN sessions on disabled ports; however, a SPAN session does not become active unless you enable the destination port and at least one source port for that session. The **show monitor session *session_number*** privileged EXEC command displays the operational status of a SPAN session.

A SPAN session remains inactive after system power-on until the destination port is operational.

Traffic Types

SPAN sessions include these traffic types:

- **Receive (Rx) SPAN**—The goal of receive (or ingress) SPAN is to monitor as much as possible all the packets received by the source interface. A copy of each packet received by the source is sent to the destination port for that SPAN session. You can monitor a series or range of ingress ports in a SPAN session.

At the destination port, if tagging is enabled, the packets appear with the 802.1Q header. If no tagging is specified, packets appear in the native format.

Packets that are modified because of quality of service (QoS) are copied with modification for Rx SPAN.

- **Transmit (Tx) SPAN**—The goal of transmit (or egress) SPAN is to monitor as much as possible all the packets sent by the source interface after all modification and processing is performed by the switch. A copy of each packet sent by the source is sent to the destination port for that SPAN session. The copy is provided after the packet is modified. You can monitor a range of egress ports in a SPAN session.

For packets that are modified because of QoS, the modified packet might not have the same CoS (non-IP packet) as the SPAN source.

Some features that can cause a packet to be dropped during transmit processing might also affect the duplicated copy for SPAN. If the source port is oversubscribed, the destination ports will have different dropping behavior.

- **Both**—In a SPAN session, you can monitor a series or range of ports for both received and sent packets.

Source Port

A source port (also called a *monitored port*) is a switched port that you monitor for network traffic analysis. In a single local SPAN session, you can monitor source port traffic such as received (Rx), transmitted (Tx), or bidirectional (both). The switch supports any number of source ports (up to the maximum number of available ports on the switch).

A source port has these characteristics:

- It can be any port type (for example, EtherChannel, Fast Ethernet, Gigabit Ethernet, and so forth).
- It cannot be a destination port.
- Each source port can be configured with a direction (ingress, egress, or both) to monitor. For EtherChannel sources, the monitored direction would apply to all the physical ports in the group.
- Source ports can be in the same or different VLANs.

You can configure a trunk port as a source port. All VLANs active on the trunk are monitored.

Destination Port

Each local SPAN session destination session must have a destination port (also called a *monitoring port*) that receives a copy of traffic from the source port.

The destination port has these characteristics:

- It must reside on the same switch as the source port (for a local SPAN session).
- It can be any Ethernet physical port.

- It cannot be a source port or a reflector port.
- It cannot be an EtherChannel group or a VLAN.
- It can be a physical port that is assigned to an EtherChannel group, even if the EtherChannel group has been specified as a SPAN source. The port is removed from the group while it is configured as a SPAN destination port.
- The port does not transmit any traffic except that required for the SPAN session.
- If ingress traffic forwarding is enabled for a network security device, the destination port forwards traffic at Layer 2.
- It does not participate in spanning tree while the SPAN session is active.
- When it is a destination port, it does not participate in any of the Layer 2 protocols (STP, VTP, CDP, DTP, PagP, or LACP).
- No address learning occurs on the destination port.
- A destination port receives copies of sent and received traffic for all monitored source ports. If a destination port is oversubscribed, it could become congested. This could affect traffic forwarding on one or more of the source ports.

SPAN Traffic

You can use local SPAN to monitor all network traffic, including multicast and bridge protocol data unit (BPDU) packets, and Cisco Discovery Protocol (CDP), VLAN Trunk Protocol (VTP), Dynamic Trunking Protocol (DTP), Spanning Tree Protocol (STP), Port Aggregation Protocol (PagP), and Link Aggregation Control Protocol (LACP) packets.

In some SPAN configurations, multiple copies of the same source packet are sent to the SPAN destination port. For example, a bidirectional (both Rx and Tx) SPAN session is configured for the sources a1 Rx monitor and the a2 Rx and Tx monitor to destination port d1. If a packet enters the switch through a1 and is switched to a2, both incoming and outgoing packets are sent to destination port d1.

SPAN Interaction with Other Features

SPAN interacts with these features:

- Spanning Tree Protocol (STP)—A destination port or a reflector port does not participate in STP while its SPAN session is active. The destination or reflector port can participate in STP after the SPAN session is disabled. On a source port, SPAN does not affect the STP status.
- Cisco Discovery Protocol (CDP)—A SPAN destination port does not participate in CDP while the SPAN session is active. After the SPAN session is disabled, the port again participates in CDP.
- VLAN and trunking—You can modify VLAN membership or trunk settings for source, destination, or reflector ports at any time. However, changes in VLAN membership or trunk settings for a destination or reflector port do not take effect until you disable the SPAN session. Changes in VLAN membership or trunk settings for a source port immediately take effect, and the SPAN session automatically adjusts accordingly.

- **EtherChannel**—You can configure an EtherChannel group as a source port but not as a SPAN destination port. When a group is configured as a SPAN source, the entire group is monitored.

If a port is added to a monitored EtherChannel group, the new port is added to the SPAN source port list. If a port is removed from a monitored EtherChannel group, it is automatically removed from the source port list. If the port is the only port in the EtherChannel group, the EtherChannel group is removed from SPAN.

If a physical port that belongs to an EtherChannel group is configured as a SPAN source, destination, or reflector port, it is removed from the group. After the port is removed from the SPAN session, it rejoins the EtherChannel group. Ports removed from an EtherChannel group remain members of the group, but they are in the *down* or *standalone* state.

If a physical port that belongs to an EtherChannel group is a destination or reflector port and the EtherChannel group is a source, the port is removed from the EtherChannel group and from the list of monitored ports.

- **QoS**—For ingress monitoring, the packets sent to the SPAN destination port might be different from the packets actually received at the SPAN source port because the packets are forwarded after ingress QoS classification and policing. The packet DSCP might not be the same as the received packet.
- **Multicast traffic** can be monitored. For egress and ingress port monitoring, only a single unedited packet is sent to the SPAN destination port. It does not reflect the number of times the multicast packet is sent.
- **Port security**—A secure port cannot be a SPAN destination port.

SPAN Session Limits

You can configure (and store in NVRAM) one local SPAN session on a switch. The number of active sessions and combinations are subject to this restriction:
SPAN source (rx, tx, both): one active session limit.

Default SPAN Configuration

Table 20-1 shows the default SPAN configuration.

Table 20-1 Default SPAN Configuration

Feature	Default Setting
SPAN state	Disabled
Source port traffic to monitor	Both received and sent traffic (both)
Encapsulation type (destination port)	Native form (no encapsulation type header)
Ingress forwarding (destination port)	Disabled

Configuring SPAN

This section describes how to configure SPAN on your switch. It contains this configuration information:

- [SPAN Configuration Guidelines, page 20-6](#)
- [Creating a SPAN Session and Specifying Ports to Monitor, page 20-6](#)
- [Creating a SPAN Session and Enabling Ingress Traffic, page 20-8](#)
- [Removing Ports from a SPAN Session, page 20-9](#)

SPAN Configuration Guidelines

Follow these guidelines when configuring SPAN:

- The destination port cannot be a source port; a source port cannot be a destination port.
- You can have only one destination port.
- An EtherChannel port can be a SPAN source port; it cannot be a SPAN destination port.
- For SPAN source ports, you can monitor sent and received traffic for a single port or for a series or range of ports.
- When you configure a switch port as a SPAN destination port, it is no longer a normal switch port; only monitored traffic passes through the SPAN destination port.
- You can configure a disabled port to be a source or destination port, but the SPAN function does not start until the destination port and at least one source port is enabled.
- A SPAN destination port never participates in any VLAN spanning tree. SPAN does include BPDUs in the monitored traffic, so any spanning-tree BPDUs received on the SPAN destination port for a SPAN session were copied from the SPAN source ports.
- When SPAN is enabled, configuration changes have these results:
 - If you change the VLAN configuration of a destination port, the change is not effective until SPAN is disabled.
 - If you disable all source ports or the destination port, the SPAN function stops until both a source and the destination port are enabled.

Creating a SPAN Session and Specifying Ports to Monitor

Beginning in privileged EXEC mode, follow these steps to create a SPAN session and specify the source (monitored) and destination (monitoring) ports:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	no monitor session { <i>session_number</i> all local remote }	Clear any existing SPAN configuration for the session. For <i>session_number</i> , specify 1. Specify all to remove all SPAN sessions, local to remove all local sessions, or remote to remove all remote SPAN sessions.

	Command	Purpose
Step 3	monitor session <i>session_number</i> source interface <i>interface-id</i> [, -] [both rx tx]	Specify the SPAN session and the source port (monitored port). For <i>session_number</i> , specify 1. For <i>interface-id</i> , specify the source port to monitor. Valid interfaces include physical interfaces and port-channel logical interfaces (port-channel <i>port-channel-number</i>). (Optional) [, -] Specify a series or range of interfaces. Enter a space before and after the comma; enter a space before and after the hyphen. (Optional) Specify the direction of traffic to monitor. If you do not specify a traffic direction, the source interface sends both sent and received traffic. <ul style="list-style-type: none"> • both—Monitor both received and sent traffic. • rx—Monitor received traffic. • tx—Monitor sent traffic.
Step 4	monitor session <i>session_number</i> destination interface <i>interface-id</i> [encapsulation { dot1q }]	Specify the SPAN session and the destination port (monitoring port). For <i>session_number</i> , specify 1. For <i>interface-id</i> , specify the destination port. Valid interfaces include physical interfaces. (Optional) Specify the encapsulation header for outgoing packets. If not specified, packets are sent in native form. <ul style="list-style-type: none"> • dot1q—Use 802.1Q encapsulation.
Step 5	end	Return to privileged EXEC mode.
Step 6	show monitor [session <i>session_number</i>]	Verify your entries.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

This example shows how to set up a SPAN session, session 1, for monitoring source port traffic to a destination port. First, any existing SPAN configuration for session 1 is cleared, and then bidirectional traffic is mirrored from source port 1 to destination port 10.

```
Switch(config)# no monitor session 1
Switch(config)# monitor session 1 source interface fastEthernet0/1
Switch(config)# monitor session 1 destination interface fastEthernet0/10
encapsulation dot1q
Switch(config)# end
```

Creating a SPAN Session and Enabling Ingress Traffic

Beginning in privileged EXEC mode, follow these steps to create a SPAN session, to specify the source and destination ports, and to enable ingress traffic on the destination port for a network security device (such as a Cisco IDS Sensor Appliance):

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	no monitor session { <i>session_number</i> all local remote }	Clear any existing SPAN configuration for the session. For <i>session_number</i> , specify 1. Specify all to remove all SPAN sessions, local to remove all local sessions, or remote to remove all remote SPAN sessions.
Step 3	monitor session <i>session_number</i> source interface <i>interface-id</i> [, -] [both rx tx]	Specify the SPAN session and the source port (monitored port). For <i>session_number</i> , specify 1. For <i>interface-id</i> , specify the source port to monitor. Valid interfaces include physical interfaces and port-channel logical interfaces (port-channel <i>port-channel-number</i>). (Optional) [, -] Specify a series or range of interfaces. Enter a space before and after the comma; enter a space before and after the hyphen. (Optional) Specify the direction of traffic to monitor. If you do not specify a traffic direction, the source interface sends both sent and received traffic. <ul style="list-style-type: none"> • both—Monitor both received and sent traffic. • rx—Monitor received traffic. • tx—Monitor sent traffic.
Step 4	monitor session <i>session_number</i> destination interface <i>interface-id</i> [encapsulation { dot1q }] [ingress vlan <i>vlan id</i>]	Specify the SPAN session, the destination port (monitoring port), the packet encapsulation, and the ingress VLAN. For <i>session_number</i> , specify 1. For <i>interface-id</i> , specify the destination port. Valid interfaces include physical interfaces. (Optional) Specify the encapsulation header for outgoing packets. If not specified, packets are sent in native form. <ul style="list-style-type: none"> • dot1q—Use 802.1Q encapsulation. (Optional) Enter ingress vlan <i>vlan id</i> to enable ingress forwarding and specify a default VLAN.
Step 5	end	Return to privileged EXEC mode.
Step 6	show monitor [session <i>session_number</i>]	Verify your entries.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

This example shows how to configure the destination port for ingress traffic on VLAN 5 by using a security device that does not support 802.1Q encapsulation.

```
Switch(config)# monitor session 1 destination interface Fa 0/5 ingress vlan 5
```


This example shows how to configure the destination port for ingress traffic on VLAN 5 by using a security device that supports 802.1Q encapsulation.

```
Switch(config)# monitor session 1 destination interface Fa 0/5 encapsulation dot1q ingress
vlan 5
```

This example shows how to disable ingress traffic forwarding on the destination port.

```
Switch(config)# monitor session 1 destination interface Fa 0/5 encapsulation dot1q
```

Removing Ports from a SPAN Session

Beginning in privileged EXEC mode, follow these steps to remove a port as a SPAN source for a session:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	no monitor session <i>session_number</i> source interface <i>interface-id</i> [, -] [both rx tx]	Specify the characteristics of the source port (monitored port) and SPAN session to remove. For <i>session</i> , specify 1. For <i>interface-id</i> , specify the source port to no longer monitor. Valid interfaces include physical interfaces and port-channel logical interfaces (port-channel <i>port-channel-number</i>). (Optional) Use [, -] to specify a series or range of interfaces if they were configured. This option is valid when monitoring only received traffic. Enter a space before and after the comma; enter a space before and after the hyphen. (Optional) Specify the direction of traffic (both , rx , or tx) to no longer monitor. If you do not specify a traffic direction, both transmit and receive are disabled.
Step 3	end	Return to privileged EXEC mode.
Step 4	show monitor [session <i>session_number</i>]	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To remove a source or destination port from the SPAN session, use the **no monitor session** *session_number* **source interface** *interface-id* global configuration command or the **no monitor session** *session_number* **destination interface** *interface-id* global configuration command. To change the encapsulation type back to the default (native), use the **monitor session** *session_number* **destination interface** *interface-id* without the **encapsulation** keyword.

This example shows how to remove port 1 as a SPAN source for SPAN session 1:

```
Switch(config)# no monitor session 1 source interface fastEthernet0/1
Switch(config)# end
```

This example shows how to disable received traffic monitoring on port 1, which was configured for bidirectional monitoring:

```
Switch(config)# no monitor session 1 source interface fastEthernet0/1 rx
```

The monitoring of traffic received on port 1 is disabled, but traffic sent from this port continues to be monitored.

Displaying SPAN Status

To display the status of the current SPAN configuration, use the **show monitor** privileged EXEC command.

This is an example of output for the **show monitor** privileged EXEC command for SPAN source session 1:

```
Switch# show monitor session 1
Session 1
-----
Type                : Local Session
Source Ports       :
  RX Only           : None
  TX Only           : None
  Both              : Fa0/4
Source VLANs       :
  RX Only           : None
  TX Only           : None
  Both              : None
Source RSPAN VLAN  : None
Destination Ports  : Fa0/5
  Encapsulation: DOT1Q
    Ingress: Enabled, default VLAN = 5
Reflector Port     : None
Filter VLANs       : None
Dest RSPAN VLAN    : None
```



Configuring RMON

This chapter describes how to configure Remote Network Monitoring (RMON) on your Catalyst 2940 switch. RMON is a standard monitoring specification that defines a set of statistics and functions that can be exchanged between RMON-compliant console systems and network probes. RMON provides you with comprehensive network-fault diagnosis, planning, and performance-tuning information.



Note

For complete syntax and usage information for the commands used in this chapter, refer to the *Cisco IOS Configuration Fundamentals Command Reference for Cisco IOS Release 12.1*.

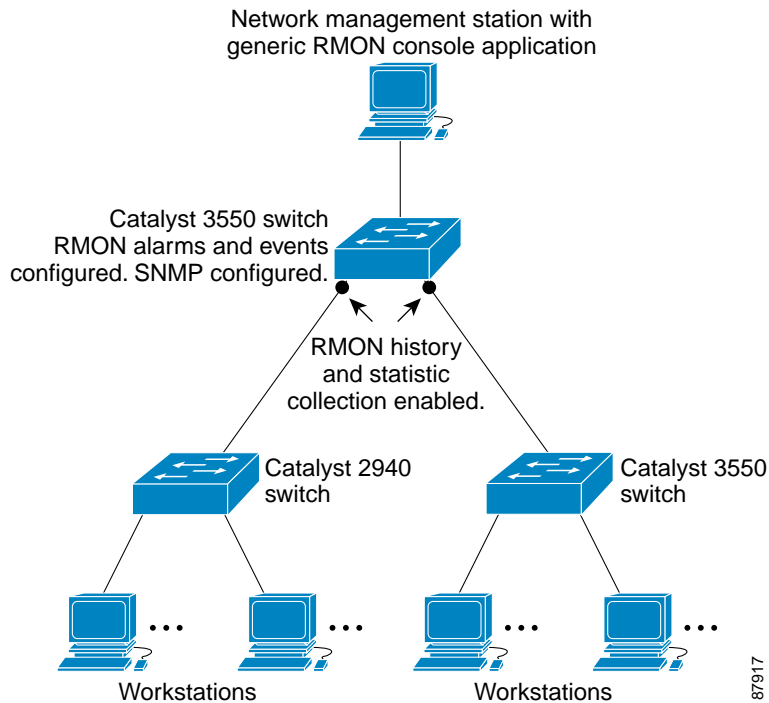
This chapter consists of these sections:

- [Understanding RMON, page 21-1](#)
- [Configuring RMON, page 21-2](#)
- [Displaying RMON Status, page 21-6](#)

Understanding RMON

RMON is an Internet Engineering Task Force (IETF) standard monitoring specification that allows various network agents and console systems to exchange network monitoring data. You can use the RMON feature with the Simple Network Management Protocol (SNMP) agent in the switch to monitor all the traffic flowing among switches on all connected LAN segments.

Figure 21-1 Remote Monitoring Example



The switch supports these RMON groups (defined in RFC 1757):

- Statistics (RMON group 1)—Collects Ethernet, Fast Ethernet, and Gigabit Ethernet statistics on an interface.
- History (RMON group 2)—Collects a history group of statistics on Ethernet, Fast Ethernet, and Gigabit Ethernet interfaces for a specified polling interval.
- Alarm (RMON group 3)—Monitors a specific management information base (MIB) object for a specified interval, triggers an alarm at a specified value (rising threshold), and resets the alarm at another value (falling threshold). Alarms can be used with events; the alarm triggers an event, which can generate a log entry or an SNMP trap.
- Event (RMON group 9)—Determines the action to take when an event is triggered by an alarm. The action can be to generate a log entry or an SNMP trap.

Because switches supported by this Cisco IOS release use hardware counters for RMON data processing, the monitoring is more efficient, and little processing power is required.

Configuring RMON

This section describes how to configure RMON on your switch. It contains this configuration information:

- [Default RMON Configuration, page 21-3](#)
- [Configuring RMON Alarms and Events, page 21-3](#)
- [Configuring RMON Collection on an Interface, page 21-5](#)

Default RMON Configuration

RMON is disabled by default; no alarms or events are configured.

Only RMON 1 is supported on the switch.

Configuring RMON Alarms and Events

You can configure your switch for RMON by using the command-line interface (CLI) or an SNMP-compatible network management station. We recommend that you use a generic RMON console application on the network management station (NMS) to take advantage of RMON's network management capabilities. You must also configure SNMP on the switch to access RMON MIB objects. For more information, see [Chapter 23, "Configuring SNMP."](#)

Beginning in privileged EXEC mode, follow these steps to enable RMON alarms and events:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	rmon alarm <i>number variable interval</i> { absolute delta } rising-threshold <i>value</i> [<i>event-number</i>] falling-threshold <i>value</i> [<i>event-number</i>] [owner <i>string</i>]	Set an alarm on a MIB object. <ul style="list-style-type: none"> For <i>number</i>, specify the alarm number. The range is 1 to 65535. For <i>variable</i>, specify the MIB object to monitor. For <i>interval</i>, specify the time in seconds the alarm monitors the MIB variable. The range is 1 to 4294967295 seconds. Specify the absolute keyword to test each MIB variable directly; specify the delta keyword to test the change between samples of a MIB variable. For <i>value</i>, specify a number at which the alarm is triggered and one for when the alarm is reset. The range for the rising threshold and falling threshold <i>values</i> is -2147483648 to 2147483647. (Optional) For <i>event-number</i>, specify the event number to trigger when the rising or falling threshold exceeds its limit. (Optional) For owner <i>string</i>, specify the owner of the alarm.

	Command	Purpose
Step 3	rmon event <i>number</i> [description <i>string</i>] [log] [owner <i>string</i>] [trap <i>community</i>]	Add an event in the RMON event table that is associated with an RMON event number. <ul style="list-style-type: none"> For <i>number</i>, assign an event number. The range is 1 to 65535. (Optional) For description <i>string</i>, specify a description of the event. (Optional) Use the log keyword to generate an RMON log entry when the event is triggered. (Optional) For owner <i>string</i>, specify the owner of this event. (Optional) For <i>community</i>, enter the SNMP community string used for this trap.
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable an alarm, use the **no rmon alarm** *number* global configuration command on each alarm you configured. You cannot disable at once all the alarms that you configured. To disable an event, use the **no rmon event** *number* global configuration command. To learn more about alarms and events and how they interact with each other, refer to RFC 1757.

You can set an alarm on any MIB object. The following example configures RMON alarm number 10 by using the **rmon alarm** command. The alarm monitors the MIB variable *ifEntry.20.1* once every 20 seconds until the alarm is disabled and checks the change in the variable's rise or fall. If the *ifEntry.20.1* value shows a MIB counter increase of 15 or more, such as from 100000 to 100015, the alarm is triggered. The alarm in turn triggers event number 1, which is configured with the **rmon event** command. Possible events can include a log entry or an SNMP trap. If the *ifEntry.20.1* value changes by 0, the alarm is reset and can be triggered again.

```
Switch(config)# rmon alarm 10 ifEntry.20.1 20 delta rising-threshold 15 1
falling-threshold 0 owner jjohnson
```

The following example creates RMON event number 1 by using the **rmon event** command. The event is defined as *High ifOutErrors* and generates a log entry when the event is triggered by the alarm. The user *jjones* owns the row that is created in the event table by this command. This example also generates an SNMP trap when the event is triggered.

```
Switch(config)# rmon event 1 log trap eventtrap description "High ifOutErrors" owner
jjones
```

Configuring RMON Collection on an Interface

You must first configure RMON alarms and events to display collection information.

Beginning in privileged EXEC mode, follow these steps to collect group history statistics on an interface:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface on which to collect history.
Step 3	rmon collection history <i>index</i> [buckets <i>bucket-number</i>] [interval <i>seconds</i>] [owner <i>ownername</i>]	Enable history collection for the specified number of buckets and time period. <ul style="list-style-type: none"> For <i>index</i>, identify the RMON group of statistics. The range is 1 to 65535. (Optional) For buckets <i>bucket-number</i>, specify the maximum number of buckets desired for the RMON collection history group of statistics. The range is 1 to 65535. The default is 50 buckets. (Optional) For interval <i>seconds</i>, specify the number of seconds in each polling cycle. (Optional) For owner <i>ownername</i>, enter the name of the owner of the RMON group of statistics.
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entries.
Step 6	show rmon history	Display the contents of the switch history table.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable history collection, use the **no rmon collection history** *index* interface configuration command.

Beginning in privileged EXEC mode, follow these steps to collect group Ethernet statistics on an interface:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface on which to collect statistics.
Step 3	rmon collection stats <i>index</i> [owner <i>ownername</i>]	Enable RMON statistic collection on the interface. <ul style="list-style-type: none"> For <i>index</i>, specify the RMON group of statistics. The range is from 1 to 65535. (Optional) For owner <i>ownername</i>, enter the name of the owner of the RMON group of statistics.
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entries.

	Command	Purpose
Step 6	show rmon statistics	Display the contents of the switch statistics table.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable the collection of group Ethernet statistics, use the **no rmon collection stats *index*** interface configuration command.

Displaying RMON Status

To display the RMON status, use one or more of the privileged EXEC commands in [Table 21-1](#):

Table 21-1 Commands for Displaying RMON Status

Command	Purpose
show rmon	Displays general RMON statistics.
show rmon alarms	Displays the RMON alarm table.
show rmon events	Displays the RMON event table.
show rmon history	Displays the RMON history table.
show rmon statistics	Displays the RMON statistics table.

For information about the fields in these displays, refer to the *Cisco IOS Configuration Fundamentals Command Reference for Cisco IOS Release 12.1*.



Configuring System Message Logging

This chapter describes how to configure system message logging on your Catalyst 2940 switch.



Note

For complete syntax and usage information for the commands used in this chapter, refer to the *Cisco IOS Configuration Fundamentals Command Reference for Cisco IOS Release 12.1*.

This chapter consists of these sections:

- [Understanding System Message Logging, page 22-1](#)
- [Configuring System Message Logging, page 22-2](#)
- [Displaying the Logging Configuration, page 22-12](#)

Understanding System Message Logging

By default, a switch sends the output from system messages and **debug** privileged EXEC commands to a logging process. The logging process controls the distribution of logging messages to various destinations, such as the logging buffer, terminal lines, or a UNIX syslog server, depending on your configuration. The process also sends messages to the console.



Note

The syslog format is compatible with 4.3 BSD UNIX.

When the logging process is disabled, messages are sent only to the console. The messages are sent as they are generated, so message and debug output are interspersed with prompts or output from other commands. Messages appear on the console after the process that generated them has finished.

You can set the severity level of the messages to control the type of messages that appear on the console and each of the destinations. You can time-stamp log messages or set the syslog source address to enhance real-time debugging and management. For information on possible messages, refer to the system message guide for this release.

You can access logged system messages by using the switch command-line interface (CLI) or by saving them to a properly configured syslog server. The switch software saves syslog messages in an internal buffer. You can remotely monitor system messages by accessing the switch through Telnet, through the console port, or by viewing the logs on a syslog server.

Configuring System Message Logging

These sections describe how to configure system message logging:

- [System Log Message Format, page 22-2](#)
- [Default System Message Logging Configuration, page 22-3](#)
- [Disabling and Enabling Message Logging, page 22-4](#)
- [Setting the Message Display Destination Device, page 22-4](#)
- [Synchronizing Log Messages, page 22-5](#)
- [Enabling and Disabling Time Stamps on Log Messages, page 22-7](#)
- [Enabling and Disabling Sequence Numbers in Log Messages, page 22-7](#)
- [Defining the Message Severity Level, page 22-8](#)
- [Limiting Syslog Messages Sent to the History Table and to SNMP, page 22-9](#)
- [Configuring UNIX Syslog Servers, page 22-10](#)

System Log Message Format

System log messages can contain up to 80 characters and a percent sign (%), which follows the optional sequence number or time-stamp information, if configured. Messages appear in this format:

seq no:timestamp: %facility-severity-MNEMONIC:description

The part of the message preceding the percent sign depends on the setting of the **service sequence-numbers**, **service timestamps log datetime**, **service timestamps log datetime [localtime] [msec] [show-timezone]**, or **service timestamps log uptime** global configuration command.

[Table 22-1](#) describes the elements of syslog messages.

Table 22-1 System Log Message Elements

Element	Description
<i>seq no:</i>	Stamps log messages with a sequence number only if the service sequence-numbers global configuration command is configured. For more information, see the “ Enabling and Disabling Sequence Numbers in Log Messages ” section on page 22-7.
<i>timestamp</i> formats: <i>mm/dd hh:mm:ss</i> or <i>hh:mm:ss</i> (short uptime) or <i>d h</i> (long uptime)	Date and time of the message or event. This information appears only if the service timestamps log [datetime log] global configuration command is configured. For more information, see the “ Enabling and Disabling Time Stamps on Log Messages ” section on page 22-7.
<i>facility</i>	The facility to which the message refers (for example, SNMP, SYS, and so forth). For a list of supported facilities, see Table 22-4 on page 22-11 .
<i>severity</i>	Single-digit code from 0 to 7 that is the severity of the message. For a description of the severity levels, see Table 22-3 on page 22-8 .

Table 22-1 System Log Message Elements (continued)

Element	Description
<i>MNEMONIC</i>	Text string that uniquely describes the message.
<i>description</i>	Text string containing detailed information about the event being reported.

This example shows a partial switch system message:

```
00:00:46: %LINK-3-UPDOWN: Interface Port-channel1, changed state to up
00:00:47: %LINK-3-UPDOWN: Interface GigabitEthernet0/1, changed state to up
00:00:47: %LINK-3-UPDOWN: Interface GigabitEthernet0/2, changed state to up
00:00:48: %LINEPROTO-5-UPDOWN: Line protocol on Interface Vlan1, changed state to down
00:00:48: %LINEPROTO-5-UPDOWN: Line protocol on Interface GigabitEthernet0/1, changed
state to down 2
*Mar  1 18:46:11: %SYS-5-CONFIG_I: Configured from console by vty2 (10.34.195.36)
18:47:02: %SYS-5-CONFIG_I: Configured from console by vty2 (10.34.195.36)
*Mar  1 18:48:50.483 UTC: %SYS-5-CONFIG_I: Configured from console by vty2 (10.34.195.36)
```

Default System Message Logging Configuration

[Table 22-2](#) shows the default system message logging configuration.

Table 22-2 Default System Message Logging Configuration

Feature	Default Setting
System message logging to the console	Enabled.
Console severity	Debugging (and numerically lower levels; see Table 22-3 on page 22-8).
Logging buffer size	4096 bytes.
Logging history size	1 message.
Timestamps	Disabled.
Synchronous logging	Disabled.
Logging server	Disabled.
Syslog server IP address	None configured.
Server facility	Local7 (see Table 22-4 on page 22-11).
Server severity	Informational (and numerically lower levels; see Table 22-3 on page 22-8).

Disabling and Enabling Message Logging

Message logging is enabled by default. It must be enabled to send messages to any destination other than the console. When enabled, log messages are sent to a logging process, which logs messages to designated locations asynchronously to the processes that generated the messages.

Beginning in privileged EXEC mode, follow these steps to disable message logging:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	no logging on	Disable message logging.
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config or show logging	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

Disabling the logging process can slow down the switch because a process must wait until the messages are written to the console before continuing. When the logging process is disabled, messages appear on the console as soon as they are produced, often appearing in the middle of command output.

The **logging synchronous** global configuration command also affects the display of messages to the console. When this command is enabled, messages appear only after you press Return. For more information, see the [“Synchronizing Log Messages”](#) section on page 22-5.

To re-enable message logging after it has been disabled, use the **logging on** global configuration command.

Setting the Message Display Destination Device

If message logging is enabled, you can send messages to specific locations in addition to the console. Beginning in privileged EXEC mode, use one or more of the following commands to specify the locations that receive messages:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	logging buffered <i>[size]</i>	Log messages to an internal buffer. The default buffer size is 4096. The range is 4096 to 4294967295 bytes. Note Do not make the buffer size too large because the switch could run out of memory for other tasks. Use the show memory privileged EXEC command to view the free processor memory on the switch; however, this value is the maximum available, and the buffer size should <i>not</i> be set to this amount.

	Command	Purpose
Step 3	logging <i>host</i>	Log messages to a UNIX syslog server host. For <i>host</i> , specify the name or IP address of the host to be used as the syslog server. To build a list of syslog servers that receive logging messages, enter this command more than once. For complete syslog server configuration steps, see the “ Configuring UNIX Syslog Servers ” section on page 22-10.
Step 4	logging file flash : <i>filename</i> [<i>max-file-size</i>] [<i>min-file-size</i>] [<i>severity-level-number</i> <i>type</i>]	Store log messages in a file in Flash memory. <ul style="list-style-type: none"> For <i>filename</i>, enter the log message filename. (Optional) For <i>max-file-size</i>, specify the maximum logging file size. The range is 4096 to 2147483647. The default is 4069 bytes. (Optional) For <i>min-file-size</i>, specify the minimum logging file size. The range is 1024 to 2147483647. The default is 2048 bytes. (Optional) For <i>severity-level-number</i> <i>type</i>, specify either the logging severity level or the logging type. The severity range is 0 to 7. For a list of logging type keywords, see Table 22-3 on page 22-8. By default, the log file receives debugging messages and numerically lower levels.
Step 5	end	Return to privileged EXEC mode.
Step 6	terminal monitor	Log messages to a nonconsole terminal during the current session. Terminal parameter-setting commands are set locally and do not remain in effect after the session has ended. You must perform this step for each session to see the debugging messages.
Step 7	show running-config	Verify your entries.
Step 8	copy running-config startup-config	(Optional) Save your entries in the configuration file.

The **logging buffered** global configuration command copies logging messages to an internal buffer. The buffer is circular, so newer messages overwrite older messages after the buffer is full. To display the messages that are logged in the buffer, use the **show logging** privileged EXEC command. The first message that appears is the oldest message in the buffer. To clear the contents of the buffer, use the **clear logging** privileged EXEC command.

To disable logging to the console, use the **no logging console** global configuration command. To disable logging to a file, use the **no logging file** [*severity-level-number* | *type*] global configuration command.

Synchronizing Log Messages

You can configure the system to synchronize unsolicited messages and **debug** privileged EXEC command output with solicited device output and prompts for a specific console port line or virtual terminal line. You can identify the types of messages to be output asynchronously based on the level of severity. You can also determine the maximum number of buffers for storing asynchronous messages for the terminal after which messages are dropped.

When synchronous logging of unsolicited messages and **debug** command output is enabled, unsolicited device output appears on the console or is printed after solicited device output appears or is printed. Unsolicited messages and **debug** command output appears on the console after the prompt for user input

is returned. Therefore, unsolicited messages and **debug** command output are not interspersed with solicited device output and prompts. After the unsolicited messages appear, the console again shows the user prompt.

Beginning in privileged EXEC mode, follow these steps to configure synchronous logging:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	line [console vty] <i>line-number</i> [<i>ending-line-number</i>]	Specify the line to be configured for synchronous logging of messages. <ul style="list-style-type: none"> Use the console keyword for configurations that occur through the switch console port. Use the line vty line-number command to specify which vty lines are to have synchronous logging enabled. You use a vty connection for configurations that occur through a Telnet session. The range of line numbers is from 0 to 15. <p>You can change the setting of all 16 vty lines at once by entering:</p> <p>line vty 0 15</p> <p>Or you can change the setting of the single vty line being used for your current connection. For example, to change the setting for vty line 2, enter:</p> <p>line vty 2</p> <p>When you enter this command, the mode changes to line configuration.</p>
Step 3	logging synchronous [level severity-level all] [limit number-of-buffers]	Enable synchronous logging of messages. <ul style="list-style-type: none"> (Optional) For level severity-level, specify the message severity level. Messages with a severity level equal to or higher than this value are printed asynchronously. Low numbers mean greater severity and high numbers mean lesser severity. The default is 2. (Optional) Specifying level all means that all messages are printed asynchronously regardless of the severity level. (Optional) For limit number-of-buffers, specify the number of buffers to be queued for the terminal after which new messages are dropped. The default is 20.
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable synchronization of unsolicited messages and debug output, use the **no logging synchronous** [**level severity-level** | **all**] [**limit number-of-buffers**] line configuration command.

Enabling and Disabling Time Stamps on Log Messages

By default, log messages are not time-stamped.

Beginning in privileged EXEC mode, follow these steps to enable timestamping of log messages:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	service timestamps log uptime or service timestamps log datetime [msec] [localtime] [show-timezone]	Enable log timestamps. The first command enables timestamps on log messages, showing the time since the system was rebooted. The second command enables timestamps on log messages. Depending on the options selected, the timestamp can include the date, time in milliseconds relative to the local time zone, and the time zone name.
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable time stamps for both debug and log messages, use the **no service timestamps** global configuration command.

This example shows part of a logging display with the **service timestamps log datetime** global configuration command enabled:

```
*Mar  1 18:46:11: %SYS-5-CONFIG_I: Configured from console by vty2 (10.34.195.36)
```

This example shows part of a logging display with the **service timestamps log uptime** global configuration command enabled:

```
00:00:46: %LINK-3-UPDOWN: Interface Port-channel1, changed state to up
```

Enabling and Disabling Sequence Numbers in Log Messages

Because there is a chance that more than one log message can have the same time stamp, you can display messages with sequence numbers so that you can unambiguously refer to a single message. By default, sequence numbers in log messages do not appear.

Beginning in privileged EXEC mode, follow these steps to enable sequence numbers in log messages:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	service sequence-numbers	Enable sequence numbers.
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable sequence numbers, use the **no service sequence-numbers** global configuration command.

This example shows part of a logging display with sequence numbers enabled:

```
000019: %SYS-5-CONFIG_I: Configured from console by vty2 (10.34.195.36)
```

Defining the Message Severity Level

You can limit messages that appear for the selected device by specifying the severity level of the message, as described in [Table 22-3](#).

Beginning in privileged EXEC mode, follow these steps to define the message severity level:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	logging console level	Limit messages logged to the console. By default, the console receives debugging messages and numerically lower levels (see Table 22-3 on page 22-8).
Step 3	logging monitor level	Limit messages logged to the terminal lines. By default, the terminal receives debugging messages and numerically lower levels (see Table 22-3 on page 22-8).
Step 4	logging trap level	Limit messages logged to the syslog servers. By default, syslog servers receive informational messages and numerically lower levels (see Table 22-3 on page 22-8). For complete syslog server configuration steps, see the “ Configuring UNIX Syslog Servers ” section on page 22-10.
Step 5	end	Return to privileged EXEC mode.
Step 6	show running-config or show logging	Verify your entries.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.



Note

Specifying a *level* causes messages at that level and numerically lower levels to appear at the destination.

To disable logging to the console, use the **no logging console** global configuration command. To disable logging to a terminal other than the console, use the **no logging monitor** global configuration command. To disable logging to syslog servers, use the **no logging trap** global configuration command.

[Table 22-3](#) describes the *level* keywords. It also lists the corresponding UNIX syslog definitions from the most severe level to the least severe level.

Table 22-3 Message Logging Level Keywords

Level Keyword	Level	Description	Syslog Definition
emergencies	0	System unstable	LOG_EMERG
alerts	1	Immediate action needed	LOG_ALERT

Table 22-3 Message Logging Level Keywords (continued)

Level Keyword	Level	Description	Syslog Definition
critical	2	Critical conditions	LOG_CRIT
errors	3	Error conditions	LOG_ERR
warnings	4	Warning conditions	LOG_WARNING
notifications	5	Normal but significant condition	LOG_NOTICE
informational	6	Informational messages only	LOG_INFO
debugging	7	Debugging messages	LOG_DEBUG

The software generates four other categories of messages:

- Error messages about software or hardware malfunctions that appear at levels **warnings** through **emergencies**. These messages mean that the functionality of the switch is affected. For information on how to recover from these malfunctions, refer to the system message guide for this release.
- Output from the **debug** commands that appear at the **debugging** level. Debug commands are typically used only by the Technical Assistance Center.
- Interface up or down transitions and system restart messages that appear at the **notifications** level. This message is only for information; switch functionality is not affected.
- Reload requests and low-process stack messages that appear at the **informational** level. This message is only for information; switch functionality is not affected.

Limiting Syslog Messages Sent to the History Table and to SNMP

If you enabled syslog message traps to be sent to an SNMP network management station by using the **snmp-server enable trap** global configuration command, you can change the level of messages sent and stored in the switch history table. You also can change the number of messages that are stored in the history table.

Messages are stored in the history table because SNMP traps are not guaranteed to reach their destination. By default, one message of the level **warning** and numerically lower levels (see [Table 22-3 on page 22-8](#)) are stored in the history table even if syslog traps are not enabled.

Beginning in privileged EXEC mode, follow these steps to change the level and history table size defaults:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	logging history level¹	Change the default level of syslog messages stored in the history file and sent to the SNMP server. See Table 22-3 on page 22-8 for a list of <i>level</i> keywords. By default, warnings , errors , critical , alerts , and emergencies messages are sent.
Step 3	logging history size number	Specify the number of syslog messages that can be stored in the history table. The default is to store one message. The range is 1 to 500 messages.

	Command	Purpose
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

1. [Table 22-3](#) lists the level keywords and severity level. For SNMP usage, the severity level values increase by 1. For example, emergencies equal 1, not 0, and critical equals 3, not 2.

When the history table is full (it contains the maximum number of message entries specified with the **logging history size** global configuration command), the oldest message entry is deleted from the table to allow the new message entry to be stored.

To return the logging of syslog messages to the default level, use the **no logging history** global configuration command. To return the number of messages in the history table to the default value, use the **no logging history size** global configuration command.

Configuring UNIX Syslog Servers

The next sections describe how to configure the UNIX server syslog daemon and how to define the UNIX system logging facility.

Logging Messages to a UNIX Syslog Daemon

Before you can send system log messages to a UNIX syslog server, you must configure the syslog daemon on a UNIX server. Log in as root, and perform these steps:



Note

Some recent versions of UNIX syslog daemons no longer accept by default syslog packets from the network. If this is the case with your system, use the UNIX **man syslogd** command to determine what options must be added to or removed from the syslog command line to enable logging of remote syslog messages.

- Step 1** Add a line such as the following to the file `/etc/syslog.conf`:

```
local7.debug /usr/adm/logs/cisco.log
```

The **local7** keyword specifies the logging facility to be used; see [Table 22-4 on page 22-11](#) for information on the facilities. The **debug** keyword specifies the syslog level; see [Table 22-3 on page 22-8](#) for information on the severity levels. The syslog daemon sends messages at this level or at a more severe level to the file specified in the next field. The file must already exist, and the syslog daemon must have permission to write to it.

- Step 2** Create the log file by entering these commands at the UNIX shell prompt:

```
$ touch /var/log/cisco.log
$ chmod 666 /var/log/cisco.log
```

- Step 3** Make sure the syslog daemon reads the new changes:

```
$ kill -HUP `cat /etc/syslog.pid`
```

For more information, see the **man syslog.conf** and **man syslogd** commands on your UNIX system.

Configuring the UNIX System Logging Facility

When sending system log messages to an external device, you can cause the switch to identify its messages as originating from any of the UNIX syslog facilities.

Beginning in privileged EXEC mode, follow these steps to configure UNIX system facility message logging:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	logging host	Log messages to a UNIX syslog server host by entering its IP address. To build a list of syslog servers that receive logging messages, enter this command more than once.
Step 3	logging trap level	Limit messages logged to the syslog servers. Be default, syslog servers receive informational messages and lower. See Table 22-3 on page 22-8 for <i>level</i> keywords.
Step 4	logging facility facility-type	Configure the syslog facility. See Table 22-4 on page 22-11 for <i>facility-type</i> keywords. The default is local7 .
Step 5	end	Return to privileged EXEC mode.
Step 6	show running-config	Verify your entries.
Step 7	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To remove a syslog server, use the **no logging host** global configuration command, and specify the syslog server IP address. To disable logging to syslog servers, enter the **no logging trap** global configuration command.

[Table 22-4](#) lists the UNIX system facilities supported by the Cisco IOS software. For more information about these facilities, consult the operator's manual for your UNIX operating system.

Table 22-4 Logging Facility-Type Keywords

Facility Type Keyword	Description
auth	Authorization system
cron	Cron facility
daemon	System daemon
kern	Kernel
local0-7	Locally defined messages
lpr	Line printer system
mail	Mail system
news	USENET news
sys9	System use
sys10	System use
sys11	System use

Table 22-4 Logging Facility-Type Keywords (continued)

Facility Type Keyword	Description
sys12	System use
sys13	System use
sys14	System use
syslog	System log
user	User process
uucp	UNIX-to-UNIX copy system

Displaying the Logging Configuration

To display the logging configuration and the contents of the log buffer, use the **show logging** privileged EXEC command. For information about the fields in this display, refer to the *Cisco IOS Configuration Fundamentals Command Reference for Cisco IOS Release 12.1*.



Configuring SNMP

This chapter describes how to configure the Simple Network Management Protocol (SNMP) on your Catalyst 2940 switch.



Note

For complete syntax and usage information for the commands used in this chapter, refer to the switch command reference for this release and to the *Cisco IOS Configuration Fundamentals Command Reference for Cisco IOS Release 12.1*.

This chapter consists of these sections:

- [Understanding SNMP, page 23-1](#)
- [Configuring SNMP, page 23-5](#)
- [Displaying SNMP Status, page 23-15](#)

Understanding SNMP

SNMP is an application-layer protocol that provides a message format for communication between managers and agents. The SNMP system consists of an SNMP manager, an SNMP agent, and a management information base (MIB). The SNMP manager can be part of a network management system (NMS) such as CiscoWorks. The agent and MIB reside on the switch. To configure SNMP on the switch, you define the relationship between the manager and the agent.

The SNMP agent contains MIB variables whose values the SNMP manager can request or change. A manager can get a value from an agent or store a value into the agent. The agent gathers data from the MIB, the repository for information about device parameters and network data. The agent can also respond to a manager's requests to get or set data.

An agent can send unsolicited traps to the manager. Traps are messages alerting the SNMP manager to a condition on the network. Traps can mean improper user authentication, restarts, link status (up or down), MAC address tracking, closing of a TCP connection, loss of connection to a neighbor, or other significant events.

This section includes information about these topics:

- [SNMP Versions, page 23-2](#)
- [SNMP Manager Functions, page 23-3](#)
- [SNMP Agent Functions, page 23-3](#)
- [SNMP Community Strings, page 23-3](#)

- [Using SNMP to Access MIB Variables, page 23-4](#)
- [SNMP Notifications, page 23-4](#)

SNMP Versions

This software release supports these SNMP versions:

- **SNMPv1**—The Simple Network Management Protocol, a Full Internet Standard, defined in RFC 1157.
- **SNMPv2C** replaces the Party-based Administrative and Security Framework of SNMPv2Classic with the community-string-based Administrative Framework of SNMPv2C while retaining the bulk retrieval and improved error handling of SNMPv2Classic. It has these features:
 - **SNMPv2**—Version 2 of the Simple Network Management Protocol, a Draft Internet Standard, defined in RFCs 1902 through 1907.
 - **SNMPv2C**—The community-string-based Administrative Framework for SNMPv2, an Experimental Internet Protocol defined in RFC 1901.
- **SNMPv3**—Version 3 of the SNMP is an interoperable standards-based protocol defined in RFCs 2273 to 2275. SNMPv3 provides secure access to devices by authenticating and encrypting packets over the network and includes these security features:
 - **Message integrity**—ensuring that a packet was not tampered with in transit
 - **Authentication**—determining that the message is from a valid source

Both SNMPv1 and SNMPv2C use a community-based form of security. The community of managers able to access the agent's MIB is defined by an IP address access control list and password.

SNMPv2C includes a bulk retrieval mechanism and more detailed error message reporting to management stations. The bulk retrieval mechanism retrieves tables and large quantities of information, minimizing the number of round-trips required. The SNMPv2C improved error-handling includes expanded error codes that distinguish different kinds of error conditions; these conditions are reported through a single error code in SNMPv1. Error return codes in SNMPv2C report the error type.

SNMPv3 provides for both security models and security levels. A security model is an authentication strategy set up for a user and the group within which the user resides. A security level is the permitted level of security within a security model. A combination of the security level and the security model determine which security mechanism is used when handling an SNMP packet. Available security models are SNMPv1, SNMPv2C, and SNMPv3.

[Table 23-1](#) identifies the characteristics of the different combinations of security models and levels.

Table 23-1 *SNMP Security Models and Levels*

Model	Level	Authentication	Encryption	Result
SNMPv1	noAuthNoPriv	Community string	No	Uses a community string match for authentication.
SNMPv2C	noAuthNoPriv	Community string	No	Uses a community string match for authentication.
SNMPv3	authPriv (requires the cryptographic software image)	MD5 or SHA	DES	Provides authentication based on the HMAC-MD5 or HMAC-SHA algorithms. Provides DES 56-bit encryption in addition to authentication based on the CBC-DES (DES-56) standard.

You must configure the SNMP agent to use the SNMP version supported by the management station. Because an agent can communicate with multiple managers, you can configure the software to support communications with one management station using the SNMPv1 protocol, one using the SNMPv2C protocol and another using SNMPv3.

SNMP Manager Functions

The SNMP manager uses information in the MIB to perform the operations described in [Table 23-2](#).

Table 23-2 *SNMP Operations*

Operation	Description
get-request	Retrieves a value from a specific variable.
get-next-request	Retrieves a value from a variable within a table. ¹
get-bulk-request ²	Retrieves large blocks of data, such as multiple rows in a table, that would otherwise require the transmission of many small blocks of data.
get-response	Replies to a get-request, get-next-request, and set-request sent by an NMS.
set-request	Stores a value in a specific variable.
trap	An unsolicited message sent by an SNMP agent to an SNMP manager when some event has occurred.

1. With this operation, an SNMP manager does not need to know the exact variable name. A sequential search is performed to find the needed variable from within a table.
2. The **get-bulk** command only works with SNMPv2 or later.

SNMP Agent Functions

The SNMP agent responds to SNMP manager requests as follows:

- Get a MIB variable—The SNMP agent begins this function in response to a request from the NMS. The agent retrieves the value of the requested MIB variable and responds to the NMS with that value.
- Set a MIB variable—The SNMP agent begins this function in response to a message from the NMS. The SNMP agent changes the value of the MIB variable to the value requested by the NMS.

The SNMP agent also sends unsolicited trap messages to notify an NMS that a significant event has occurred on the agent. Examples of trap conditions include, but are not limited to, when a port or module goes up or down, when spanning-tree topology changes occur, and when authentication failures occur.

SNMP Community Strings

SNMP community strings authenticate access to MIB objects and function as embedded passwords. In order for the NMS to access the switch, the community string definitions on the NMS must match at least one of the three community string definitions on the switch.

A community string can have one of these attributes:

- Read-only (RO)—Gives read access to authorized management stations to all objects in the MIB except the community strings, but does not allow write access
- Read-write (RW)—Gives read and write access to authorized management stations to all objects in the MIB, but does not allow access to the community strings
- Read-write-all—Gives read and write access to authorized management stations to all objects in the MIB, including the community strings



Note

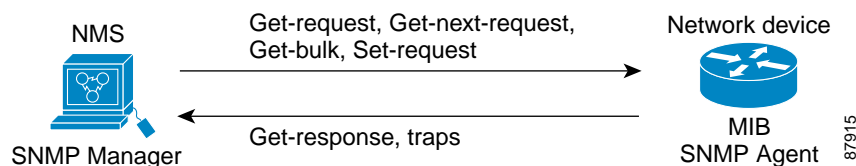
When a cluster is created, the command switch manages the exchange of messages among member switches and the SNMP application. The Cluster Management software appends the member switch number (*@esN*, where *N* is the switch number) to the first configured RW and RO community strings on the command switch and propagates them to the member switches. For more information, see [Chapter 5, “Clustering Switches.”](#)

Using SNMP to Access MIB Variables

An example of an NMS is the CiscoWorks network management software. CiscoWorks 2000 software uses the switch MIB variables to set device variables and to poll devices on the network for specific information. The results of a poll can appear as a graph and be analyzed to troubleshoot internetworking problems, increase network performance, verify the configuration of devices, monitor traffic loads, and more.

As shown in [Figure 23-1](#), the SNMP agent gathers data from the MIB. The agent can send traps, or notification of certain events, to the SNMP manager, which receives and processes the traps. Traps alert the SNMP manager to a condition on the network, such as improper user authentication, restarts, link status (up or down), MAC address tracking, and so forth. The SNMP agent also responds to MIB-related queries sent by the SNMP manager in *get-request*, *get-next-request*, and *set-request* format.

Figure 23-1 SNMP Network



For information on supported MIBs and how to access them, see [Appendix A, “Supported MIBs.”](#)

SNMP Notifications

SNMP allows the switch to send notifications to SNMP managers when particular events occur. SNMP notifications can be sent as traps or inform requests. In command syntax, unless there is an option in the command to select either traps or informs, the keyword *traps* refers to either traps or informs, or both. Use the **snmp-server host** command to specify whether to send SNMP notifications as traps or informs.

Traps are unreliable because the receiver does not send an acknowledgment when it receives a trap, and the sender cannot determine if the trap was received. When an SNMP manager receives an inform request, it acknowledges the message with an SNMP response protocol data unit (PDU). If the sender does not receive a response, the inform request can be sent again. Because they can be re-sent, informs are more likely than traps to reach their intended destination.

The characteristics that make informs more reliable than traps also consume more resources in the switch and in the network. Unlike a trap, which is discarded as soon as it is sent, an inform request is held in memory until a response is received or the request times out. Traps are sent only once, but an inform might be re-sent or retried several times. The retries increase traffic and contribute to a higher overhead on the network. Therefore, traps and informs require a trade-off between reliability and resources. If it is important that the SNMP manager receive every notification, use inform requests. If traffic on the network or memory in the switch is a concern and notification is not required, use traps.



Note

SNMPv1 does not support informs.

Configuring SNMP

This section describes how to configure SNMP on your switch. It contains this configuration information:

- [Default SNMP Configuration, page 23-5](#)
- [SNMP Configuration Guidelines, page 23-6](#)
- [Disabling the SNMP Agent, page 23-7](#)
- [Configuring Community Strings, page 23-7](#)
- [Configuring SNMP Groups and Users, page 23-8](#)
- [Configuring SNMP Notifications, page 23-10](#)
- [Setting the Agent Contact and Location Information, page 23-13](#)
- [Limiting TFTP Servers Used Through SNMP, page 23-13](#)
- [SNMP Examples, page 23-14](#)

Default SNMP Configuration

[Table 23-3](#) shows the default SNMP configuration.

Table 23-3 *Default SNMP Configuration*

Feature	Default Setting
SNMP agent	Enabled
SNMP community strings	Read-Only: Public Read-Write: Private Read-Write-all: Secret
SNMP trap receiver	None configured
SNMP traps	None enabled

Table 23-3 Default SNMP Configuration (continued)

Feature	Default Setting
SNMP version	If no version keyword is present, the default is version 1.
SNMPv3 authentication	If no keyword is entered, the default is the noauth (noAuthNoPriv) security level.
SNMP notification type	If no type is specified, all notifications are sent.

SNMP Configuration Guidelines

An SNMP *group* is a table that maps SNMP users to SNMP views. An SNMP *user* is a member of an SNMP group. An SNMP *host* is the recipient of an SNMP trap operation. An SNMP *engine ID* is a name for the local or remote SNMP engine.



Note

Before using alarm profiles to set the Catalyst 2955 switch to send SNMP alarm trap notifications to an SNMP server, you must first enable SNMP by using the **snmp-server enable traps alarms** global configuration command.

When configuring SNMP, follow these guidelines:

- When configuring an SNMP group, do not specify a notify view. The **snmp-server host** global configuration command autogenerates a notify view for the user and then adds it to the group associated with that user. Modifying the group's notify view affects all users associated with that group. Refer to the *Cisco IOS Configuration Fundamentals Command Reference for Cisco IOS Release 12.1* for information about when you should configure notify views.
- To configure a remote user, specify the IP address or port number for the remote SNMP agent of the device where the user resides.
- Before you configure remote users for a particular agent, configure the SNMP engine ID, using the **snmp-server engineID** global configuration with the **remote** option. The remote agent's SNMP engine ID and user password are used to compute the authentication and privacy digests. If you do not configure the remote engine ID first, the configuration command fails.
- When configuring SNMP informs, you need to configure the SNMP engine ID for the remote agent in the SNMP database before you can send proxy requests or informs to it.
- Changing the value of the SNMP engine ID has important side effects. A user's password (entered on the command line) is converted to an MD5 or SHA security digest based on the password and the local engine ID. The command-line password is then destroyed, as required by RFC 2274. Because of this deletion, if the value of engineID changes, the security digests of SNMPv3 users become invalid, and you need to reconfigure SNMP users by using the **snmp-server user username** global configuration command. Similar restrictions require the reconfiguration of community strings when the engine ID changes.

Disabling the SNMP Agent

Beginning in privileged EXEC mode, follow these steps to disable the SNMP agent:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	no snmp-server	Disable the SNMP agent operation.
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

The **no snmp-server** global configuration command disables all running versions (version 1, version 2C, and version 3) on the device. No specific Cisco IOS command exists to enable SNMP. The first **snmp-server** global configuration command that you enter enables all versions of SNMP.

Configuring Community Strings

You use the SNMP community string to define the relationship between the SNMP manager and the agent. The community string acts like a password to permit access to the agent on the switch. Optionally, you can specify one or more of these characteristics associated with the string:

- An access list of IP addresses of the SNMP managers that are permitted to use the community string to gain access to the agent
- A MIB view, which defines the subset of all MIB objects accessible to the given community
- Read and write or read-only permission for the MIB objects accessible to the community

Beginning in privileged EXEC mode, follow these steps to configure a community string on the switch:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	snmp-server community <i>string</i> [view <i>view-name</i>] [ro rw] [<i>access-list-number</i>]	Configure the community string. <ul style="list-style-type: none"> • For <i>string</i>, specify a string that acts like a password and permits access to the SNMP protocol. You can configure one or more community strings of any length. • (Optional) For view, specify the view record accessible to the community. • (Optional) Specify either read-only (ro) if you want authorized management stations to retrieve MIB objects, or specify read-write (rw) if you want authorized management stations to retrieve and modify MIB objects. By default, the community string permits read-only access to all objects. • (Optional) For <i>access-list-number</i>, enter an IP standard access list numbered from 1 to 99 and 1300 to 1999.

	Command	Purpose
Step 3	access-list <i>access-list-number</i> { deny permit } <i>source</i> [<i>source-wildcard</i>]	<p>(Optional) If you specified an IP standard access list number in Step 2, then create the list, repeating the command as many times as necessary.</p> <ul style="list-style-type: none"> For <i>access-list-number</i>, enter the access list number specified in Step 2. The deny keyword denies access if the conditions are matched. The permit keyword permits access if the conditions are matched. For <i>source</i>, enter the IP address of the SNMP managers that are permitted to use the community string to gain access to the agent. (Optional) For <i>source-wildcard</i>, enter the wildcard bits in dotted decimal notation to be applied to the source. Place ones in the bit positions that you want to ignore. <p>Recall that the access list is always terminated by an implicit deny statement for everything.</p>
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

**Note**

To disable access for an SNMP community, set the community string for that community to the null string (do not enter a value for the community string).

To remove a specific community string, use the **no snmp-server community** *string* global configuration command.

This example shows how to assign the string *comaccess* to SNMP, to allow read-only access, and to specify that IP access list 4 can use the community string to gain access to the switch SNMP agent:

```
Switch(config)# snmp-server community comaccess ro 4
```

Configuring SNMP Groups and Users

You can specify an identification name (engineID) for the local or remote SNMP server engine on the switch. You can configure an SNMP server group that maps SNMP users to SNMP views, and you can add new users to the SNMP group.

Beginning in privileged EXEC mode, follow these steps to configure SNMP on the switch:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	snmp-server engineID { local <i>engineid-string</i> remote <i>ip-address</i> [udp-port <i>port-number</i>] <i>engineid-string</i> }	<p>Configure a name for either the local or remote copy of SNMP.</p> <ul style="list-style-type: none"> The <i>engineid-string</i> is a 24-character ID string with the name of the copy of SNMP. You need not specify the entire 24-character engine ID if it contains trailing zeros. Specify only the portion of the engine ID up to the point where only zeros remain in the value. For example, to configure an engine ID of 123400000000000000000000, you can enter this: snmp-server engineID local 1234 If you select remote, specify the <i>ip-address</i> of the device that contains the remote copy of SNMP and the optional UDP port on the remote device. The default is 162.
Step 3	snmp-server group <i>groupname</i> { v1 v2c v3 [auth noauth]} [read <i>readview</i>] [write <i>writeview</i>] [notify <i>notifyview</i>] [access <i>access-list</i>]	<p>Configure a new SNMP group on the remote device.</p> <ul style="list-style-type: none"> For <i>groupname</i>, specify the name of the group. Specify a security model: <ul style="list-style-type: none"> v1 is the least secure of the possible security models. v2c is the second least secure model. It allows transmission of informs and integers twice the normal width. v3, the most secure, requires you to select an authentication level: <ul style="list-style-type: none"> auth—Enables the Message Digest 5 (MD5) and the Secure Hash Algorithm (SHA) packet authentication. noauth—The noAuthNoPriv security level. This is the default if no keyword is specified. (Optional) Enter read <i>readview</i> with a string (not to exceed 64 characters) that is the name of the view in which you can only view the contents of the agent. (Optional) Enter write <i>writeview</i> with a string (not to exceed 64 characters) that is the name of the view in which you enter data and configure the contents of the agent. (Optional) Enter notify <i>notifyview</i> with a string (not to exceed 64 characters) that is the name of the view in which you specify a notify, inform, or trap. (Optional) Enter access <i>access-list</i> with a string (not to exceed 64 characters) that is the name of the access list.

	Command	Purpose
Step 4	<code>snmp-server user username groupname</code> [remote <i>host</i> [udp-port <i>port</i>]] { v1 v2c v3 [auth { md5 sha } <i>auth-password</i>]} [encrypted] [access <i>access-list</i>]	Configure a new user to an SNMP group. <ul style="list-style-type: none"> The <i>username</i> is the name of the user on the host that connects to the agent. The <i>groupname</i> is the name of the group to which the user is associated. (Optional) Enter remote to specify a remote SNMP entity to which the user belongs and the hostname or IP address of that entity with the optional UDP port number. The default is 162. Enter the SNMP version number (v1, v2c, or v3). If you enter v3, you have these additional options: <ul style="list-style-type: none"> auth is an authentication level setting session, which can be either the HMAC-MD5-96 or the HMAC-SHA-96 authentication level, and requires a password string (not to exceed 64 characters). encrypted specifies that the password appears in encrypted format. (Optional) Enter access <i>access-list</i> with a string (not to exceed 64 characters) that is the name of the access list.
Step 5	<code>end</code>	Return to privileged EXEC mode.
Step 6	<code>show running-config</code>	Verify your entries.
Step 7	<code>copy running-config startup-config</code>	(Optional) Save your entries in the configuration file.

Configuring SNMP Notifications

A trap manager is a management station that receives and processes traps. Traps are system alerts that the switch generates when certain events occur. By default, no trap manager is defined, and no traps are sent. Switches running this software release can have an unlimited number of trap managers.



Note

Many commands use the word *traps* in the command syntax. Unless there is an option in the command to select either traps or informs, the keyword *traps* refers to either traps, informs, or both. Use the `snmp-server host` command to specify whether to send SNMP notifications as traps or informs.

Table 23-4 describes the supported switch traps (notification types). You can enable any or all of these traps and configure a trap manager to receive them.

Table 23-4 Switch Notification Types

Notification Type Keyword	Description
bridge	Allows SNMP STP bridge MIB traps.
c2900	Generates a trap for Catalyst 2940-specific notifications.
cluster	Generates a trap when the cluster configuration changes.
config	Generates a trap for SNMP configuration changes.

Table 23-4 Switch Notification Types (continued)

Notification Type Keyword	Description
entity	Generates a trap for SNMP entity changes.
envmon	Allows environmental monitor traps.
hsrp	Generates a trap for Hot Standby Router Protocol (HSRP) changes.
mac-notification	Generates a trap for MAC address notifications.
rtr	Generates a trap for the SNMP Response Time Reporter (RTR).
snmp	Generates a trap for SNMP-type notifications.
syslog	Generates a trap for SNMP syslog notifications.
tty	Sends Cisco enterprise-specific notifications when a Transmission Control Protocol (TCP) connection closes.
udp-port	Sends notification of the User Datagram Protocol (UDP) port number of the host.
vlan-membership	Generates a trap for SNMP VLAN membership changes.
vlancreate	Allows SNMP VLAN created traps.
vlandelete	Allows SNMP VLAN deleted traps.
vtp	Generates a trap for VLAN Trunking Protocol (VTP) changes.

Some notification types cannot be controlled with the **snmp-server enable** global configuration command, for example, **tty** and **udp-port**. These notification types are always enabled. You can use the **snmp-server host** global configuration command to a specific host to receive the notification types listed in Table 23-4.

Beginning in privileged EXEC mode, follow these steps to configure the switch to send traps or informs to a host:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	snmp-server engineID remote <i>ip-address engineid-string</i>	Specify the engine ID for the remote host.
Step 3	snmp-server user <i>username</i> <i>groupname remote host [udp-port</i> <i>port] {v1 v2c v3 [auth {md5 sha}</i> <i>auth-password]}</i> [encrypted] [access <i>access-list]</i>	Configure an SNMP user to be associated with the remote host created in Step 2. Note You cannot configure a remote user for an address without first configuring the engine ID for the remote host. If you try to configure the user before configuring the remote engine ID, you receive an error message, and the command is not executed.
Step 4	snmp-server group [<i>groupname</i> { v1 v2c v3 [auth noauth]}] [read <i>readview</i>] [write <i>writeview</i>] [notify <i>notifyview</i>] [access <i>access-list</i>]	Configure an SNMP group.

	Command	Purpose
Step 5	snmp-server host <i>host-addr</i> [traps informs] [version { 1 2c 3 [auth noauth]}] <i>community-string</i> [udp-port <i>port</i>] [<i>notification-type</i>]	Specify the recipient of an SNMP trap operation. <ul style="list-style-type: none"> For <i>host-addr</i>, specify the name or Internet address of the host (the targeted recipient). (Optional) Enter traps (the default) to send SNMP traps to the host. (Optional) Enter informs to send SNMP informs to the host. (Optional) Specify the SNMP version (1, 2c, or 3). SNMPv1 is not available with informs. For <i>community-string</i>, enter the password-like community string sent with the notification operation. (Optional) For udp-port <i>port</i>, enter the UDP port on the remote device. (Optional) For <i>notification-type</i>, use the keywords listed in Table 23-4 on page 23-10. If no type is specified, all notifications are sent.
Step 6	snmp-server enable traps <i>notification-types</i>	Enable the switch to send traps or informs and specify the type of notifications to be sent. For a list of notification types, see Table 23-4 on page 23-10 , or enter this: snmp-server enable traps ? To enable multiple types of traps, you must enter a separate snmp-server enable traps command for each trap type.
Step 7	snmp-server trap-source <i>interface-id</i>	(Optional) Specify the source interface, which provides the IP address for the trap message. This command also sets the source IP address for informs.
Step 8	snmp-server queue-length <i>length</i>	(Optional) Establish the message queue length for each trap host. The range is 1 to 1000; the default is 10.
Step 9	snmp-server trap-timeout <i>seconds</i>	(Optional) Define how often to resend trap messages. The range is 1 to 1000; the default is 30 seconds.
Step 10	end	Return to privileged EXEC mode.
Step 11	show running-config	Verify your entries.
Step 12	copy running-config startup-config	(Optional) Save your entries in the configuration file.

The **snmp-server host** command specifies which hosts receive the notifications. The **snmp-server enable trap** command globally enables the mechanism for the specified notification (for traps and informs). To enable a host to receive an inform, you must configure an **snmp-server host informs** command for the host and globally enable informs by using the **snmp-server enable traps** command.

To remove the specified host from receiving traps, use the **no snmp-server host** *host* global configuration command. The **no snmp-server host** command with no keywords disables traps, but not informs, to the host. To disable informs, use the **no snmp-server host informs** global configuration command. To disable a specific trap type, use the **no snmp-server enable traps** *notification-types* global configuration command.

Setting the Agent Contact and Location Information

Beginning in privileged EXEC mode, follow these steps to set the system contact and location of the SNMP agent so that these descriptions can be accessed through the configuration file:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	snmp-server contact <i>text</i>	Set the system contact string. For example: <code>snmp-server contact Dial System Operator at beeper 21555.</code>
Step 3	snmp-server location <i>text</i>	Set the system location string. For example: <code>snmp-server location Building 3/Room 222</code>
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

Limiting TFTP Servers Used Through SNMP

Beginning in privileged EXEC mode, follow these steps to limit the TFTP servers used for saving and loading configuration files through SNMP to the servers specified in an access list:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	snmp-server tftp-server-list <i>access-list-number</i>	Limit TFTP servers used for configuration file copies through SNMP to the servers in the access list. For <i>access-list-number</i> , enter an IP standard access list numbered from 1 to 99 and 1300 to 1999.
Step 3	access-list <i>access-list-number</i> { deny permit } <i>source</i> [<i>source-wildcard</i>]	Create a standard access list, repeating the command as many times as necessary. <ul style="list-style-type: none"> For <i>access-list-number</i>, enter the access list number specified in Step 2. The deny keyword denies access if the conditions are matched. The permit keyword permits access if the conditions are matched. For <i>source</i>, enter the IP address of the TFTP servers that can access the switch. (Optional) For <i>source-wildcard</i>, enter the wildcard bits, in dotted decimal notation, to be applied to the source. Place ones in the bit positions that you want to ignore. Recall that the access list is always terminated by an implicit deny statement for everything.

	Command	Purpose
Step 4	end	Return to privileged EXEC mode.
Step 5	show running-config	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

SNMP Examples

This example shows how to enable all versions of SNMP. The configuration permits any SNMP manager to access all objects with read-only permissions using the community string *public*. This configuration does not cause the switch to send any traps.

```
Switch(config)# snmp-server community public
```

This example shows how to permit any SNMP manager to access all objects with read-only permission using the community string *public*. The switch also sends VTP traps to the hosts 192.180.1.111 and 192.180.1.33 using SNMPv1 and to the host 192.180.1.27 using SNMPv2C. The community string *public* is sent with the traps.

```
Switch(config)# snmp-server community public
Switch(config)# snmp-server enable traps vtp
Switch(config)# snmp-server host 192.180.1.27 version 2c public
Switch(config)# snmp-server host 192.180.1.111 version 1 public
Switch(config)# snmp-server host 192.180.1.33 public
```

This example shows how to allow read-only access for all objects to members of access list 4 that use the *comaccess* community string. No other SNMP managers have access to any objects. SNMP Authentication Failure traps are sent by SNMPv2C to the host *cisco.com* using the community string *public*.

```
Switch(config)# snmp-server community comaccess ro 4
Switch(config)# snmp-server enable traps snmp authentication
Switch(config)# snmp-server host cisco.com version 2c public
```

This example shows how to send Entity MIB traps to the host *cisco.com*. The community string is restricted. The first line enables the switch to send Entity MIB traps in addition to any traps previously enabled. The second line specifies the destination of these traps and overwrites any previous **snmp-server host** commands for the host *cisco.com*.

```
Switch(config)# snmp-server enable traps entity
Switch(config)# snmp-server host cisco.com restricted entity
```

This example shows how to enable the switch to send all traps to the host *myhost.cisco.com* using the community string *public*:

```
Switch(config)# snmp-server enable traps
Switch(config)# snmp-server host myhost.cisco.com public
```

Displaying SNMP Status

To display SNMP input and output statistics, including the number of illegal community string entries, errors, and requested variables, use the **show snmp** privileged EXEC command. You can also use the other privileged EXEC commands in [Table 23-5](#) to display SNMP information. For information about the fields in the output displays, refer to the *Cisco IOS Configuration Fundamentals Command Reference for Cisco IOS Release 12.1*.

Table 23-5 Commands for Displaying SNMP Information

Feature	Default Setting
show snmp	Displays SNMP statistics.
show snmp engineID [local remote]	Displays information on the local SNMP engine and all remote engines that have been configured on the device.
show snmp group	Displays information on each SNMP group on the network.
show snmp user	Displays information on each SNMP user name in the SNMP users table.



Configuring QoS

This chapter describes how to configure quality of service (QoS) by using standard QoS commands. With QoS, you can give preferential treatment to certain types of traffic at the expense of others. Without QoS, the Catalyst 2940 switch offers best-effort service to each packet, regardless of the packet contents or size. It sends the packets without any assurance of reliability, delay bounds, or throughput.



Note

For complete syntax and usage information for the commands used in this chapter, refer to the command reference for this release.

QoS can be configured either by using the Cluster Management Suite (CMS) or through the command-line interface (CLI). Refer to the CMS online help for configuration procedures through CMS. For information about accessing and using CMS, see [Chapter 3, “Getting Started with CMS.”](#)

This chapter consists of these sections:

- [Understanding QoS, page 24-1](#)
- [Configuring QoS, page 24-3](#)
- [Displaying QoS Information, page 24-10](#)

Understanding QoS

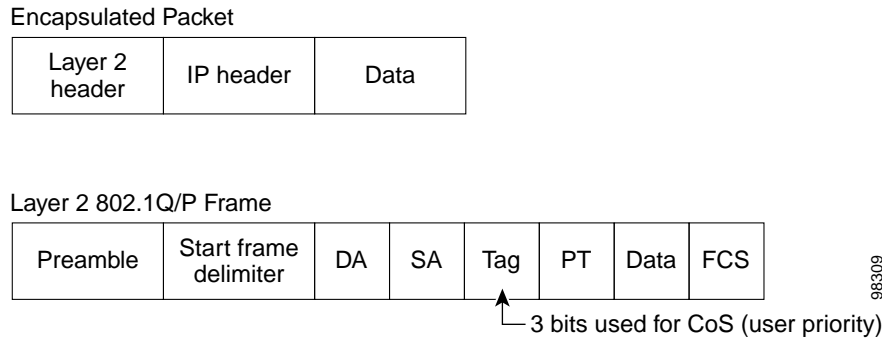
This section describes how QoS is implemented on the switch. Typically, networks operate on a best-effort delivery basis, which means that all traffic has equal priority and an equal chance of being delivered in a timely manner. When congestion occurs, all traffic has an equal chance of being dropped.

When you configure the QoS feature, you can use congestion-management and congestion-avoidance techniques to give preferential treatment. Implementing QoS in your network makes network performance more predictable and bandwidth utilization more effective.

The QoS implementation is based on the prioritization values in Layer 2 frames

Layer 2 802.1Q frame headers have a 2-byte Tag Control Information field that carries the class of service (CoS) value in the three most-significant bits, which are called the User Priority bits. On interfaces configured as Layer 2 802.1Q trunks, all traffic is in 802.1Q frames except for traffic in the native VLAN. Other frame types cannot carry Layer 2 CoS values. Layer 2 CoS values range from 0 for low priority to 7 for high priority.

Figure 24-1 QoS Classification Layers in Frames and Packets



All switches and routers that access the Internet rely on the class information to give the same forwarding treatment to packets with the same class information and different treatment to packets with different class information. The class information in the packet can be assigned by end hosts or by switches or routers along the way, based on a configured policy, detailed examination of the packet, or both. Detailed examination of the packet is expected to happen closer to the edge of the network so that the core switches and routers are not overloaded.

Switches and routers along the path can use the class information to limit the amount of resources allocated per traffic class. The behavior of an individual device when handling traffic is called per-hop behavior. If all devices along a path have a consistent per-hop behavior, you can construct an end-to-end QoS solution.

Implementing QoS in your network can be a simple or complex task and depends on the QoS features offered by your internetworking devices, the traffic types and patterns in your network, and the granularity of control that you need over incoming and outgoing traffic.

Queueing and Scheduling

The switch gives QoS-based 802.1P CoS values. QoS uses classification and scheduling to send network traffic from the switch in a predictable manner. QoS classifies frames by examining priority-indexed CoS values in them and gives preference to higher-priority traffic such as telephone calls.

How Class of Service Works

Before you set up 802.1P CoS on a Catalyst 2940 switch that operates with the Catalyst 6000 family of switches, refer to the Catalyst 6000 documentation. There are differences in the 802.1P implementation that you should understand to ensure compatibility.

Port Priority

Frames received from users in the administratively-defined VLANs are classified or *tagged* for transmission to other devices. Based on rules that you define, a unique identifier (the tag) is inserted in each frame header before it is forwarded. The tag is examined and understood by each device before any broadcasts or transmissions to other switches, routers, or end stations. When the frame reaches the last switch or router, the tag is removed before the frame is sent to the target end station. VLANs that are assigned on trunk or access ports without identification or a tag are called *native* or *untagged* frames.

For IEEE 802.1Q frames with tag information, the priority value from the header frame is used. For native frames, the default priority of the input port is used.

Each port on the switch has a single receive queue buffer (the *ingress* port) for incoming traffic. When an untagged frame arrives, it is assigned the value of the port as its port default priority. You assign this value by using the CLI or CMS. A tagged frame continues to use its assigned CoS value when it passes through the ingress port.

Egress CoS Queues

The switch supports four CoS queues for each egress port. For each queue, you can specify these types of scheduling:

- Strict priority scheduling

Strict priority scheduling is based on the priority of queues. Packets in the high-priority queue always transmit first, and packets in the low-priority queue do not transmit until all the high-priority queues become empty.

The default scheduling method is strict priority.

- Weighted round-robin (WRR) scheduling

WRR scheduling requires you to specify a number that indicates the importance (weight) of the queue relative to the other CoS queues. WRR scheduling prevents the low-priority queues from being completely neglected during periods of high-priority traffic. The WRR scheduler sends some packets from each queue in turn. The number of packets it sends corresponds to the relative importance of the queue. For example, if one queue has a weight of 3 and another has a weight of 4, three packets are sent from the first queue for every four that are sent from the second queue. By using this scheduling, low-priority queues have the opportunity to send packets even though the high-priority queues are not empty.

Configuring QoS

Before configuring QoS, you must have a thorough understanding of these items:

- The types of applications used and the traffic patterns on your network.
- Traffic characteristics and needs of your network. Is the traffic bursty? Do you need to reserve bandwidth for voice and video streams?
- Bandwidth requirements and speed of the network.
- Location of congestion points in the network.

This section describes how to configure QoS on your switch:

- [Default QoS Configuration, page 24-3](#)
- [Configuring Classification Using Port Trust States, page 24-4](#)
- [Configuring the Egress Queues, page 24-8](#)

Default QoS Configuration

This is the default QoS configuration:

- The default port CoS value is 0.
- The default port CoS value is assigned to all incoming untagged packets. The CoS value of each tagged packet remains unaltered.

- By default, the port trust state is not configured.
- All traffic is sent through one egress queue.

Configuring Classification Using Port Trust States

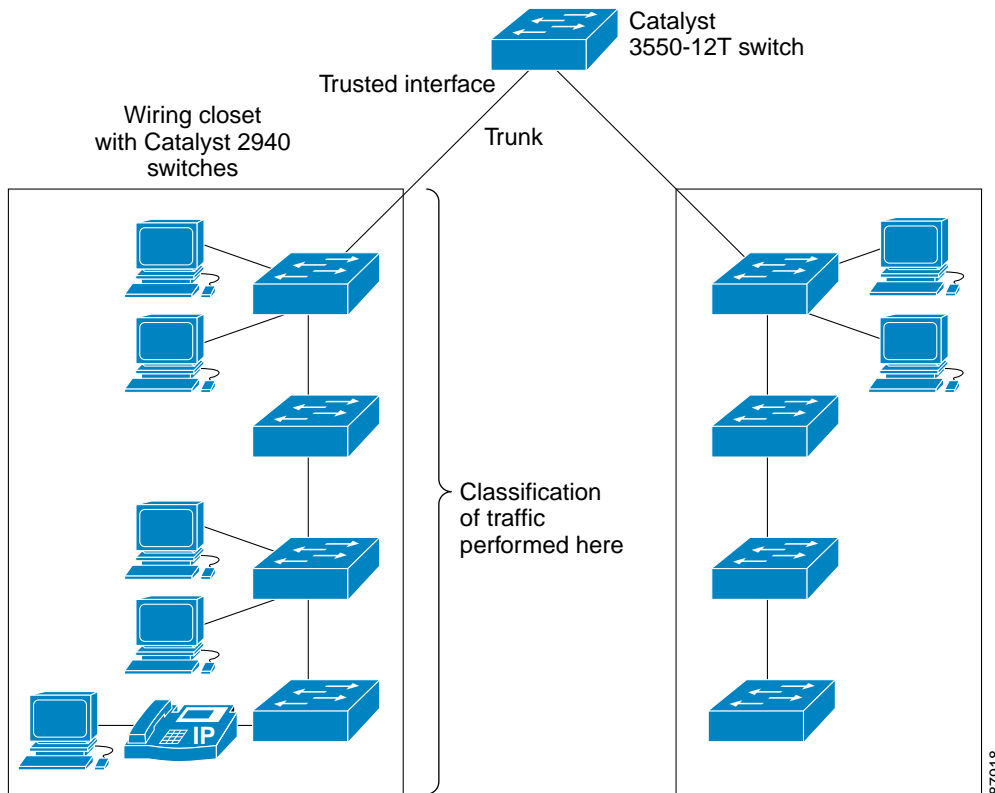
This section describes how to classify incoming traffic by using port trust states:

- [Configuring the Trust State on Ports within the QoS Domain, page 24-4](#)
- [Configuring the CoS Value for an Interface, page 24-6](#)
- [Configuring Trusted Boundary, page 24-6](#)

Configuring the Trust State on Ports within the QoS Domain

Packets entering a QoS domain are classified at the edge of the QoS domain. When the packets are classified at the edge, the switch port within the QoS domain can be configured to one of the trusted states because there is no need to classify the packets at every switch within the QoS domain. [Figure 24-2](#) shows a sample network topology.

Figure 24-2 Port Trusted States within the QoS Domain



Beginning in privileged EXEC mode, follow these steps to configure the port to trust the classification of the traffic that it receives:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface to be trusted. Valid interfaces include physical interfaces.
Step 3	mls qos trust [cos]	Configure the port trust state. By default, the port is not trusted. All traffic is sent through one egress queue. Use the cos keyword to classify ingress packets with the packet CoS values. The egress queue assigned to the packet is based on the packet CoS value. When this keyword is entered, the traffic is sent through the four QoS queues, as described in the “ Configuring the Egress Queues ” section on page 24-8. For more information about this command, refer to the command reference for this release.
Step 4	end	Return to privileged EXEC mode.
Step 5	show mls qos interface [<i>interface-id</i>]	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

After you enter the **mls qos trust cos** command, the DSCP values are changed according to the values listed in [Table 24-1](#).

Table 24-1 Default CoS-to-DSCP Map

CoS value	0	1	2	3	4	5	6	7
DSCP value	0	8	16	24	32	40	48	56



Note CoS-to-DSCP values cannot be configured.

To return a trusted port to its unconfigured state, use the **no mls qos trust** interface configuration command.

Configuring the CoS Value for an Interface

QoS assigns the CoS value specified with the **mls qos cos** interface configuration command to untagged frames received on trusted and untrusted ports.

Beginning in privileged EXEC mode, follow these steps to define the default CoS value of a port or to assign the default CoS to all incoming packets on the port:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface to be trusted. Valid interfaces include physical interfaces.
Step 3	mls qos cos { <i>default-cos</i> override }	Configure the default CoS value for the port. <ul style="list-style-type: none"> For <i>default-cos</i>, specify a default CoS value to be assigned to a port. If the port is CoS trusted and packets are untagged, the default CoS value becomes the CoS value for the packet. The CoS range is 0 to 7. The default is 0. Use the override keyword to override the previously configured trust state of the incoming packets and to apply the default port CoS value to all incoming packets. By default, CoS override is disabled. Use the override keyword when all incoming packets on certain ports deserve higher priority than packets entering from other ports. If an incoming packet is tagged, the CoS value of the packet is modified with the default CoS of the port at the egress port.
Step 4	end	Return to privileged EXEC mode.
Step 5	show mls qos interface	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return to the default setting, use the **no mls qos cos** {*default-cos* | **override**} interface configuration command.

Configuring Trusted Boundary

In a typical network, you connect a Cisco IP Phone to a switch port as shown in [Figure 24-2 on page 24-4](#). Traffic sent from the telephone to the switch is typically marked with a tag that uses the 802.1Q header. The header contains the VLAN information and the CoS 3-bit field, which determines the priority of the packet. For most Cisco IP Phone configurations, the traffic sent from the telephone to the switch is trusted to ensure that voice traffic is properly prioritized over other types of traffic in the network. By using the **mls qos trust cos** interface configuration command, you can configure the switch port to which the telephone is connected to trust the CoS labels of all traffic received on that port.

In some situations, you also might connect a PC or workstation to the IP phone. In these cases, you can use the **switchport priority extend cos** interface configuration command to configure the telephone through the switch CLI to override the priority of the traffic received from the PC. With this command, you can prevent a PC from taking advantage of a high-priority data queue.

However, if a user bypasses the telephone and connects the PC directly to the switch, the CoS labels generated by the PC are trusted by the switch (because of the trusted CoS setting) and can allow misuse of high-priority queues. The trusted boundary feature solves this problem by using the CDP to detect the presence of a Cisco IP Phone (such as the Cisco IP Phone 7910, 7935, 7940, and 7960) on a switch port. If the telephone is not detected, the trusted boundary feature disables the trusted setting on the switch port and prevents misuse of a high-priority queue.

Beginning in privileged EXEC mode, follow these steps to configure trusted boundary on a switch port:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	cdp enable	Enable CDP globally. By default, it is enabled.
Step 3	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface to be trusted. Valid interfaces include physical interfaces.
Step 4	cdp enable	Enable CDP on the interface. By default, CDP is enabled.
Step 5	mls qos trust device cisco-phone	Configure the Cisco IP Phone as a trusted device on the interface.
Step 6	mls qos trust cos	Configure the port trust state to trust the CoS value of the ingress packet. By default, the port is not trusted. For more information on this command, refer to the command reference for this release.
Step 7	end	Return to privileged EXEC mode.
Step 8	show mls qos interface [<i>interface-id</i>]	Verify your entries.
Step 9	copy running-config startup-config	(Optional) Save your entries in the configuration file.

When you enter the **no mls qos trust** interface configuration command, trusted boundary is not disabled. If this command is entered and the port is connected to a Cisco IP Phone, the port does not trust the classification of traffic that it receives. To disable trusted boundary, use the **no mls qos trust device** interface configuration command.

If you enter the **mls qos cos override** interface configuration command, the port does not trust the classification of the traffic that it receives, even when it is connected to a Cisco IP Phone.

[Table 24-2](#) lists the port configuration when an IP phone is present or absent.

Table 24-2 Port Configurations When Trusted Boundary is Enabled

Port Configuration	When a Cisco IP Phone is Present	When a Cisco IP Phone is Absent
The port trusts the CoS value of the incoming packet.	The packet CoS value is trusted.	The packet CoS value is assigned the default CoS value.
The port assigns the default CoS value to incoming packets.	The packet CoS value is assigned the default CoS value.	The packet CoS value is assigned the default CoS value.

Enabling Pass-Through Mode

When the switch is in pass-through mode, it uses the CoS value of incoming packets without modifying the DSCP value and sends the packets from one of the four egress queues. By default, pass-through mode is disabled. The switch assigns a CoS value of 0 to all incoming packets without modifying the packets. The switch offers best-effort service to each packet regardless of the packet contents or size and sends it from a single egress queue.

Beginning in privileged EXEC mode, follow these steps to enable pass-through mode:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface on which pass-through mode is enabled. Valid interfaces include physical interfaces.
Step 3	mls qos trust cos pass-through dscp	Enable pass-through mode. The interface is configured to trust the CoS value of the incoming packets and to send them without modifying the DSCP value.
Step 4	end	Return to privileged EXEC mode.
Step 5	show mls qos interface [<i>interface-id</i>]	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To disable pass-through mode, use the **no mls qos trust pass-through dscp** interface configuration command.

If you enter the **mls qos cos override** and the **mls qos trust [cos]** interface commands when pass-through mode is enabled, pass-through mode is disabled.

If you enter the **mls qos trust cos pass-through dscp** interface configuration command when the **mls qos cos override** and the **mls qos trust [cos]** interface commands are already configured, pass-through mode is disabled.

Configuring the Egress Queues

This section describes how to configure the egress queues:

- [Configuring CoS Priority Queues, page 24-9](#)
- [Configuring WRR Priority, page 24-9](#)

For more information about the egress queues, see the “Egress CoS Queues” section on page 24-3.

Configuring CoS Priority Queues

Beginning in privileged EXEC mode, follow these steps to configure the CoS priority queues:

	Command	Purpose										
Step 1	configure terminal	Enter global configuration mode.										
Step 2	wrr-queue cos-map <i>qid cos1..cosn</i>	Specify the queue ID of the CoS priority queue. (Ranges are 1 to 4 where 1 is the lowest CoS priority queue.) Specify the CoS values that are mapped to the queue id. Default values are as follows: <table border="1"> <thead> <tr> <th>CoS Value</th> <th>CoS Priority Queues</th> </tr> </thead> <tbody> <tr> <td>0, 1</td> <td>1</td> </tr> <tr> <td>2, 3</td> <td>2</td> </tr> <tr> <td>4, 5</td> <td>3</td> </tr> <tr> <td>6, 7</td> <td>4</td> </tr> </tbody> </table>	CoS Value	CoS Priority Queues	0, 1	1	2, 3	2	4, 5	3	6, 7	4
CoS Value	CoS Priority Queues											
0, 1	1											
2, 3	2											
4, 5	3											
6, 7	4											
Step 3	end	Return to privileged EXEC mode.										
Step 4	show wrr-queue cos-map	Display the mapping of the CoS priority queues.										

To disable the new CoS settings and return to default settings, use the **no wrr-queue cos-map** global configuration command.

Configuring WRR Priority

Beginning in privileged EXEC mode, follow these steps to configure the WRR priority:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	wrr-queue bandwidth <i>weight1...weight4</i>	Assign WRR weights to the four CoS queues. The range for the WRR values <i>weight1</i> through <i>weight4</i> is 1 to 255.
Step 3	end	Return to privileged EXEC mode.
Step 4	show wrr-queue bandwidth	Display the WRR bandwidth allocation for the CoS priority queues.

To disable the WRR scheduling and enable the strict priority scheduling, use the **no wrr-queue bandwidth** global configuration command.

To enable one of the queues as the expedite queue and to enable the WRR scheduling for the remaining queues, see the [“Displaying QoS Information” section on page 24-10](#).

Displaying QoS Information

To display QoS information, use one or more of the privileged EXEC commands in [Table 24-3](#):

Table 24-3 Commands for Displaying QoS Information

Command	Purpose
show wrr-queue cos-map	Displays the mapping of the CoS priority queues.
show wrr-queue bandwidth	Displays the WRR bandwidth allocation for the CoS priority queues.



Configuring EtherChannels

This chapter describes how to configure EtherChannel on the Layer 2 interfaces of a Catalyst 2940 switch. EtherChannel provides fault-tolerant high-speed links between switches, routers, and servers. You can use it to increase the bandwidth between the wiring closets and the data center, and you can deploy it anywhere in the network where bottlenecks are likely to occur. EtherChannel provides automatic recovery for the loss of a link by redistributing the load across the remaining links. If a link fails, EtherChannel redirects traffic from the failed link to the remaining links in the channel without intervention.



Note

For complete syntax and usage information for the commands used in this chapter, refer to the command reference for this release.

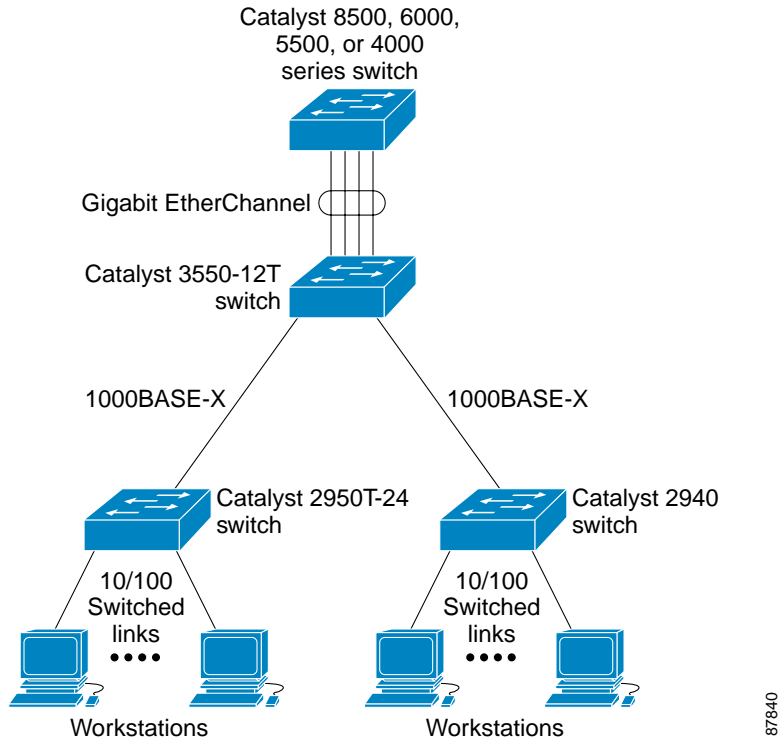
This chapter consists of these sections:

- [Understanding EtherChannels, page 25-1](#)
- [Configuring EtherChannels, page 25-7](#)
- [Displaying EtherChannel, PAgP, and LACP Status, page 25-14](#)

Understanding EtherChannels

An EtherChannel consists of individual Fast Ethernet or Gigabit Ethernet links bundled into a single logical link as shown in [Figure 25-1](#). The EtherChannel provides full-duplex bandwidth up to 800 Mbps (Fast EtherChannel) or 2 Gbps (Gigabit EtherChannel) between your switch and another switch or host.

Figure 25-1 Typical EtherChannel Configuration



Each EtherChannel can consist of up to eight compatibly configured Ethernet interfaces. All interfaces in each EtherChannel must be the same speed, and all must be configured as Layer 2 interfaces.



Note

The network device to which your switch is connected can impose its own limits on the number of interfaces in the EtherChannel. For Catalyst 2940 switches, the number of EtherChannels is limited to six, with eight ports per EtherChannel.

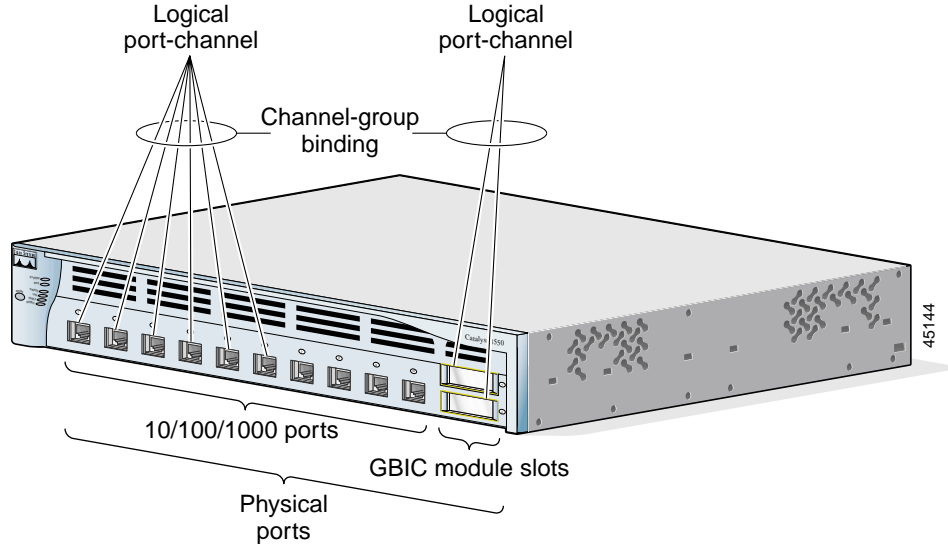
If a link within an EtherChannel fails, traffic previously carried over that failed link changes to the remaining links within the EtherChannel. A trap is sent for a failure, identifying the switch, the EtherChannel, and the failed link. Inbound broadcast and multicast packets on one link in an EtherChannel are blocked from returning on any other link of the EtherChannel.

Understanding Port-Channel Interfaces

When you create an EtherChannel for Layer 2 interfaces, a logical interface is dynamically created, as shown in Figure 25-2. You then manually assign an interface to the EtherChannel by using the **channel-group** interface configuration command.

Each EtherChannel has a logical port-channel interface numbered from 1 to 6.

Figure 25-2 Relationship of Physical Ports, Logical Port Channels, and Channel Groups



When a port joins an EtherChannel, the physical interface for that port is shut down. When the port leaves the port-channel, its physical interface is brought up, and it has the same configuration as it had before joining the EtherChannel.

**Note**

Configuration changes made to the logical interface of an EtherChannel do not propagate to all the member ports of the channel.

Understanding the Port Aggregation Protocol and Link Aggregation Protocol

The Port Aggregation Protocol (PAgP) and Link Aggregation Control Protocol (LACP) facilitate the automatic creation of EtherChannels by exchanging packets between Ethernet interfaces. PAgP is a Cisco-proprietary protocol that can be run only on Cisco switches and on those switches licensed by licensed vendors to support PAgP. LACP is defined in IEEE 802.3AD and allows Cisco switches to manage Ethernet channels between switches that conform to the 802.3AD protocol.

By using one of these protocols, a switch learns the identity of partners capable of supporting either PAgP or LACP and learns the capabilities of each interface. It then dynamically groups similarly configured interfaces into a single logical link (channel or aggregate port); these interfaces are grouped based on hardware, administrative, and port parameter constraints. For example, PAgP groups the interfaces with the same speed, duplex mode, native VLAN, VLAN range, and trunking status and type. After grouping the links into an EtherChannel, PAgP adds the group to the spanning tree as a single switch port.

PAgP and LACP Modes

Table 25-1 shows the user-configurable EtherChannel modes for the **channel-group** interface configuration command. Switch interfaces exchange PAgP packets only with partner interfaces configured in the **auto** or **desirable** modes. Switch interfaces exchange LACP packets only with partner interfaces configured in the **active** or **passive** modes. Interfaces configured in the **on** mode do not exchange PAgP or LACP packets.

Table 25-1 EtherChannel Modes

Mode	Description
active	Places an interface into an active negotiating state, in which the interface starts negotiations with other interfaces by sending LACP packets.
auto	Places an interface into a passive negotiating state, in which the interface responds to PAgP packets it receives but does not start PAgP packet negotiation. This setting minimizes the transmission of PAgP packets.
desirable	Places an interface into an active negotiating state, in which the interface starts negotiations with other interfaces by sending PAgP packets.
on	Forces the interface into an EtherChannel without PAgP or LACP. With the on mode, a usable EtherChannel exists only when an interface group in the on mode is connected to another interface group in the on mode.
passive	Places an interface into a passive negotiating state, in which the interface responds to LACP packets that it receives, but does not start LACP packet negotiation. This setting minimizes the transmission of LACP packets.

Exchanging PAgP Packets

Both the **auto** and **desirable** PAgP modes allow interfaces to negotiate with partner interfaces to determine if they can form an EtherChannel based on criteria such as interface speed and, for Layer 2 EtherChannels, trunking state and VLAN numbers.

Interfaces can form an EtherChannel when they are in different PAgP modes as long as the modes are compatible. For example:

- An interface in the **desirable** mode can form an EtherChannel with another interface that is in the **desirable** or **auto** mode.
- An interface in the **auto** mode can form an EtherChannel with another interface in the **desirable** mode.

An interface in the **auto** mode cannot form an EtherChannel with another interface that is also in the **auto** mode because neither interface starts PAgP negotiation.

An interface in the **on** mode that is added to a port channel is forced to have the same characteristics as the already existing **on** mode interfaces in the channel.

If your switch is connected to a partner that is PAgP-capable, you can configure the switch interface for nonsilent operation by using the **non-silent** keyword. If you do not specify **non-silent** with the **auto** or **desirable** mode, silent mode is assumed.

The silent mode is used when the switch is connected to a device that is not PAgP-capable and seldom, if ever, sends packets. An example of a silent partner is a file server or a packet analyzer that is not generating traffic. In this case, running PAgP on a physical port connected to a silent partner prevents that switch port from ever becoming operational; however, the silent setting allows PAgP to operate, to attach the interface to a channel group, and to use the interface for transmission.



Note

An Etherchannel cannot be configured in both the PAgP and LACP modes.

Exchanging LACP Packets

Both the **active** and **passive** LACP modes allow interfaces to negotiate with partner interfaces to determine if they can form an EtherChannel based on criteria such as interface speed and, for Layer 2 EtherChannels, trunking state and VLAN numbers.

Interfaces can form an EtherChannel when they are in different LACP modes as long as the modes are compatible. For example:

- An interface in the **active** mode can form an EtherChannel with another interface that is in the **active** or **passive** mode.
- An interface in the **active** mode can form an EtherChannel with another interface in the **passive** mode.

An interface in the **passive** mode cannot form an EtherChannel with another interface that is also in the **passive** mode because neither interface starts LACP negotiation.

An interface in the **on** mode that is added to a port channel is forced to have the same characteristics as the already existing **on** mode interfaces in the channel.



Note

An Etherchannel cannot be configured in both the PAgP and LACP modes.



Caution

You should exercise care when setting the mode to **on** (manual configuration). All ports configured in the **on** mode are bundled in the same group and are forced to have similar characteristics. If the group is misconfigured, packet loss or spanning-tree loops might occur.

Physical Learners and Aggregate-Port Learners

Network devices are classified as PAgP physical learners or aggregate-port learners. A device is a physical learner if it learns addresses by physical ports and directs transmissions based on that knowledge. A device is an aggregate-port learner if it learns addresses by aggregate (logical) ports.

When a device and its partner are both aggregate-port learners, they learn the address on the logical port-channel. The device sends packets to the source by using any of the interfaces in the EtherChannel. With aggregate-port learning, it is not important on which physical port the packet arrives.

The switch uses source-MAC address distribution for a channel if it is connected to a physical learner even if you configure the switch for destination-MAC address distribution.

These frame distribution mechanisms are possible for frame transmission:

- Port selection based on the source-MAC address of the packet
- Port selection based on the destination- MAC address of the packet

The switch supports up to eight ports in a PAgP group.

PAgP and LACP Interaction with Other Features

The Dynamic Trunking Protocol (DTP) and Cisco Discovery Protocol (CDP) send and receive packets over the physical interfaces in the EtherChannel. Trunk ports send and receive PAgP and LACP protocol data units (PDUs) on the lowest numbered VLAN.

Spanning tree sends packets over a single physical interface in the EtherChannel. Spanning tree regards the EtherChannel as one port.

PAgP sends and receives PAgP PDUs only from interfaces that have PAgP enabled for the auto or desirable mode. LACP sends and receives LACP PDUs only from interfaces that have LACP enabled for the active or passive mode.

Understanding Load Balancing and Forwarding Methods

EtherChannel balances the traffic load across the links in a channel by randomly associating a newly-learned MAC address with one of the links in the channel.

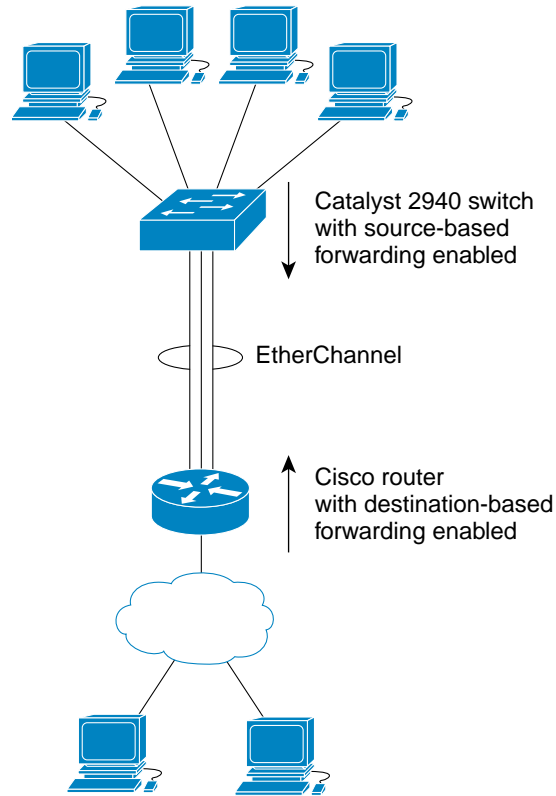
With source-MAC address forwarding, when packets are forwarded to an EtherChannel, they are distributed across the ports in the channel based on the source-MAC address of the incoming packet. Therefore, to provide load balancing, packets from different hosts use different ports in the channel, but packets from the same host use the same port in the channel (and the MAC address learned by the switch does not change).

With destination-MAC address forwarding, when packets are forwarded to an EtherChannel, they are distributed across the ports in the channel based on the destination host's MAC address of the incoming packet. Therefore, packets to the same destination are forwarded over the same port, and packets to a different destination are sent on a different port in the channel. You configure the load balancing and forwarding method by using the **port-channel load-balance** global configuration command.

In [Figure 25-3](#), multiple workstations are connected to a switch, and an EtherChannel connects the switch to the router. Source-based load balancing is used on the switch end of the EtherChannel to ensure that the switch efficiently uses the bandwidth of the router by distributing traffic from the workstation across the physical links. Since the router is a single MAC address device, it uses destination-based load balancing to efficiently spread the traffic to the workstations across the physical links in the EtherChannel.

Use the option that provides the greatest variety in your configuration. For example, if the traffic on a channel is going only to a single MAC address, using the destination-MAC address always chooses the same link in the channel; using source addresses or IP addresses might result in better load balancing.

Figure 25-3 Load Distribution and Forwarding Methods



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Configuring EtherChannels

These sections describe how to configure EtherChannel interfaces:

- [Default EtherChannel Configuration, page 25-8](#)
- [EtherChannel Configuration Guidelines, page 25-8](#)
- [Configuring Layer 2 EtherChannels, page 25-9](#)
- [Configuring EtherChannel Load Balancing, page 25-11](#)
- [Configuring the PAgP Learn Method and Priority, page 25-12](#)



Note

Make sure that the interfaces are correctly configured (see the “[EtherChannel Configuration Guidelines](#)” section on page 25-8).



Note

After you configure an EtherChannel, configuration changes applied to the port-channel interface apply to all the physical interfaces assigned to the port-channel interface, and configuration changes applied to the physical interface affect only the interface where you apply the configuration.

Default EtherChannel Configuration

Table 25-2 shows the default EtherChannel configuration.

Table 25-2 Default EtherChannel Configuration

Feature	Default Setting
Channel groups	None assigned.
PAgP mode	No default.
PAgP learn method	Aggregate-port learning on all interfaces.
PAgP priority	128 on all interfaces. (Changing this value has no effect.)
LACP learn method	Aggregate-port learning on all interfaces.
LACP priority	32768 on all interfaces.
Load balancing	Load distribution on the switch is based on the source-MAC address of the incoming packet.

EtherChannel Configuration Guidelines

If improperly configured, some EtherChannel interfaces are automatically disabled to avoid network loops and other problems. Follow these guidelines to avoid configuration problems:

- Configure an EtherChannel with up to eight Ethernet interfaces of the same type.



Note Do not configure a GigaStack GBIC port as part of an EtherChannel.

- Configure all interfaces in an EtherChannel to operate at the same speeds and duplex modes.
- Enable all interfaces in an EtherChannel. An interface in an EtherChannel that is disabled by using the **shutdown** interface configuration command is treated as a link failure, and its traffic is transferred to one of the remaining interfaces in the EtherChannel.
- When a group is first created, all ports follow the parameters set for the first port to be added to the group. If you change the configuration of one of these parameters, you must also make the changes to all ports in the group:
 - Allowed-VLAN list
 - Spanning-tree path cost for each VLAN
 - Spanning-tree port priority for each VLAN
 - Spanning-tree Port Fast setting
- Do not configure a secure port as part of an EtherChannel.
- Before enabling 802.1X on the port, you must first remove it from the EtherChannel. If you try to enable 802.1X on an EtherChannel or on an active port in an EtherChannel, an error message appears, and 802.1X is not enabled. If you enable 802.1X on a not-yet active port of an EtherChannel, the port does not join the EtherChannel.
- An EtherChannel supports the same allowed range of VLANs on all the interfaces in a trunking Layer 2 EtherChannel. When configuring an interface for PAgP, if the allowed range of VLANs is not the same, the interfaces do not form an EtherChannel even when PAgP is set to the **auto** or

desirable mode. When configuring an interface for LACP, if the allowed range of VLANs is not the same, the interfaces do not form an EtherChannel even when LACP is set to the **active** or **passive** mode

- Interfaces with different spanning-tree path costs can form an EtherChannel if they are otherwise compatibly configured. Setting different spanning-tree path costs does not, by itself, make interfaces incompatible for the formation of an EtherChannel.

Configuring Layer 2 EtherChannels

You configure Layer 2 EtherChannels by configuring the Ethernet interfaces with the **channel-group** interface configuration command, which creates the port-channel logical interface. You cannot put a Layer 2 interface into a manually created port-channel interface.



Note

Layer 2 interfaces must be connected and functioning for software to create port-channel interfaces.

Beginning in privileged EXEC mode, follow these steps to assign a Layer 2 Ethernet interface to a Layer 2 EtherChannel:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify a physical interface to configure. Valid interfaces include physical interfaces. Up to eight interfaces of the same type and speed can be configured for the same group.

Command	Purpose
Step 3 channel-group <i>channel-group-number</i> mode { { auto [non-silent] desirable [non-silent] on } { active passive } }	<p>Assign the interface to a channel group, and specify the PAgP or LACP mode.</p> <p>For <i>channel-group-number</i>, the range is 1 to 6. Each EtherChannel can have up to eight compatibly configured Ethernet interfaces.</p> <p>For mode, select one of these keywords:</p> <ul style="list-style-type: none"> • active—Enables LACP only if an LACP device is detected. It places an interface into an active negotiating state, in which the interface starts negotiations with other interfaces by sending LACP packets. • auto—Enables PAgP only if a PAgP device is detected. It places an interface into a passive negotiating state, in which the interface responds to PAgP packets it receives but does not start PAgP packet negotiation. • desirable—Unconditionally enables PAgP. It places an interface into an active negotiating state, in which the interface starts negotiations with other interfaces by sending PAgP packets. • on—Forces the interface to channel without PAgP. With the on mode, a usable EtherChannel exists only when an interface group in the on mode is connected to another interface group in the on mode. • non-silent—If your switch is connected to a partner that is PAgP-capable, you can configure the switch interface for nonsilent operation. You can configure an interface with the non-silent keyword for use with the auto or desirable mode. If you do not specify non-silent with the auto or desirable mode, silent is assumed. The silent setting is for connections to file servers or packet analyzers. This setting allows PAgP to operate, to attach the interface to a channel group, and to use the interface for transmission. • passive—Enables LACP on an interface and places it into a passive negotiating state, in which the interface responds to LACP packets that it receives, but does not start LACP packet negotiation. <p>For information on compatible PAgP and LACP modes for the switch and its partner, see the “PAgP and LACP Modes” section on page 25-3.</p>
Step 4 end	Return to privileged EXEC mode.
Step 5 show running-config	Verify your entries.
Step 6 copy running-config startup-config	(Optional) Save your entries in the configuration file.

To remove an interface from the EtherChannel group, use the **no channel-group** interface configuration command. If you delete the EtherChannel by using the **no interface port-channel** global configuration command without removing the physical interfaces, the physical interfaces are shutdown. If you do not want the member physical interfaces to shut down, remove the physical interfaces before deleting the EtherChannel.

This example shows how to assign Gigabit Ethernet interfaces 0/1 and 0/2 with the PAgP mode **desirable**:

```
Switch# configure terminal
Switch(config)# interface range gigabitethernet0/1 -2
Switch(config-if)# channel-group 5 mode desirable
Switch(config-if)# end
```

Configuring EtherChannel Load Balancing

This section describes how to configure EtherChannel load balancing by using source-based or destination-based forwarding methods. For more information, see the [“Understanding Load Balancing and Forwarding Methods” section on page 25-6](#).

Beginning in privileged EXEC mode, follow these steps to configure EtherChannel load balancing:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	port-channel load-balance {dst-mac src-mac}	<p>Configure an EtherChannel load-balancing method.</p> <p>The default is src-mac.</p> <p>Select one of these keywords to determine the load-distribution method:</p> <ul style="list-style-type: none"> • dst-mac—Load distribution is based on the destination-host MAC address of the incoming packet. Packets to the same destination are sent on the same port, but packets to different destinations are sent on different ports in the channel. • src-mac—Load distribution is based on the source-MAC address of the incoming packet. Packets from different hosts use different ports in the channel, but packets from the same host use the same port in the channel. <p>If the link partner to the switch is a physical learner, set the load-distribution method to one of these ways:</p> <ul style="list-style-type: none"> • If the channel-group interface configuration command is set to auto or desirable, the switch automatically uses the load distribution method based on the source-MAC address, regardless of the configured load-distribution method. • If the channel-group interface configuration command is set to on, set the load-distribution method based on the source-MAC address by using the port-channel load-balance src-mac global configuration command.
Step 3	end	Return to privileged EXEC mode.

	Command	Purpose
Step 4	show etherchannel load-balance	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

To return EtherChannel load balancing to the default configuration, use the **no port-channel load-balance** global configuration command.

Configuring the PAgP Learn Method and Priority

Network devices are classified as PAgP physical learners or aggregate-port learners. A device is a physical learner if it learns addresses by physical ports and directs transmissions based on that knowledge. A device is an aggregate-port learner if it learns addresses by aggregate ports.

For compatibility with Catalyst 1900 series switches, configure the Catalyst 2950 switch for source-MAC load distribution.

The Catalyst 2940 switch supports address learning only on aggregate ports even though the **physical-port** keyword is provided in the command-line interface (CLI). The **pagp learn-method** and the **pagp port-priority** interface configuration command have no effect on the switch hardware.



Note

You should not set the learn method to **physical-port** because the switch is an aggregate-learning device.

If the link partner to the switch is a physical learner that has the **channel-group** interface configuration command set to **auto** or **desirable**, the switch automatically uses the load-distribution method based on the source MAC address, regardless of the configured load distribution method.

If the link partner to the Catalyst 2940 switch is a physical learner that has the **channel-group** interface configuration command set to **on**, set the load-distribution method based on the source MAC address by using the **port-channel load-balance src-mac** global configuration command.

Configuring the LACP Port Priority

You can set the priority for each port in an EtherChannel that is configured for LACP by using the **lacp port-priority** privileged EXEC command. The range is from 1 to 65535. Beginning in privileged EXEC mode, follow these steps to configure the LACP port priority:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	interface <i>interface-id</i>	Enter interface configuration mode, and specify the interface for transmission.
Step 3	lacp port-priority <i>priority-value</i>	Select the LACP port priority value. For <i>priority-value</i> , the range is 1 to 65535. By default, the priority value is 32768. The lower the range, the more likely that the interface will be used for LACP transmission.
Step 4	end	Return to privileged EXEC mode.

	Command	Purpose
Step 5	show running-config or show lacp <i>channel-group-number</i> internal	Verify your entries.
Step 6	copy running-config startup-config	(Optional) Save your entries in the configuration file.

Configuring Hot Standby Ports

When enabled, LACP tries to configure the maximum number of LACP-compatible ports in a channel, up to a maximum of 16 ports. Only eight LACP links can be active at one time. Any additional links are put in a hot standby state. If one of the active links becomes inactive, a link that is in hot standby mode becomes active in its place.

If more than eight links are configured for an EtherChannel group, the software determines which of the hot standby ports to make active based on:

- LACP port-priority
- Port ID

All ports default to the same port priority. You can change the port priority of LACP EtherChannel ports to specify which hot standby links become active first by using the **lacp port-priority** interface configuration command to set the port priority to a value lower than the default of 32768.

The hot standby ports that have lower port numbers become active in the channel first unless the port priority is configured to be a lower number than the default value of 32768.



Note

If LACP is not able to aggregate all the ports that are compatible (for example, the remote system might have more restrictive hardware limitations), all the ports that cannot be actively included in the EtherChannel are put in hot standby state and are used only if one of the channeled ports fails.

Configuring the LACP System Priority

You can set the system priority for all of the EtherChannels that are configured for LACP by using the **lacp system-priority** privileged EXEC command. The range is from 1 to 65535.



Note

The **lacp system-priority** command is global. You cannot set a system priority for each LACP-configured channel separately.

We recommend using this command only when there are a combination of LACP-configured EtherChannels that are in both **active** and **standby** modes.

Beginning in privileged EXEC mode, follow these steps to configure the LACP system priority:

	Command	Purpose
Step 1	configure terminal	Enter global configuration mode.
Step 2	lacp system-priority <i>priority-value</i>	Select the LACP system priority value. For <i>priority-value</i> , the range is 1 to 65535. By default, the priority value is 32768. The lower the range, the higher the system priority. The switch with the lower system priority value determines which links between LACP partner switches are active and which are in standby for each LACP EtherChannel.
Step 3	end	Return to privileged EXEC mode.
Step 4	show running-config or show lacp <i>channel-group-number</i> internal	Verify your entries.
Step 5	copy running-config startup-config	(Optional) Save your entries in the configuration file.

Displaying EtherChannel, PAgP, and LACP Status

You can use the privileged EXEC commands described in [Table 25-3](#) to display EtherChannel, PAgP, and LACP status information:

Table 25-3 Commands for Displaying EtherChannel, PAgP, and LACP Status

Command	Description
show etherchannel [<i>channel-group-number</i>] { brief detail load-balance port port-channel summary }	Displays EtherChannel information in a detailed, and one-line summary form. Also displays the load-balance or frame-distribution scheme, port, and port-channel information.
show pagp [<i>channel-group-number</i>] { counters internal neighbor } ¹	Displays PAgP information such as traffic information, the internal PAgP configuration, and neighbor information.
show lacp [<i>channel-group-number</i>] { counters internal neighbor } ²	Displays LACP information such as traffic information, the internal PAgP configuration, and neighbor information.

1. You can clear PAgP channel-group information and traffic filters by using the **clear pagp** [*channel-group-number*] [**counters**] [**counters**] privileged EXEC command.
2. You can clear LACP channel-group information and traffic filters by using the **clear lacp** [*channel-group-number*] [**counters**] [**counters**] privileged EXEC command.

For detailed information about the fields in the command output, refer to the command reference for this release.



Troubleshooting

This chapter describes how to identify and resolve Catalyst 2940 software problems related to the Cisco IOS software. Depending on the nature of the problem, you can use the command-line interface (CLI) or the Cluster Management Suite (CMS) to identify and solve problems.



Note

For complete syntax and usage information for the commands used in this chapter, refer to the command reference for this release and the *Cisco IOS Command Summary for Cisco IOS Release 12.1*.

This chapter consists of these sections:

- [Using Recovery Procedures, page 26-1](#)
- [Preventing Autonegotiation Mismatches, page 26-8](#)
- [Diagnosing Connectivity Problems, page 26-8](#)
- [Using Debug Commands, page 26-11](#)
- [Using the crashinfo File, page 26-13](#)

Using Recovery Procedures

These recovery procedures require that you have physical access to the switch:

- [Recovering from Corrupted Software, page 26-2](#)
- [Recovering from a Lost or Forgotten Password, page 26-2](#)
- [Recovering from a Command Switch Failure, page 26-4](#)
- [Recovering from Lost Member Connectivity, page 26-7](#)

Recovering from Corrupted Software

Switch software can be corrupted during an upgrade, by downloading the wrong file to the switch, and by deleting the image file. In all of these cases, the switch does not pass the power-on self-test (POST), and there is no connectivity.


This procedure uses the XMODEM protocol to recover from a corrupt or wrong image file. There are many software packages that support the XMODEM protocol, and this procedure is largely dependent on the emulation software you are using.

Follow these steps to recover from corrupted software:

-
- Step 1** Connect a PC with terminal-emulation software supporting the XMODEM protocol to the switch console port.
- For more information, refer to the “Connecting to the Console Port” and “Starting the Terminal Emulation Software” sections of “Appendix D, Configuring the Switch with the CLI-Based Setup Program” in the hardware installation guide.
- Step 2** Set the line speed on the emulation software to 9600 baud.
- Step 3** Disconnect the switch power cord.
- Step 4** Reconnect the power cord to the switch.
- The software image does not load. The switch starts in boot loader mode, which is indicated by the `switch#` prompt.
- Step 5** Use the boot loader to enter commands, and start the transfer.
- ```
switch# copy xmodem: flash:image_filename.bin
```
- Step 6** When the XMODEM request appears, use the appropriate command on the terminal-emulation software to start the transfer and to copy the software image to Flash memory.
- 

## Recovering from a Lost or Forgotten Password

Follow these steps if you have forgotten or lost the switch password.

- 
- Step 1** Connect a terminal or PC with terminal emulation software to the console port. For more information, refer to the switch hardware installation guide.
- For more information, refer to the “Connecting to the Console Port” and “Starting the Terminal Emulation Software” sections of “Appendix D, Configuring the Switch with the CLI-Based Setup Program” in the hardware installation guide.
-  **Note** You can configure your switch for Telnet by following the procedure in the [“Accessing the CLI” section on page 2-9](#).
- 
- Step 2** Set the line speed on the emulation software to 9600 baud.
- Step 3** Unplug the switch power cord.

- Step 4** Press the **Mode** button, and at the same time, reconnect the power cord to the switch.
- You can release the **Mode** button a second or two after the LED above port 1X turns off. Several lines of information about the software appear, as do instructions:
- ```
The system has been interrupted prior to initializing the flash file system. These
commands will initialize the flash file system, and finish loading the operating system
software:
```
- ```
flash_init
load_helper
boot
```
- Step 5** Initialize the Flash file system:
- ```
switch# flash_init
```
- Step 6** If you had set the console port speed to anything other than 9600, it has been reset to that particular speed. Change the emulation software line speed to match that of the switch console port.
- Step 7** Load any helper files:
- ```
switch# load_helper
```
- Step 8** Display the contents of Flash memory as in this example:
- ```
switch# dir flash:
The switch file system is displayed:
Directory of flash:/
 3  drwx      10176   Mar 01 2001 00:04:34  html
 6  -rwx      2343    Mar 01 2001 03:18:16  config.text
171 -rwx     1667997   Mar 01 2001 00:02:39  c2950-i6q412-mz.121-9.EA1.bin
 7  -rwx      3060    Mar 01 2001 00:14:20  vlan.dat
172 -rwx       100    Mar 01 2001 00:02:54  env_vars

7741440 bytes total (3884509 bytes free)
```
- Step 9** Rename the configuration file to config.text.old.
- This file contains the password definition.
- ```
switch# rename flash:config.text flash:config.text.old
```
- Step 10** Boot the system:
- ```
switch# boot
```
- You are prompted to start the setup program. Enter **N** at the prompt:
- ```
Continue with the configuration dialog? [yes/no]: N
```
- Step 11** At the switch prompt, change to privileged EXEC mode:
- ```
switch> enable
```
- Step 12** Rename the configuration file to its original name:
- ```
switch# rename flash:config.text.old flash:config.text
```
- Step 13** Copy the configuration file into memory:
- ```
switch# copy flash:config.text system:running-config
Source filename [config.text]?
Destination filename [running-config]?
```

Press **Return** in response to the confirmation prompts.

The configuration file is now reloaded, and you can use the following normal commands to change the password.

Step 14 Enter global configuration mode:

```
switch# configure terminal
```

Step 15 Change the password:

```
switch(config)# enable secret <password>
```

or

```
switch(config)# enable password <password>
```

Step 16 Return to privileged EXEC mode:

```
switch(config)# exit  
switch#
```

Step 17 Write the running configuration to the startup configuration file:

```
switch# copy running-config startup-config
```

The new password is now included in the startup configuration.

Recovering from a Command Switch Failure

This section describes how to recover from a failed command switch. You can configure a redundant command switch group by using the Hot Standby Router Protocol (HSRP). For more information, see [Chapter 5, “Clustering Switches.”](#)



Note

HSRP is the preferred method for supplying redundancy to a cluster.

If you have not configured a standby command switch, and your command switch loses power or fails in some other way, management contact with the member switches is lost, and you must install a new command switch. However, connectivity between switches that are still connected is not affected, and the member switches forward packets as usual. You can manage the members as standalone switches through the console port or, if they have IP addresses, through the other management interfaces.

You can prepare for a command switch failure by assigning an IP address to a member switch or another switch that is command-capable, making a note of the command-switch password, and cabling your cluster to have redundant connectivity between the member switches and the replacement command switch. This section describes two solutions for replacing a failed command switch:

- Replacing a failed command switch with a cluster member
- Replacing a failed command switch with another switch

For information on command-capable switches, refer to the release notes.

Replacing a Failed Command Switch with a Cluster Member

To replace a failed command switch with a command-capable member in the same cluster, follow these steps:

-
- Step 1** Disconnect the command switch from the member switches, and physically remove it from the cluster.
- Step 2** Insert the member switch in place of the failed command switch, and duplicate its connections to the cluster members.
- Step 3** Start a CLI session on the new command switch.
- You can access the CLI by using the console port or, if an IP address has been assigned to the switch, by using Telnet. For details about using the console port, refer to the switch hardware installation guide.
- Step 4** At the switch prompt, enter privileged EXEC mode:
- ```
Switch> enable
Switch#
```
- Step 5** Enter the password of the *failed command switch*.
- Step 6** Enter global configuration mode.
- ```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
```
- Step 7** Remove the member switch from the cluster.
- ```
Switch(config)# no cluster commander-address
```
- Step 8** Return to privileged EXEC mode.
- ```
Switch(config)# end
Switch#
```
- Step 9** Use the setup program to configure the switch IP information. This program prompts you for IP address information and passwords. From privileged EXEC mode, enter **setup**, and press **Return**.
- ```
Switch# setup
--- System Configuration Dialog ---
Continue with configuration dialog? [yes/no]: y

At any point you may enter a question mark '?' for help.
Use ctrl-c to abort configuration dialog at any prompt.
Default settings are in square brackets '['].

Basic management setup configures only enough connectivity
for management of the system, extended setup will ask you
to configure each interface on the system

Would you like to enter basic management setup? [yes/no]:
```
- Step 10** Enter **Y** at the first prompt.
- The prompts in the setup program vary depending on the member switch you selected to be the command switch:
- ```
Continue with configuration dialog? [yes/no]: y
or
Configuring global parameters:
```

If this prompt does not appear, enter **enable**, and press **Return**. Enter **setup**, and press **Return** to start the setup program.

Step 11 Respond to the questions in the setup program.

When prompted for the host name, recall that on a command switch, the host name is limited to 28 characters; on a member switch to 31 characters. Do not use *-n*, where *n* is a number, as the last characters in a host name for any switch.

When prompted for the Telnet (virtual terminal) password, recall that it can be from 1 to 25 alphanumeric characters, is case sensitive, allows spaces, but ignores leading spaces.

Step 12 When prompted for the **enable secret** and **enable** passwords, enter the passwords of the *failed command switch* again.

Step 13 When prompted, make sure to enable the switch as the cluster command switch, and press **Return**.

Step 14 When prompted, assign a name to the cluster, and press **Return**.

The cluster name can be 1 to 31 alphanumeric characters, dashes, or underscores.

Step 15 After the initial configuration appears, verify that the addresses are correct.

Step 16 If the displayed information is correct, enter **Y**, and press **Return**.

If this information is not correct, enter **N**, press **Return**, and begin again at Step 9.

Step 17 Start your browser, and enter the IP address of the new command switch.

Step 18 From the Cluster menu, select **Add to Cluster** to display a list of candidate switches to add to the cluster.

Replacing a Failed Command Switch with Another Switch

To replace a failed command switch with a switch that is command-capable but not part of the cluster, follow these steps:

Step 1 Insert the new switch in place of the failed command switch, and duplicate its connections to the cluster members.

Step 2 Start a CLI session on the new command switch.

You can access the CLI by using the console port or, if an IP address has been assigned to the switch, by using Telnet. For details about using the console port, refer to the switch hardware installation guide.

Step 3 At the switch prompt, enter privileged EXEC mode:

```
Switch> enable
Switch#
```

Step 4 Enter the password of the *failed command switch*.

Step 5 Use the setup program to configure the switch IP information.

This program prompts you for IP address information and passwords. From privileged EXEC mode, enter **setup**, and press **Return**.

```
Switch# setup
--- System Configuration Dialog ---
Continue with configuration dialog? [yes/no]: y
```

```
At any point you may enter a question mark '?' for help.
Use ctrl-c to abort configuration dialog at any prompt.
Default settings are in square brackets '['].
```

```
Basic management setup configures only enough connectivity
for management of the system, extended setup will ask you
to configure each interface on the system
```

```
Would you like to enter basic management setup? [yes/no]:
```

Step 6 Enter **Y** at the first prompt.

The prompts in the setup program vary depending on the switch you selected to be the command switch:

```
Continue with configuration dialog? [yes/no]: y
or
```

```
Configuring global parameters:
```

If this prompt does not appear, enter **enable**, and press **Return**. Enter **setup**, and press **Return** to start the setup program.

Step 7 Respond to the questions in the setup program.

When prompted for the host name, recall that on a command switch, the host name is limited to 28 characters. Do not use *-n*, where *n* is a number, as the last characters in a host name for any switch.

When prompted for the Telnet (virtual terminal) password, recall that it can be from 1 to 25 alphanumeric characters, is case sensitive, allows spaces, but ignores leading spaces.

Step 8 When prompted for the **enable secret** and **enable** passwords, enter the passwords of the *failed command switch* again.

Step 9 When prompted, make sure to enable the switch as the cluster command switch, and press **Return**.

Step 10 When prompted, assign a name to the cluster, and press **Return**.

The cluster name can be 1 to 31 alphanumeric characters, dashes, or underscores.

Step 11 When the initial configuration displays, verify that the addresses are correct.

Step 12 If the displayed information is correct, enter **Y**, and press **Return**.

If this information is not correct, enter **N**, press **Return**, and begin again at Step 9.

Step 13 Start your browser, and enter the IP address of the new command switch.

Step 14 From the Cluster menu, select **Add to Cluster** to display a list of candidate switches to add to the cluster.

Recovering from Lost Member Connectivity

Some configurations can prevent the command switch from maintaining contact with member switches. If you are unable to maintain management contact with a member, and the member switch is forwarding packets normally, check for these conflicts:

- A member switch (Catalyst 3550, Catalyst 3500 XL, Catalyst 2950, Catalyst 2940, Catalyst 2900 XL, Catalyst 2820, and Catalyst 1900) cannot connect to the command switch through a port that is defined as a network port.
- Catalyst 3500 XL, Catalyst 2900 XL, Catalyst 2820, and Catalyst 1900 member switches must connect to the command switch through a port that belongs to the same management VLAN.
- A member switch (Catalyst 3550, Catalyst 2950, Catalyst 2940, Catalyst 3500 XL, Catalyst 2900 XL, Catalyst 2820, and Catalyst 1900) connected to the command switch through a secured port can lose connectivity if the port is disabled because of a security violation.

Preventing Autonegotiation Mismatches

The IEEE 802.3AB autonegotiation protocol manages the switch settings for speed (10 Mbps, 100 Mbps, and 1000 Mbps excluding GBIC ports) and duplex (half or full). There are situations when this protocol can incorrectly align these settings, reducing performance. A mismatch occurs under these circumstances:

- A manually-set speed or duplex parameter is different from the manually set speed or duplex parameter on the connected port.
- A port is set to autonegotiate, and the connected port is set to full duplex with no autonegotiation.

To maximize switch performance and ensure a link, follow one of these guidelines when changing the settings for duplex and speed:

- Let both ports autonegotiate both speed and duplex.
- Manually set the speed and duplex parameters for the ports on both ends of the connection.



Note

If a remote device does not autonegotiate, configure the duplex settings on the two ports to match. The speed parameter can adjust itself even if the connected port does not autonegotiate.

Diagnosing Connectivity Problems

This section describes how to troubleshoot connectivity problems:

- [Using Ping, page 26-8](#)
- [Using Layer 2 Traceroute, page 26-10](#)

Using Ping

This section consists of this information:

- [Understanding Ping, page 26-8](#)
- [Executing Ping, page 26-9](#)

Understanding Ping

The switch supports IP ping, which you can use to test connectivity to remote hosts. Ping sends an echo request packet to an address and waits for a reply. Ping returns one of these responses:

- Normal response—The normal response (*hostname is alive*) occurs in 1 to 10 seconds, depending on network traffic.
- Destination does not respond—If the host does not respond, a *no-answer* message is returned.
- Unknown host—If the host does not exist, an *unknown host* message is returned.
- Destination unreachable—If the default gateway cannot reach the specified network, a *destination-unreachable* message is returned.
- Network or host unreachable—If there is no entry in the route table for the host or network, a *network or host unreachable* message is returned.

Executing Ping

If you attempt to ping a host in a different IP subnetwork, you must define a static route to the network. Beginning in privileged EXEC mode, use this command to ping another device on the network from the switch:

Command	Purpose
ping [ip] {host address}	Ping a remote host through IP or by supplying the host name or network address.



Note

Though other protocol keywords are available with the **ping** command, they are not supported in this release.

This example shows how to ping an IP host:

```
Switch# ping 172.20.52.3

Type escape sequence to abort.
Sending 5, 100-byte ICMP Echoes to 172.20.52.3, timeout is 2 seconds:
!!!!
Success rate is 100 percent (5/5), round-trip min/avg/max = 1/2/4 ms
Switch#
```

Table 26-1 describes the possible ping character output.

Table 26-1 Ping Output Display Characters

Character	Description
!	Each exclamation point means receipt of a reply.
.	Each period means the network server timed out while waiting for a reply.
U	A destination unreachable error PDU was received.
C	A congestion experienced packet was received.
I	User interrupted test.
?	Unknown packet type.
&	Packet lifetime exceeded.

To terminate a ping session, enter the escape sequence (**Ctrl-^ X** by default). You enter the default by simultaneously pressing and releasing the **Ctrl**, **Shift**, and **6** keys, and then pressing the **X** key.

Using Layer 2 Traceroute

This section describes this information:

- [Understanding Layer 2 Traceroute, page 26-10](#)
- [Usage Guidelines, page 26-10](#)
- [Displaying the Physical Path, page 26-11](#)

Understanding Layer 2 Traceroute

The Layer 2 traceroute feature allows the switch to identify the physical path that a packet takes from a source device to a destination device. Layer 2 traceroute supports only unicast source and destination MAC addresses. It determines the path by using the MAC address tables of the switches in the path. When the switch detects a device in the path that does not support Layer 2 traceroute, the switch continues to send Layer 2 trace queries and lets them time out.

The switch can only identify the path from the source device to the destination device. It cannot identify the path that a packet takes from source host to the source device or from the destination device to the destination host.

Usage Guidelines

These are the Layer 2 traceroute usage guidelines:

- Cisco Discovery Protocol (CDP) must be enabled on all the devices in the network. For Layer 2 traceroute to function properly, do not disable CDP.

If any devices in the physical path are transparent to CDP, the switch cannot identify the path through these devices.



Note For more information about enabling CDP, see [Chapter 19, “Configuring CDP.”](#)

- A switch is reachable from another switch when you can test connectivity by using the **ping** privileged EXEC command. All switches in the physical path must be reachable from each other.
- The maximum number of hops identified in the path is ten.
- You can enter the **traceroute mac** or the **traceroute mac ip** privileged EXEC command on a switch that is not in the physical path from the source device to the destination device. All switches in the path must be reachable from this switch.
- The **traceroute mac** command output shows the Layer 2 path only when the specified source and destination MAC addresses belong to the same VLAN. If you specify source and destination MAC addresses that belong to different VLANs, the Layer 2 path is not identified, and an error message appears.
- If you specify a multicast source or destination MAC address, the path is not identified, and an error message appears.
- If the source or destination MAC address belongs to multiple VLANs, you must specify the VLAN to which both the source and destination MAC addresses belong. If the VLAN is not specified, the path is not identified, and an error message appears.

- The **tracertoute mac ip** command output shows the Layer 2 path when the specified source and destination IP addresses belong to the same subnet. When you specify the IP addresses, the switch uses Address Resolution Protocol (ARP) to associate the IP addresses with the corresponding MAC addresses and the VLAN IDs.
 - If an ARP entry exists for the specified IP address, the switch uses the associated MAC address and identifies the physical path.
 - If an ARP entry does not exist, the switch sends an ARP query and tries to resolve the IP address. If the IP address is not resolved, the path is not identified, and an error message appears.
- When multiple devices are attached to one port through hubs (for example, multiple CDP neighbors are detected on a port), the Layer 2 traceroute feature is not supported. When more than one CDP neighbor is detected on a port, the Layer 2 path is not identified, and an error message appears.
- This feature is not supported in Token Ring VLANs.

Displaying the Physical Path

You can display physical path that a packet takes from a source device to a destination device by using one of these privileged EXEC commands:

- **tracertoute mac** [**interface** *interface-id*] {*source-mac-address*} [**interface** *interface-id*] {*destination-mac-address*} [**vlan** *vlan-id*] [**detail**]
- **tracertoute mac ip** {*source-ip-address* / *source-hostname*} {*destination-ip-address* / *destination-hostname*} [**detail**]

For more information, refer to the command reference for this release.

Using Debug Commands

This section explains how you use the **debug** commands to diagnose and resolve internetworking problems. It contains this information:

- [Enabling Debugging on a Specific Feature, page 26-12](#)
- [Enabling All-System Diagnostics, page 26-12](#)
- [Redirecting Debug and Error Message Output, page 26-12](#)



Caution

Because debugging output is assigned high priority in the CPU process, it can render the system unusable. For this reason, use **debug** commands only to troubleshoot specific problems or during troubleshooting sessions with Cisco technical support staff. It is best to use **debug** commands during periods of lower network traffic and fewer users. Debugging during these periods decreases the likelihood that increased **debug** command processing overhead will affect system use.



Note

For complete syntax and usage information for specific **debug** commands, refer to the command reference for this release.

Enabling Debugging on a Specific Feature

All **debug** commands are entered in privileged EXEC mode, and most **debug** commands take no arguments. For example, beginning in privileged EXEC mode, enter this command to enable the debugging for EtherChannel:

```
Switch# debug etherchannel
```

The switch continues to generate output until you enter the **no** form of the command.

If you enable a **debug** command and no output appears, consider these possibilities:

- The switch might not be properly configured to generate the type of traffic that you want to monitor. Use the **show running-config** command to verify the configuration.
- Even if the switch is properly configured, it might not generate the type of traffic that you want to monitor during the particular period that debugging is enabled. Depending on the feature you are debugging, you can use commands such as the TCP/IP **ping** command to generate network traffic.

To disable debugging of SPAN, enter this command in privileged EXEC mode:

```
Switch# no debug etherchannel
```

Alternately, in privileged EXEC mode, you can enter the **undebug** form of the command:

```
Switch# undebug etherchannel
```

To display the state of each debugging option, enter this command in privileged EXEC mode:

```
Switch# show debugging
```

Enabling All-System Diagnostics

Beginning in privileged EXEC mode, enter this command to enable all-system diagnostics:

```
Switch# debug all
```



Caution

Because debugging output takes priority over other network traffic, and because the **debug all** privileged EXEC command generates more output than any other **debug** command, it can severely diminish switch performance or even render it unusable. In virtually all cases, it is best to use more specific **debug** commands.

The **no debug all** privileged EXEC command disables all diagnostic output. Using the **no debug all** command is a convenient way to ensure that you have not accidentally left any **debug** commands enabled.

Redirecting Debug and Error Message Output

By default, the network server sends the output from **debug** commands and system error messages to the console. If you use this default, you can use a virtual terminal connection to monitor debug output instead of connecting to the console port.

Possible destinations include the console, virtual terminals, internal buffer, and UNIX hosts running a syslog server. The syslog format is compatible with 4.3 Berkeley Standard Distribution (BSD) UNIX and its derivatives.

**Note**

Be aware that the debugging destination you use affects system overhead. Logging messages to the console produces very high overhead, whereas logging messages to a virtual terminal produces less overhead. Logging messages to a syslog server produces even less, and logging to an internal buffer produces the least overhead of any method.

For more information about system message logging, see [Chapter 22, “Configuring System Message Logging.”](#)

Using the crashinfo File

The crashinfo file saves information that helps Cisco technical support representatives to debug problems that caused the software image to fail (crash). The switch writes the crash information to the console at the time of the failure, and the file is created the next time you boot the image after the failure (instead of while the system is failing).

The information in the file includes the software image name and version that failed, a dump of the processor registers, and a stack trace. You can give this information to the Cisco technical support representative by using the **show tech-support** privileged EXEC command.

All crashinfo files are kept in this directory on the Flash file system:

flash:/crashinfo/crashinfo_*n* where *n* is a sequence number.

Each new crashinfo file that is created uses a sequence number that is larger than any previously-existing sequence number, so the file with the largest sequence number describes the most recent failure. Version numbers are used instead of a timestamp because the switches do not include a real-time clock. You cannot change the name of the file that the system will use when it creates the file. However, after the file is created, you can use the **rename** privileged EXEC command to rename it, but the contents of the renamed file will not be displayed by the **show stacks** or the **show tech-support** privileged EXEC command. You can delete crashinfo files by using the **delete** privileged EXEC command.

You can display the most recent crashinfo file (that is, the file with the highest sequence number at the end of its filename) by entering the **show stacks** or the **show tech-support** privileged EXEC command. You also can access the file by using any command that can copy or display files, such as the **more** or the **copy** privileged EXEC command.



Supported MIBs

This appendix lists the supported management information base (MIBs) for this release. It contains these sections:

- [MIB List, page A-1](#)
- [Using FTP to Access the MIB Files, page A-3](#)

MIB List

- BRIDGE-MIB (RFC1493)
- CISCO-2900-MIB
- CISCO-BULK-FILE-MIB
- CISCO-CDP-MIB
- CISCO-CLUSTER-MIB
- CISCO-CONFIG-MAN-MIB
- CISCO-ENTITY-ALARM-MIB (Catalyst 2955 only)
- CISCO-ENTITY-VENDORTYPE-OID-MIB
- CISCO-ENVMON-MIB
- CISCO-FLASH-MIB
- CISCO-FTP-CLIENT-MIB
- CISCO-IGMP-FILTER-MIB
- CISCO-IMAGE-MIB
- CISCO-MAC-NOTIFICATION-MIB
- CISCO-MEMORY-POOL-MIB
- CISCO-PAGP-MIB
- CISCO-PING-MIB
- CISCO-PORT-SECURITY-MIB
- CISCO-PROCESS-MIB
- CISCO-PRODUCTS-MIB
- CISCO-RTTMON-MIB (subsystems supported: sub_rtt_rmon and sub_rtt_rmonlib)

- CISCO-SMI
- CISCO-STACKMAKER-MIB
- CISCO-STP-EXTENSIONS-MIB
- CISCO-SYSLOG-MIB
- CISCO-TC
- CISCO-TCP-MIB
- CISCO-VLAN-MEMBERSHIP-MIB
- CISCO-VTP-MIB
- ENTITY-MIB
- IANAifType-MIB
- IF-MIB (RFC 1573)
- OLD-CISCO-CHASSIS-MIB
- OLD-CISCO-CPU-MIB
- OLD-CISCO-INTERFACES-MIB
- OLD-CISCO-IP-MIB
- OLD-CISCO-MEMORY-MIB
- OLD-CISCO-SYSTEM-MIB
- OLD-CISCO-TCP-MIB
- OLD-CISCO-TS-MIB
- RFC1213-MIB
- RFC1398-MIB
- RMON-MIB (RFC 1757)
- RS-232-MIB
- SNMPv2-MIB
- SNMPv2-SMI
- SNMPv2-TC
- TCP-MIB
- UDP-MIB

Using FTP to Access the MIB Files

You can obtain each MIB file by using this procedure:

-
- Step 1** Use FTP to access the server **ftp.cisco.com**.
 - Step 2** Log in with the username **anonymous**.
 - Step 3** Enter your e-mail username when prompted for the password.
 - Step 4** At the `ftp>` prompt, change directories to **/pub/mibs/v1** and the **/pub/mibs/v2**.
 - Step 5** Use the `get MIB_filename` command to obtain a copy of the MIB file.
-

**Note**

You can also access information about MIBs on the Cisco web site:
<http://www.cisco.com/public/sw-center/netmgmt/cmtk/mibs.shtml>



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