



## Stack Manager Commands

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# debug platform remote-commands

To enable debugging of remote commands, use the **debug platform remote-commands** command in privileged EXEC mode. To disable debugging, use the **no** form of this command.

**debug platform remote-commands**  
**no debug platform remote-commands**

**Syntax Description** This command has no arguments or keywords.

**Command Default** Debugging is disabled.

**Command Modes** Privileged EXEC

Command History	Release	Modification
	Cisco IOS Release 15.0(2)EX	This command was introduced.

**Usage Guidelines** The **undebug platform remote-commands** command is the same as the **no debug platform remote-commands** command.

When you enable debugging on a switch stack, it is enabled only on the active switch. To enable debugging on a stack member, you can start a session from the stack's active switch by using the **session** *switch-number* privileged EXEC command. Enter the **debug** command at the command-line prompt of the stack member. You also can use the **remote command** *stack-member-number* *LINE* privileged EXEC command on the active switch to enable debugging on a member switch without first starting a session.

## Related Topics

[remote command](#), on page 6

[session](#), on page 7

# debug platform stack-manager

To enable debugging of the stack manager software, use the **debug platform stack-manager** command in privileged EXEC mode. To disable debugging, use the **no** form of this command.

```
debug platform stack-manager {all | rpc | sdp | sim | ssm | tdm | trace}
no debug platform stack-manager {all | rpc | sdp | sim | ssm | tdm | trace}
```

## Syntax Description

<b>all</b>	Displays all stack manager debug messages.
<b>rpc</b>	Displays stack manager remote procedure call (RPC) usage debug messages.
<b>sdp</b>	Displays the Stack Discovery Protocol (SDP) debug messages.
<b>sim</b>	Displays the stack information module debug messages.
<b>ssm</b>	Displays the stack state-machine debug messages.
<b>tdm</b>	Displays the stack manager topology discovery use debug messages.
<b>trace</b>	Traces the stack manager entry and exit debug messages.

## Command Default

Debugging is disabled.

## Command Modes

Privileged EXEC

## Command History

Release	Modification
Cisco IOS Release 15.0(2)EX	This command was introduced.

## Usage Guidelines

This command is supported only on stacking-capable switches.

The **undebug platform stack-manager** command is the same as the **no debug platform stack-manager** command.

When you enable debugging on a switch stack, it is enabled only on the active switch. To enable debugging on a stack member, you can start a session from the active switch by using the **session switch-number** EXEC command. Enter the **debug** command at the command-line prompt of the stack member. You also can use the **remote command stack-member-number LINE** EXEC command on the active switch to enable debugging on a member switch without first starting a session.

## Related Topics

[remote command](#), on page 6

[session](#), on page 7

# reload

To reload the stack member and to apply a configuration change, use the **reload** command in privileged EXEC mode.

**reload** [{/noverify | /verify}] [{*LINE* | **at** | **cancel** | **in** | **slot** *stack-member-number* | **standby-cpu**}]

Syntax Description		
<b>/noverify</b>	(Optional)	Specifies to not verify the file signature before the reload.
<b>/verify</b>	(Optional)	Verifies the file signature before the reload.
<i>LINE</i>	(Optional)	Reason for the reload.
<b>at</b>	(Optional)	Specifies the time in hh:mm for the reload to occur.
<b>cancel</b>	(Optional)	Cancels the pending reload.
<b>in</b>	(Optional)	Specifies a time interval for reloads to occur.
<b>slot</b>	(Optional)	Saves the changes on the specified stack member and then restarts it.
<i>stack-member-number</i>	(Optional)	Stack member number on which to save the changes. The range is 1 to 8.
<b>standby-cpu</b>	(Optional)	Reloads the standby route processor (RP).

**Command Default** Immediately reloads the stack member and puts a configuration change into effect.

**Command Modes** Privileged EXEC

Command History	Release	Modification
	Cisco IOS Release 15.0(2)EX	This command was introduced.

**Usage Guidelines** If there is more than one switch in the switch stack, and you enter the **reload slot** *stack-member-number* command, you are not prompted to save the configuration.

## Examples

This example shows how to reload the switch stack:

```
Device# reload
System configuration has been modified. Save? [yes/no]: y
Proceed to reload the whole Stack? [confirm] y
```

This example shows how to reload a specific stack member:

```
Device# reload slot 6
Proceed with reload? [confirm] y
```

This example shows how to reload a single-switch switch stack (there is only one member switch):

```
Device# reload slot 3
System configuration has been modified. Save? [yes/no]: y
Proceed to reload the whole Stack? [confirm] y
```

### Related Topics

[show switch](#), on page 15

[switch stack port](#), on page 21

[switch renumber](#), on page 26

# remote command

To monitor all or specified stack members, use the **remote command** privileged EXEC command.

**remote command** {*allstack-member-number*} *LINE*

Syntax Description		
<b>all</b>		Applies to all stack members.
<i>stack-member-number</i>		The stack member. The range is 1 to 8.
<i>LINE</i>		The command to execute.

**Command Modes** Privileged EXEC

Command History	Release	Modification
	Cisco IOS Release 15.0(2)EX	This command was introduced.

**Usage Guidelines** The commands that you use in the *LINE* command-to-execute string (such as **debug**, **show**, or **clear**) apply to a specific stack member or to the switch stack.

## Examples

This example shows how to execute the **undebug** command on the switch stack:

```
Switch(config)# remote command all undebug all
Switch :1 :
-----
All possible debugging has been turned off
Switch :5 :
-----
All possible debugging has been turned off
Switch :7 :
-----
All possible debugging has been turned off
```

This example shows how to execute the **debug udd event** command on stack member 5:

```
Switch(config)# remote command 5 undebug all
Switch :5 :
-----
UDLD events debugging is on
```

## Related Topics

- [reload](#), on page 4
- [show switch](#), on page 15
- [switch stack port](#), on page 21
- [switch renumber](#), on page 26

# session

To access a specific stack member, use the **session** command in privileged EXEC mode on the active stack.

**session** *stack-member-number*

<b>Syntax Description</b>	<i>stack-member-number</i>	Stack member number to access from the active switch. The range is 1 to 8.
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<b>Command Default</b>	None
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<b>Command Modes</b>	Privileged EXEC
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<b>Command History</b>	<b>Release</b>	<b>Modification</b>
	Cisco IOS Release 15.0(2)EX	This command was introduced.

**Usage Guidelines**

When you access the member, its member number is appended to the system prompt.

Use the **session** command from the active switch to access a member.

Use the **session** command with **processor 1** from the active or a standalone switch to access the internal controller. A standalone device is always member 1.

**Examples**

This example shows how to access stack member 3:

```
Device# session 3
Device-3#
```

## Related Topics

- [reload](#), on page 4
- [show switch](#), on page 15
- [switch stack port](#), on page 21
- [switch renumber](#), on page 26

# show platform stack compatibility configuration

To display switch stack compatibility information, use the **show platform stack compatibility configuration** command in privileged EXEC mode.

**show platform stack compatibility configuration** {**current** | **failure-log** | **mismatch** [**switch** *switch-number*]}

Syntax Description	current	Displays currently configured system level features.
	failure-log	Displays non-baseline feature configuration failure log.
	mismatch	Displays configured non-baseline features that are causing a mismatch.
	switch	<i>switch-number</i> (Optional) Displays configured non-baseline features that are causing a mismatch for the specified switch. The range is 1 to 8.

**Command Default** None

**Command Modes** Privileged EXEC

Command History	Release	Modification
	Cisco IOS Release 15.0(2)EX	This command was introduced.

**Usage Guidelines** Use this command only when you are working directly with your technical support representative while troubleshooting a problem. Do not use this command unless your technical support representative asks you to do so.

This example shows how to display switch stack compatibility information:

```
Device# show platform stack compatibility configuration current
```



# show platform stack compatibility feature

To display switch stack state machine and message trace feature compatibility information, use the **show platform stack compatibility feature** command in privileged EXEC mode.

**show platform stack compatibility feature** {**all** | **independent** [**feature-id** *feature-id*] | **interdependent** [**feature-id** *feature-id*] | **port** [**feature-id** *feature-id*]}

Syntax Description	all	Displays all non-baseline features.
	<b>independent</b>	Displays switch-level independent features.
	<b>feature-id</b> <i>feature-id</i>	(Optional) Displays switch-level independent, system-level interdependent or port-level independent features with the specified feature ID.
	<b>interdependent</b>	Displays system-level interdependent features.
	<b>port</b>	Displays port-level independent features.

**Command Default** None

**Command Modes** Privileged EXEC

Command History	Release	Modification
	Cisco IOS Release 15.0(2)EX	This command was introduced.

**Usage Guidelines** The **show platform stack compatibility** commands display feature incompatibility information between stack members in a mixed stack. Compatibility checks ensure that features that are supported across members of a stack using a forwarding ASIC with different capabilities will function effortlessly and error free.

Use this command only when you are working directly with your technical support representative while troubleshooting a problem. Do not use this command unless your technical support representative asks you to do so.

This example shows how to display all non-baseline features:

```
Device# show platform stack compatibility feature all
          System Level Interdependent Features
=====
1: FHRR hardware vlan entry sharing feature
2: Jumbo MTU Routing Support
3: VRF on PVLAN interface
4: Global VRF config with greater than MAX policies
5: Routing keyword in IPv6 ACL
6: Ahp keyword in IPv6 ACL
7: Unsupported prefixes in IPv6 ACL
8: Unicast Reverse Path Forwarding
9: Multiple FHRP support
10: Gateway Load Balancing ProtocolVLAN-based FSPAN
11: CTS tagging and role-based enforcement
12: SPAN support 4 source session
```

13: Unknown

Switch Level Independent Features

=====

Port Level Independent Features

=====

- 1: Routing keyword in IPv6 ACL
- 2: Ahp keyword in IPv6 ACL
- 3: Unsupported prefixes in IPv6 ACL
- 4: Port-based FSPAN
- 5: IPv6 QoS match protocol support
- 6: IPv6 QoS ipv6 named ACL support

# show platform stack compatibility table

To display feature compatibility tables for the switch stack, use the **show platform stack compatibility table** command in privileged EXEC mode.

**show platform stack compatibility table** {all | independent | interdependent | port}

Syntax Description	all	Displays all feature compatibility tables.
	<b>independent</b>	Displays a switch-level independent feature compatibility table.
	<b>interdependent</b>	Displays a system-level interdependent feature compatibility table.
	<b>port</b>	Displays a port-level independent feature compatibility table.

**Command Default** None

**Command Modes** Privileged EXEC

Command History	Release	Modification
	Cisco IOS Release 15.0(2)EX	This command was introduced.

**Usage Guidelines** The **show platform stack compatibility** commands display feature incompatibility information between stack members in a mixed stack. Compatibility checks ensure that features that are supported across members of a stack using a forwarding ASIC with different capabilities will function effortlessly and error free.

Use this command only when you are working directly with your technical support representative while troubleshooting a problem. Do not use this command unless your technical support representative asks you to do so.

This example shows how to display all feature compatibility tables:

```
Device# show platform stack compatibility feature all
      System Level Interdependent Feature Matrix
=====
1: FHRR hardware vlan entry sharing feature
   Supported by switch versions: 1 3 4
2: Jumbo MTU Routing Support
   Supported by switch versions: 1 3 4
3: VRF on PVLAN interface
   Supported by switch versions: 1 3 4
4: Global VRF config with greater than MAX policies
   Supported by switch versions: 1 3 4
5: Routing keyword in IPv6 ACL
   Supported by switch versions: 1 3 4
6: Ahp keyword in IPv6 ACL
   Supported by switch versions: 1 3 4
7: Unsupported prefixes in IPv6 ACL
   Supported by switch versions: 1 3 4
8: Unicast Reverse Path Forwarding
   Supported by switch versions: 1 3 4
9: Multiple FHRP support
```

## show platform stack compatibility table

```

    Supported by switch versions: 1 3 4
10: Gateway Load Balancing ProtocolVLAN-based FSPAN
    Supported by switch versions: 1 2 3 4
11: CTS tagging and role-based enforcement
    Supported by switch versions: 1 3 4
12: SPAN support 4 source session
    Supported by switch versions: 3
13: Unknown
    Supported by switch versions: 4

```

## Switch Level Independent Feature Matrix

```
=====
```

## Port Level Independent Feature Matrix

```
=====
```

```

1: Routing keyword in IPv6 ACL
    Supported by ASIC versions: 1 2 3
2: Ahp keyword in IPv6 ACL
    Supported by ASIC versions: 1 2 3
3: Unsupported prefixes in IPv6 ACL
    Supported by ASIC versions: 1 2 3
4: Port-based FSPAN
    Supported by ASIC versions: 1 2 3
5: IPv6 QoS match protocol support
    Supported by ASIC versions: 1 2 3
6: IPv6 QoS ipv6 named ACL support
    Supported by ASIC versions: 1 2 3

```

# show platform stack manager

To display platform-dependent switch-stack information, use the **show platform stack manager** command in privileged EXEC mode.

```
show platform stack manager {all | counters | trace [{cs [cs] | sdp [reverse] | state [reverse] | tdm}}}
```

Syntax Description	
<b>all</b>	Displays all information for the entire switch stack.
<b>counters</b>	Displays the stack manager counters.
<b>trace</b>	Displays trace information.
<b>cs</b>	(Optional) Displays information about changes in stack-related trace messages.
<b>sdp</b>	(Optional) Displays Stack Discovery Protocol (SDP) information.
<b>reverse</b>	(Optional) Displays trace information in reverse chronological order (from recent to older chronological sequence).
<b>state</b>	(Optional) Displays stack state machine information.
<b>tdm</b>	(Optional) Displays information about topology discovery including a summary of the stacking over Ethernet state machine events and messages.

**Command Default** None

**Command Modes** Privileged EXEC

Command History	Release	Modification
	Cisco IOS Release 15.0(2)EX	This command was introduced.

**Usage Guidelines** Use this command only when you are working directly with your technical support representative while troubleshooting a problem. Do not use this command unless your technical support representative asks you to do so.



**Note** This command is supported only on stacking-capable switches.

The summary information about the switch stack shows these states:

- **Waiting**—A switch is booting up and waiting for communication from other switches in the stack. The switch has not determined whether or not it is active switch.

Stack members not participating in election remain in the waiting state until the active switch is elected and ready.

- **Initializing**—A switch has determined whether it is the active switch. If not, the switch receives its system- and interface-level configuration from the active switch and loads it.
- **Ready**—The member has completed loading the system- and interface-level configurations and can forward traffic.
- **Ver Mismatch**—A switch in version mismatch mode. Version-mismatch mode is when a switch that joins the stack has a different stack protocol minor version number than the active switch.

A typical state transition for a stack member (including the active) booting up is Waiting > Initializing > Ready.

A typical state transition for a stack member to active switch after an election is Ready > Re-Init > Ready.

A typical state transition for a stack member in version mismatch (VM) mode is Waiting > Ver Mismatch.

# show switch

To display information that is related to the stack member or the switch stack, use the **show switch** command in EXEC mode.

**show switch** [{*stack-member-number* | **detail** | **neighbors** | **stack-ports** | **stack-ring speed**}]



**Note** This command is supported only on Catalyst 2960-X switches running the LAN Base image.

Syntax Description	
<i>stack-member-number</i>	(Optional) Number of the stack member. The range is 1 to 8.
<b>detail</b>	(Optional) Displays detailed information about the stack ring.
<b>neighbors</b>	(Optional) Displays the neighbors of the entire switch stack.
<b>stack-ports</b>	(Optional) Displays port information for the entire switch stack.
<b>stack-ring</b>	(Optional) Displays information about the stack ring.
<b>speed</b>	Displays the stack ring speed.

**Command Default** None

**Command Modes** User EXEC (>)  
Privileged EXEC (#)

Command History	Release	Modification
	Cisco IOS Release 15.0(2)EX	This command was introduced.

**Usage Guidelines** This command output displays these states:

- **Waiting**—A switch is booting up and waiting for communication from other switches in the stack. The switch has not determined whether or not it is an active stack.  
Stack members not participating in a active stack election remain in the waiting state until the active stack is elected and ready.
- **Initializing**—A switch has determined whether it has the active stack status. If it is not the active stack, it receives and loads the system- and interface-level configuration from the active stack.
- **Ready**—The member has completed loading the system- and interface-level configurations and can forward traffic.
- **Ver Mismatch**—A switch in version mismatch mode. Version-mismatch mode is when a switch joining the stack has a different stack protocol minor version number than the active stack.

- **SDM Mismatch**—A switch in Switch Database Management (SDM) mismatch mode. SDM mismatch is when a member does not support the SDM template running on the active stack.
- **Provisioned**—The state of a preconfigured switch before it becomes an active member of a switch stack, or the state of a stack member after it has left the switch stack. The MAC address and the priority number in the display are always 0 for the provisioned switch.

A typical state transition for a stack member (including the active) booting up is Waiting > Initializing > Ready.

A typical state transition for a stack member becoming the active stack after the election is Ready > Re-Init > Ready.

A typical state transition for a stack member in version mismatch (VM) mode is Waiting > Ver Mismatch.

You can use the **show switch** command to identify whether the provisioned switch exists in the switch stack. The **show running-config** and the **show startup-config** privileged EXEC commands do not provide this information.

The display also includes stack MAC-persistency wait-time if persistent MAC address is enabled.

## Examples

This example shows how to display summary stack information:

```
Device# show switch
Switch/Stack Mac Address : d4a0.2a37.4800
```

Switch#	Role	Mac Address	Priority	H/W Version	Current State
1	Member	0cd9.9624.f980	7	4	Ready
*2	Master	d4a0.2a37.4800	1	4	Ready
6	Member	0003.e31a.1e00	2	4	Ready

This example shows how to display detailed stack information:

```
Device# show switch detail
Switch/Stack Mac Address : d4a0.2a37.4800
```

Switch#	Role	Mac Address	Priority	H/W Version	Current State
1	Member	0cd9.9624.f980	7	4	Ready
*2	Master	d4a0.2a37.4800	8	4	Ready
6	Member	0003.e31a.1e00	2	0	Ready

Switch#	Stack Port Status		Neighbors	
	Port 1	Port 2	Port 1	Port 2
1	Ok	Down	2	None
2	Down	Ok	None	1
6	Down	Ok	None	1

This example shows how to display the member 6 summary information:

```
Device# show switch 6
```

Switch#	Role	Mac Address	Priority	State
6	Member	0003.e31a.1e00	1	Ready



This example shows how to display the neighbor information for a stack:

```
Device# show switch neighbors
Switch #   Port A   Port B
-----
      6     None     8
      8      6     None
```

This example shows how to display stack-port information:

```
Device# show switch stack-ports
Switch #   Port A   Port B
-----
      6     Down     Ok
      8      Ok     Down
```

### Related Topics

- [reload](#), on page 4
- [remote command](#), on page 6
- [session](#), on page 7
- [switch stack port](#), on page 21
- [switch provision](#), on page 24
- [switch renumber](#), on page 26

## stack-mac persistent timer

To enable the persistent MAC address feature, use the **stack-mac persistent timer** command in global configuration mode on the switch stack or on a standalone switch. To disable the persistent MAC address feature, use the **no** form of this command.

**stack-mac persistent timer** [*{0time-value}*]

**no stack-mac persistent timer**

<b>Syntax Description</b>	<b>0</b> (Optional) Continues using the MAC address of the current active switch after a new active switch takes over.
	<i>time-value</i> (Optional) Time period in minutes before the stack MAC address changes to that of the new active switch. The range is 1 to 60 minutes. When no value is entered, the default is 4 minutes. We recommend that you configure an explicit value for this command.

<b>Command Default</b>	Persistent MAC address is disabled. The MAC address of the stack is always that of the first active switch. When the command is entered with no value, the default time before the MAC address changes is four minutes. We recommend that you configure an explicit value for this command.
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<b>Command Modes</b>	Global configuration (config)
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<b>Command History</b>	<b>Release</b>	<b>Modification</b>
	Cisco IOS Release 15.0(2)EX	This command was introduced.

<b>Usage Guidelines</b>	The MAC address of the switch stack is determined by the MAC address of the active switch. In the default state (persistent MAC address disabled), if a new switch becomes active switch, the stack MAC address changes to the MAC address of the new active switch.
-------------------------	--

When persistent MAC address is enabled, the stack MAC address does not change for a time period. During that time, if the previous active switch rejoins the stack as a stack member, the stack retains its MAC address for as long as that switch is in the stack. If the previous active switch does not rejoin the stack during the specified time period, the switch stack takes the MAC address of the new active switch as the stack MAC address.

You can set the time period to be from 0 to 60 minutes.

- If you enter the command with no value, the default delay is 4 minutes.
- If you enter **0**, the stack continues to use the current stack MAC address until you enter the **no stack-mac persistent timer** command.
- If you enter a time delay of 1 to 60 minutes, the stack MAC address of the previous active switch is used until the configured time period expires or until you enter the **no stack-mac persistent timer** command.



**Note** When you enter the **stack-mac persistent timer** command with or without keywords, a message appears warning that traffic might be lost if the old active switch MAC address appears elsewhere in the network domain. You should use this feature cautiously.

If you enter the **no stack-mac persistent timer** command after a switchover, before the time expires, the switch stack moves to the current stack's active switch MAC address.

If the whole stack reloads, when it comes back up, the MAC address of the active switch is the stack MAC address.

## Examples

This example shows how to configure the persistent MAC address feature, with the warning messages for each configuration. It also shows how to verify the configuration:

```
Device(config)# stack-mac persistent timer

WARNING: Use of an explicit timer value with the command is recommended.
WARNING: Default value of 4 minutes is being used.
WARNING: The stack continues to use the base MAC of the old Master
WARNING: as the stack-mac after a master switchover until the MAC
WARNING: persistency timer expires. During this time the Network
WARNING: Administrators must make sure that the old stack-mac does
WARNING: not appear elsewhere in this network domain. If it does,
WARNING: user traffic may be blackholed.

Device(config)# stack-mac persistent timer 0

WARNING: Stack MAC persistency timer value of 0 means that, after a
WARNING: master switchover, the current stack-mac will continue
WARNING: to be used indefinitely.
WARNING: The Network Administrators must make sure that the old
WARNING: stack-mac does not appear elsewhere in this network
WARNING: domain. If it does, user traffic may be blackholed.

Device(config)# stack-mac persistent timer 7

WARNING: The stack continues to use the base MAC of the old Master
WARNING: as the stack-mac after a master switchover until the MAC
WARNING: persistency timer expires. During this time the Network
WARNING: Administrators must make sure that the old stack-mac does
WARNING: not appear elsewhere in this network domain. If it does,
WARNING: user traffic may be blackholed.

Device(config)# end
Device(config)# show switch

Switch/Stack Mac Address : 0cd9.9624.dd80
Mac persistency wait time: 7 mins

          H/W   Current
Switch#  Role   Mac Address      Priority Version  State
-----
*1       Master 0cd9.9624.dd80    1         4         Ready
```

You can verify your settings by entering either of two privileged EXEC commands:

- **show running-config**—If enabled, **stack-mac persistent timer** and the time in minutes appears in the output.

- **show switch**—If enabled, **Mac persistency wait time** and the number of minutes appears in the output.

### Related Topics

[show switch](#), on page 15

# switch stack port

To disable or enable the specified stack port on the member, use the **switch** command in privileged EXEC mode on a stack member.

**switch** *stack-member-number* **stack port** *port-number* {**disable** | **enable**}



**Note** This command is supported only on Catalyst 2960-X switches running the LAN Base image.

<b>Syntax Description</b>	<i>stack-member-number</i> Current stack member number. The range is 1 to 8.
	<b>stack port</b> <i>port-number</i> Specifies the stack port on the member. The range is 1 to 2.
	<b>disable</b> Disables the specified port.
	<b>enable</b> Enables the specified port.

**Command Default** The stack port is enabled.

**Command Modes** Privileged EXEC

<b>Command History</b>	<b>Release</b>	<b>Modification</b>
	Cisco IOS Release 15.0(2)EX	This command was introduced.

**Usage Guidelines** A stack is in the full-ring state when all members are connected through the stack ports and are in the ready state.

The stack is in the partial-ring state when the following occurs:

- All members are connected through their stack ports but some are not in the ready state.
- Some members are not connected through the stack ports.



**Note** Be careful when using the **switch** *stack-member-number* **stack port** *port-number* **disable** command. When you disable the stack port, the stack operates at half bandwidth.

If you enter the **switch** *stack-member-number* **stack port** *port-number* **disable** privileged EXEC command and the stack is in the full-ring state, you can disable only one stack port. This message appears:

```
Enabling/disabling a stack port may cause undesired stack changes. Continue?[confirm]
```

If you enter the **switch** *stack-member-number* **stack port** *port-number* **disable** privileged EXEC command and the stack is in the partial-ring state, you cannot disable the port. This message appears:

```
Disabling stack port not allowed with current stack configuration.
```

---

**Examples**

This example shows how to disable stack port 2 on member 4:

```
Device# switch 4 stack port 2 disable
```

**Related Topics**

[show switch](#), on page 15

# switch priority

To change the stack member priority value, use the **switch priority** command in global configuration mode on the active switch.

**switch** *stack-member-number* **priority** *new-priority-value*

## Syntax Description

*stack-member-number* Current stack member number. The range is 1 to 8.

*new-priority-value* New stack member priority value. The range is 1 to 15.

## Command Default

The default priority value is 1.

## Command Modes

Global configuration

## Command History

Release	Modification
Cisco IOS Release 15.0(2)EX	This command was introduced.

## Usage Guidelines

The new priority value is a factor when a new active switch is elected. When you change the priority value, the active switch is not changed immediately.

## Examples

This example shows how to change the priority value of stack member 6 to 8:

```
Device(config)# switch 6 priority 8
Changing the Switch Priority of Switch Number 6 to 8
Do you want to continue?[confirm]
```

## Related Topics

- [reload](#), on page 4
- [session](#), on page 7
- [show switch](#), on page 15
- [switch renumber](#), on page 26

# switch provision

To supply a configuration to a new switch before it joins the switch stack, use the **switch provision** command in global configuration mode on the active switch. To delete all configuration information that is associated with the removed switch (a stack member that has left the stack), use the **no** form of this command.

**switch** *stack-member-number* **provision** *type*  
**no switch** *stack-member-number* **provision**

Syntax Description	
	<i>stack-member-number</i> Stack member number. The range is 1 to 8.
	<i>type</i> Switch type of the new switch before it joins the stack.

**Command Default** The switch is not provisioned.

**Command Modes** Global configuration (config)

Command History	Release	Modification
	Cisco IOS Release 15.0(2)EX	This command was introduced.

**Usage Guidelines**

For *type*, enter the model number of a supported switch that is listed in the command-line help strings.

To avoid receiving an error message, you must remove the specified switch from the switch stack before using the **no** form of this command to delete a provisioned configuration.

To change the switch type, you must also remove the specified switch from the switch stack. You can change the stack member number of a provisioned switch that is physically present in the switch stack if you do not also change the switch type.

If the switch type of the provisioned switch does not match the switch type in the provisioned configuration on the stack, the switch stack applies the default configuration to the provisioned switch and adds it to the stack. The switch stack displays a message when it applies the default configuration.

Provisioned information appears in the running configuration of the switch stack. When you enter the **copy running-config startup-config** privileged EXEC command, the provisioned configuration is saved in the startup configuration file of the switch stack.



**Caution** When you use the **switch provision** command, memory is allocated for the provisioned configuration. When a new switch type is configured, the previously allocated memory is not fully released. Therefore, do not use this command more than approximately 200 times, or the switch will run out of memory and unexpected behavior will result.

## Examples

This example shows how to provision a switch with a stack member number of 2 for the switch stack. The **show running-config** command output shows the interfaces associated with the provisioned switch.

```
Device(config)# switch 2 provision WS-xxxx
Device(config)# end
```



```
Device# show running-config | include switch 2
!
interface GigabitEthernet2/0/1
!
interface GigabitEthernet2/0/2
!
interface GigabitEthernet2/0/3
<output truncated>
```

You also can enter the **show switch** user EXEC command to display the provisioning status of the switch stack.

This example shows how to delete all configuration information about stack member 5 when the switch is removed from the stack:

```
Device(config)# no switch 5 provision
```

You can verify that the provisioned switch is added to or removed from the running configuration by entering the **show running-config** privileged EXEC command.

### Related Topics

[show switch](#), on page 15

# switch renumber

To change the stack member number, use the **switch renumber** command in global configuration mode on the active switch.

**switch** *current-stack-member-number* **renumber** *new-stack-member-number*

## Syntax Description

*current-stack-member-number* Current stack member number. The range is 1 to 8.

*new-stack-member-number* New stack member number for the stack member. The range is 1 to 8.

## Command Default

The default stack member number is 1.

## Command Modes

Global configuration

## Command History

Release	Modification
Cisco IOS Release 15.0(2)EX	This command was introduced.

## Usage Guidelines

If another stack member is already using the member number that you just specified, the active switch assigns the lowest available number when you reload the stack member.



**Note** If you change the number of a stack member, and no configuration is associated with the new stack member number, that stack member loses its current configuration and resets to its default configuration.

Do not use the **switch** *current-stack-member-number* **renumber** *new-stack-member-number* command on a provisioned switch. If you do, the command is rejected.

Use the **reload slot** *current stack member number* privileged EXEC command to reload the stack member and to apply this configuration change.

## Examples

This example shows how to change the member number of stack member 6 to 7:

```
Device(config)# switch 6 renumber 7
```

```
WARNING:Changing the switch number may result in a configuration change for that switch.
The interface configuration associated with the old switch number will remain as a provisioned
configuration.
```

```
Do you want to continue?[confirm]
```

## Related Topics

[reload](#), on page 4

[session](#), on page 7

[show switch](#), on page 15

[switch stack port](#), on page 21

# switch stack port-speed 10

To set the switch stack port speed to 10 Gbps and enable mixed stacking with one or more Catalyst 2960-S switches, use the **switch stack port-speed 10** command in global configuration mode. To return to the default setting, use the **no** form of this command.

```
switch stack port-speed 10
no switch stack port-speed
```

<b>Syntax Description</b>	This command has no arguments or keywords.
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<b>Command Default</b>	The default port speed is 20 Gbps.
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<b>Command History</b>	<b>Release</b>	<b>Modification</b>
	Cisco IOS Release 15.0(2)EX	This command was introduced.

<b>Usage Guidelines</b>	By default, Catalyst 2960-X switches operate at a port speed of 20 Gbps while 2960-S switches have a maximum port speed of 10 Gbps. In a mixed stack of Catalyst 2960-X and Catalyst 2960-S switches, the stack must operate at the port speed of the Catalyst 2960-S switch; otherwise, the switches will not stack.
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To set the port speed of the stack to 10 Gbps, use the **switch stack port-speed 10** global configuration command on a Catalyst 2960-X stack member before you add a Catalyst 2960-S switch to the stack, and then reload the stack.

This example shows how to set the switch stack port speed to 10 Gbps and then reload the stack:

```
Device(config)# switch stack port-speed 10
WARNING: Changing the stack speed may result in a stack speed mismatch.
Do you want to continue?[confirm]
New stack speed will be effective after next reload

Device(config)# exit
Device# reload
System configuration has been modified. Save? [yes/no]:
```

You can verify your settings by entering the **show switch stack-ring speed** privileged EXEC command.

switch stack port-speed 10