Software Configuration Guide, Cisco IOS Release 15.2(4)E (Catalyst 2960-Plus and 2960-C Switches)

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Preface

This book describes configuration information and examples for IP multicast routing on the switch.

Document Conventions

This document uses the following conventions:

Convention	Description
^ or Ctrl	Both the ^ symbol and Ctrl represent the Control (Ctrl) key on a keyboard. For example, the key combination **^D** or **Ctrl-D** means that you hold down the Control key while you press the D key. (Keys are indicated in capital letters but are not case sensitive.)
bold font	Commands and keywords and user-entered text appear in **bold** font.
Italic font	Document titles, new or emphasized terms, and arguments for which you supply values are in *italic* font.
`Courier` font	Terminal sessions and information the system displays appear in `courier` font.
`Bold Courier` font	**`Bold Courier`** font indicates text that the user must enter.
[x]	Elements in square brackets are optional.
...	An ellipsis (three consecutive nonbolded periods without spaces) after a syntax element indicates that the element can be repeated.
|	A vertical line, called a pipe, indicates a choice within a set of keywords or arguments.
[x | y]	Optional alternative keywords are grouped in brackets and separated by vertical bars.
{x | y}	Required alternative keywords are grouped in braces and separated by vertical bars.

Convention	Description
[x {y | z}]	Nested set of square brackets or braces indicate optional or required choices within optional or required elements. Braces and a vertical bar within square brackets indicate a required choice within an optional element.
string	A nonquoted set of characters. Do not use quotation marks around the string or the string will include the quotation marks.
< >	Nonprinting characters such as passwords are in angle brackets.
[ ]	Default responses to system prompts are in square brackets.
!, #	An exclamation point (!) or a pound sign (#) at the beginning of a line of code indicates a comment line.

Reader Alert Conventions

This document may use the following conventions for reader alerts:

Note Means *reader take note*. Notes contain helpful suggestions or references to material not covered in the manual.

Tip Means *the following information will help you solve a problem.*

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

Timesaver Means *the described action saves time.* You can save time by performing the action described in the paragraph.

Warning IMPORTANT SAFETY INSTRUCTIONS

This warning symbol means danger. You are in a situation that could cause bodily injury. Before you work on any equipment, be aware of the hazards involved with electrical circuitry and be familiar with standard practices for preventing accidents. Use the statement number provided at the end of each warning to locate its translation in the translated safety warnings that accompanied this device. Statement 1071

SAVE THESE INSTRUCTIONS

Related Documentation

- Cisco Catalyst 2960, 2960-S, 2960-SF and 2960-Plus Switch documentation, located at:

http://www.cisco.com/go/cat2960_docs

- Cisco SFP module documentation, including compatibility matrixes, located at:

  http://www.cisco.com/en/US/products/hw/modules/ps5455/tsd_products_support_series_home.html

Obtaining Documentation and Submitting a Service Request

For information on obtaining documentation, submitting a service request, and gathering additional information, see the monthly *What's New in Cisco Product Documentation*, which also lists all new and revised Cisco technical documentation, at:

http://www.cisco.com/c/en/us/td/docs/general/whatsnew/whatsnew.html

Subscribe to the *What's New in Cisco Product Documentation* as a Really Simple Syndication (RSS) feed and set content to be delivered directly to your desktop using a reader application. The RSS feeds are a free service and Cisco currently supports RSS version 2.0.

CHAPTER 1

Using the Command-Line Interface

Information About Using the Command-Line Interface

Note Search options on the GUI and CLI are case sensitive.

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.

You can start a CLI session through a console connection, through Telnet, an SSH, or by using the browser.

When you start a session, 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 .

This table describes the main command modes, how to access each one, the prompt you see in that mode, and how to exit the mode.

Table 1: Command Mode Summary

Mode	Access Method	Prompt	Exit Method	About This Mode
User EXEC	Begin a session using Telnet, SSH, or console.	`Switch>`	Enter **logout** or **quit**.	Use this mode to • 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.
VLAN configuration	While in global configuration mode, enter the **vlan** *vlan-id* 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. When VTP mode is transparent, you can create extended-range VLANs (VLAN IDs greater than 1005) and save configurations in the switch startup configuration file.

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 Ethernet ports.
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.

Understanding Abbreviated Commands

You need 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 in an abbreviated form:

```
Switch# show conf
```

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 reenable 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.

CLI Error Messages

This table lists some error messages that you might encounter while using the CLI to configure your switch.

Table 2: 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.	Reenter the command followed by a question mark (?) without any 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 of the keywords or values required by this command.	Reenter 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 of the commands that are available in this command mode. The possible keywords that you can enter with the command appear.

Configuration Logging

You can log and view changes to the switch configuration. You can use the Configuration Change Logging and Notification feature to track changes on a per-session and per-user basis. The logger tracks each configuration command that is applied, the user who entered the command, the time that the command was entered, and the parser return code for the command. This feature includes a mechanism for asynchronous notification to registered applications whenever the configuration changes. You can choose to have the notifications sent to the syslog.

Note Only CLI or HTTP changes are logged.

Using the Help System

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.

SUMMARY STEPS

1. **help**
2. *abbreviated-command-entry* **?**
3. *abbreviated-command-entry* <Tab>
4. **?**
5. *command* **?**
6. *command keyword* **?**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**help** **Example:** `Switch# help`	Obtains a brief description of the help system in any command mode.

Step 2	*abbreviated-command-entry* **?**
	Example:
	`Switch# di?`
	`dir disable disconnect`
		Obtains a list of commands that begin with a particular character string.

Step 3	*abbreviated-command-entry* <Tab>
	Example:
	`Switch# sh conf<tab>`
	`Switch# show configuration`
		Completes a partial command name.

Step 4	**?** **Example:** `Switch> ?`	Lists all commands available for a particular command mode.
Step 5	*command* **?** **Example:** `Switch> show ?`	Lists the associated keywords for a command.

Step 6	*command keyword* **?**
	Example:
	`Switch(config)# wireless management ?`
	`certificate  Configure certificate details`
	`interface    Select an interface to configure`
	`transfer     Active transfer profiles`
	`trustpoint   Select a trustpoint to configure`
		Lists the associated arguments for a keyword.

How to Use the CLI to Configure Features

Configuring the Command History

The software provides a history or record of commands that you have entered. The command history feature is particularly useful for recalling long or complex commands or entries, including access lists. You can customize this feature to suit your needs.

Changing the Command History Buffer Size

By default, the switch records ten command lines in its history buffer. You can alter this number for a current terminal session or for all sessions on a particular line. This procedure is optional.

SUMMARY STEPS

1. **terminal history** [**size** *number-of-lines*]

DETAILED STEPS

	Command or Action	Purpose
Step 1	**terminal history** [**size** *number-of-lines*] **Example:** `Switch# terminal history size 200`	Changes the number of command lines that the switch records during the current terminal session in privileged EXEC mode. You can configure the size from 0 to 256.

Recalling Commands

To recall commands from the history buffer, perform one of the actions listed in this table. These actions are optional.

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

SUMMARY STEPS

1. **Ctrl-P** or use the **up arrow** key
2. **Ctrl-N** or use the **down arrow** key
3. **show history**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**Ctrl-P** or use the **up arrow** key	Recalls commands in the history buffer, beginning with the most recent command. Repeat the key sequence to recall successively older commands.
Step 2	**Ctrl-N** or use the **down arrow** key	Returns 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.
Step 3	**show history** **Example:** `Switch# show history`	Lists the last several commands that you just entered in privileged EXEC mode. The number of commands that appear is controlled by the setting of the **terminal history** global configuration command and the **history** line configuration command.

Disabling the Command History Feature

The command history feature is automatically enabled. You can disable it for the current terminal session or for the command line. This procedure is optional.

SUMMARY STEPS

1. **terminal no history**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**terminal no history** **Example:** `Switch# terminal no history`	Disables the feature during the current terminal session in privileged EXEC mode.

Enabling and Disabling Editing Features

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

SUMMARY STEPS

1. **terminal editing**
2. **terminal no editing**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**terminal editing** **Example:** `Switch# terminal editing`	Reenables the enhanced editing mode for the current terminal session in privileged EXEC mode.
Step 2	**terminal no editing** **Example:** `Switch# terminal no editing`	Disables the enhanced editing mode for the current terminal session in privileged EXEC mode.

Editing Commands Through Keystrokes

The keystrokes help you to edit the command lines. These keystrokes are optional.

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

Table 3: Editing Commands

Editing Commands	Description

Ctrl-B or use the **left arrow** key	Moves the cursor back one character.
Ctrl-F or use the **right arrow** key	Moves the cursor forward one character.
Ctrl-A	Moves the cursor to the beginning of the command line.
Ctrl-E	Moves the cursor to the end of the command line.
Esc B	Moves the cursor back one word.
Esc F	Moves the cursor forward one word.
Ctrl-T	Transposes the character to the left of the cursor with the character located at the cursor.
Delete or **Backspace** key	Erases the character to the left of the cursor.
Ctrl-D	Deletes the character at the cursor.
Ctrl-K	Deletes all characters from the cursor to the end of the command line.
Ctrl-U or **Ctrl-X**	Deletes all characters from the cursor to the beginning of the command line.
Ctrl-W	Deletes the word to the left of the cursor.
Esc D	Deletes from the cursor to the end of the word.
Esc C	Capitalizes at the cursor.
Esc L	Changes the word at the cursor to lowercase.
Esc U	Capitalizes letters from the cursor to the end of the word.
Ctrl-V or **Esc Q**	Designates a particular keystroke as an executable command, perhaps as a shortcut.
Return key	Scrolls 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 be displayed on the terminal screen, including **show** command output. You can use the **Return** and **Space** bar keystrokes whenever you see the More prompt.
Space bar	Scrolls down one screen.
Ctrl-L or **Ctrl-R**	Redisplays the current command line if the switch suddenly sends a message to your screen.

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. The keystroke actions are optional.

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.

The following example shows how to wrap a command line that extends beyond a single line on the screen.

SUMMARY STEPS

1. **access-list**
2. **Ctrl-A**
3. **Return** key

DETAILED STEPS

	Command or Action	Purpose

Step 1	**access-list**
	Example:
	`Switch(config)# access-list 101 permit tcp`
	`10.15.22.25 255.255.255.0 10.15.22.35`
	`Switch(config)# $ 101 permit tcp 10.15.22.25`
	`255.255.255.0 10.15.22.35 255.25`
	`Switch(config)# $t tcp 10.15.22.25 255.255.255.0`
	`131.108.1.20 255.255.255.0 eq`
	`Switch(config)# $15.22.25 255.255.255.0 10.15.22.35`
	` 255.255.255.0 eq 45`
		Displays the global configuration command entry that extends beyond one line.
		When the cursor first reaches the end of the line, the line is shifted ten spaces to the left and redisplayed. The dollar sign ($) 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.

Step 2	**Ctrl-A**
	Example:
	`Switch(config)# access-list 101 permit tcp`
	`10.15.22.25 255.255.255.0 10.15.2$`
		Checks the complete syntax.
		The dollar sign ($) appears at the end of the line to show that the line has been scrolled to the right.

Step 3	**Return** key	Execute the commands. The software assumes that you have a terminal screen that is 80 columns wide. If you have a different width, 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.

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. Using these commands is optional.

SUMMARY STEPS

1. {**show** | **more**} *command* | {**begin** | **include** | **exclude**} *regular-expression*

DETAILED STEPS

	Command or Action	Purpose

Step 1	{**show** | **more**} *command* | {**begin** | **include** | **exclude**} *regular-expression*
	Example:
	`Switch# show interfaces | include protocol`
	`Vlan1 is up, line protocol is up`
	`Vlan10 is up, line protocol is down`
	`GigabitEthernet1/0/1 is up, line protocol is down`
	`GigabitEthernet1/0/2 is up, line protocol is up`
		Searches and filters the output.
		Expressions are case sensitive. For example, if you enter **| exclude output**, the lines that contain **output** are not displayed, but the lines that contain **output** appear.

Accessing the CLI Through a Console Connection or Through Telnet

Before you can access the CLI, you must connect a terminal or a PC to the switch console or connect a PC to the Ethernet management port and then power on the switch, as described in the hardware installation guide that shipped with your switch.

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.

You can use one of these methods to establish a connection with the switch:

Procedure

- Connect the switch console port to a management station or dial-up modem, or connect the Ethernet management port to a PC. For information about connecting to the console or Ethernet management port, see the switch hardware installation guide.
- Use any Telnet TCP/IP or encrypted Secure Shell (SSH) package from a remote management station. The switch must have network connectivity with the Telnet or SSH client, and the switch must have an enable secret password configured.
  - The switch supports up to 16 simultaneous Telnet sessions. Changes made by one Telnet user are reflected in all other Telnet sessions.
  - The switch supports up to five simultaneous secure SSH sessions.

  After you connect through the console port, through the Ethernet management port, through a Telnet session or through an SSH session, the user EXEC prompt appears on the management station.

PART I

Assigning the Switch IP Address and Default Gateway

CHAPTER 2

Assigning the Switch IP Address and Default Gateway

Information About Performing Switch Setup Configuration

Review the sections in this module before performing your initial switch configuration tasks that include IP address assignments and DHCP autoconfiguration.

Understanding the Boot Process

To start your switch, you need to follow the procedures in the Getting Started Guide or the hardware installation guide for installing and powering on the switch and for setting up the initial switch configuration (IP address, subnet mask, default gateway, secret and Telnet passwords, and so forth).

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.
- Loads a default operating system software image into memory and boots up 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 a Software Failure" section and the "Recovering from a Lost or Forgotten Password" section.

Note You can disable password recovery. For more information, see the "Disabling Password Recovery" section.

Before you can assign switch information, make sure you have connected a PC or terminal to the console port, and configured the PC or terminal-emulation software baud rate and character format to match these of the switch console port:

- Baud rate default is 9600.
- Data bits default is 8.

Note If the data bits option is set to 8, set the parity option to none.

- Stop bits default is 1.
- Parity settings default is none.

Switches Information Assignment

You can assign IP information through the switch setup program, through a DHCP server, or manually.

Use the switch setup program if you want to be prompted for specific IP information. With this program, you can also configure a hostname and an enable secret password.

It gives you the option of assigning a Telnet password (to provide security during remote management) and configuring your switch as a command or member switch of a cluster or as a standalone switch.

The switch stack is managed through a single IP address. The IP address is a system-level setting and is not specific to the stack master or to any other stack member. You can still manage the stack through the same IP address even if you remove the stack master or any other stack member from the stack, provided there is IP connectivity.

Note Stack members retain their IP address when you remove them from a switch stack. To avoid a conflict by having two devices with the same IP address in your network, change the IP address of the switch that you removed from the switch stack.

Use a DHCP server for centralized control and automatic assignment of IP information after 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.

If you are an experienced user familiar with the switch configuration steps, manually configure the switch. Otherwise, use the setup program described in the *Boot Process* section.

Default Switch Information

Table 4: 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.
Hostname	The factory-assigned default hostname is Switch.
Telnet password	No password is defined.
Cluster command switch functionality	Disabled.
Cluster name	No cluster name is defined.

DHCP-Based Autoconfiguration Overview

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 an operation 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. The switch can act as both a DHCP client and a DHCP server.

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 want to use 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 for your switch 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 device between your switch and the DHCP server. 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.

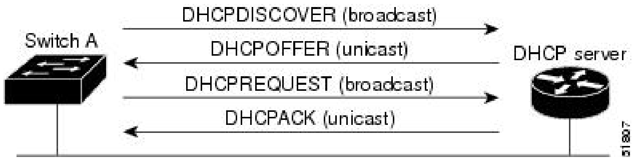
DHCP-based autoconfiguration replaces the BOOTP client functionality on your switch.

DHCP Client Request Process

When you boot up your switch, the DHCP client is invoked and requests configuration information from a DHCP server when the configuration file is not present on the switch. If the configuration file is present and the configuration includes the **ip address dhcp** interface configuration command on specific routed interfaces, the DHCP client is invoked and requests the IP address information for those interfaces.

This is the sequence of messages that are exchanged between the DHCP client and the DHCP server.

Figure 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.

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.

The DHCP hostname option allows a group of switches to obtain hostnames and a standard configuration from the central management DHCP server. A client (switch) includes in its DCHPDISCOVER message an option 12 field used to request a hostname and other configuration parameters from the DHCP server. The configuration files on all clients are identical except for their DHCP-obtained hostnames.

If a client has a default hostname (the **hostname** *name* global configuration command is not configured or the **no hostname** global configuration command is entered to remove the hostname), the DHCP hostname option is not included in the packet when you enter the **ip address dhcp** interface configuration command. In this case, if the client receives the DCHP hostname option from the DHCP interaction while acquiring an IP address for an interface, the client accepts the DHCP hostname option and sets the flag to show that the system now has a hostname configured.

DHCP-based Autoconfiguration and Image Update

You can use the DHCP image upgrade features to configure a DHCP server to download both a new image and a new configuration file to one or more switches in a network. Simultaneous image and configuration upgrade for all switches in the network helps ensure that each new switch added to a network receives the same image and configuration.

There are two types of DHCP image upgrades: DHCP autoconfiguration and DHCP auto-image update.

Restrictions for DHCP-based Autoconfiguration

- The DHCP-based autoconfiguration with a saved configuration process stops if there is not at least one Layer 3 interface in an up state without an assigned IP address in the network.
- Unless you configure a timeout, the DHCP-based autoconfiguration with a saved configuration feature tries indefinitely to download an IP address.
- The auto-install process stops if a configuration file cannot be downloaded or if the configuration file is corrupted.
- The configuration file that is downloaded from TFTP is merged with the existing configuration in the running configuration but is not saved in the NVRAM unless you enter the **write memory** or **copy running-configuration startup-configuration** privileged EXEC command. If the downloaded configuration is saved to the startup configuration, the feature is not triggered during subsequent system restarts.

DHCP Autoconfiguration

DHCP autoconfiguration downloads a configuration file to one or more switches in your network from a DHCP server. The downloaded configuration file becomes the running configuration of the switch. It does not over write the bootup configuration saved in the flash, until you reload the switch.

DHCP Auto-Image Update

You can use DHCP auto-image upgrade with DHCP autoconfiguration to download both a configuration and a new image to one or more switches in your network. The switch (or switches) downloading the new configuration and the new image can be blank (or only have a default factory configuration loaded).

If the new configuration is downloaded to a switch that already has a configuration, the downloaded configuration is appended to the configuration file stored on the switch. (Any existing configuration is not overwritten by the downloaded one.)

To enable a DHCP auto-image update on the switch, the TFTP server where the image and configuration files are located must be configured with the correct option 67 (the configuration filename), option 66 (the DHCP server hostname) option 150 (the TFTP server address), and option 125 (description of the Cisco IOS image file) settings.

After you install the switch in your network, the auto-image update feature starts. The downloaded configuration file is saved in the running configuration of the switch, and the new image is downloaded and installed on the switch. When you reboot the switch, the configuration is stored in the saved configuration on the switch.

DHCP Server Configuration Guidelines

Follow these guidelines if you are configuring a device as a 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)
  - Hostname (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 previously, it replies to client requests with only those parameters that are configured. If the IP address and the subnet mask are not in the reply, the switch is not configured. If the router IP address or the 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 switch can act as a DHCP server. By default, the Cisco IOS DHCP server and relay agent features are enabled on your switch but are not configured. (These features are not operational.)

Purpose of 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-confg or the cisconet.cfg file (known as the default configuration files).
- The router-confg 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 previously), a relay must be configured to forward the TFTP packets to the TFTP server. The preferred solution is to configure the DHCP server with all the required information.

Purpose of the DNS Server

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 LAN or on a different LAN from the switch. If it is on a different LAN, the switch must be able to access it through a router.

Purpose of the Relay Device

You must configure a relay device, also referred to as a relay agent, when a switch sends broadcast packets that require a response from 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.

Examples of Configuring the Relay Device

Configure the router interfaces as follows:

On interface 10.0.0.2:

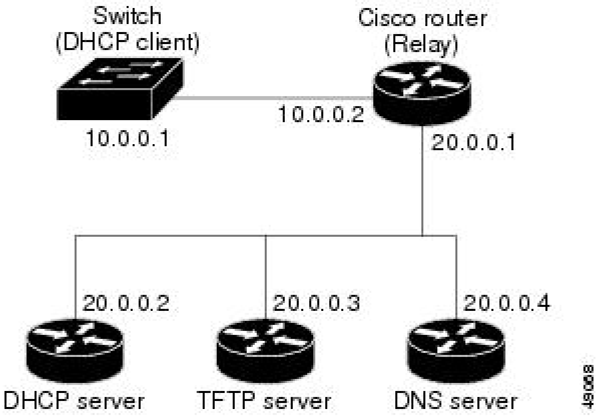
```
router(config-if)# ip helper-address 20.0.0.2
router(config-if)# ip helper-address 20.0.0.3
router(config-if)# ip helper-address 20.0.0.4
```

On interface 20.0.0.1

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

Note If the switch is acting as the relay device, configure the interface as a routed port.

Figure 2: Relay Device Used in Autoconfiguration



How to Obtain 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, it 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, it 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-confg or cisconet.cfg default configuration file. (If the network-confg file cannot be read, the switch reads the cisconet.cfg file.)

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

  After obtaining its hostname from the default configuration file or the DHCP reply, the switch reads the configuration file that has the same name as its hostname (*hostname*-confg or *hostname*.cfg, depending on whether network-confg 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-confg, cisconet.cfg, or the hostname file, it reads the router-confg file. If the switch cannot read the router-confg file, it reads the ciscortr.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 of DHCP-Based Autoconfiguration Network

A sample network for retrieving IP information using DHCP-based autoconfiguration.

Figure 3: DHCP-Based Autoconfiguration Network

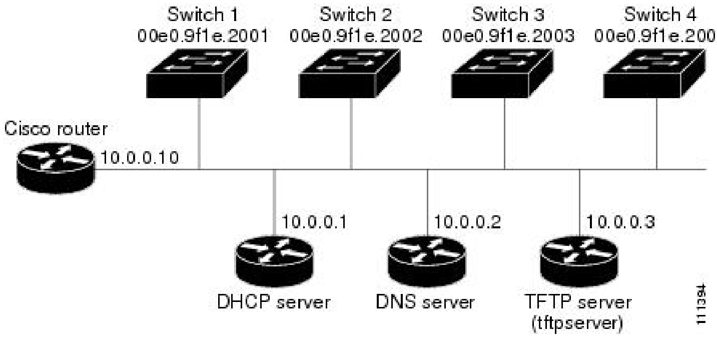


Table 5: DHCP Server Configuration

	Switch A	Switch B	Switch C	Switch D
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	tftpserver or 10.0.0.3	tftpserver or 10.0.0.3	tftpserver or 10.0.0.3	tftpserver or 10.0.0.3
Boot filename (configuration file) (optional)	switcha-confg	switchb-confg	switchc-confg	switchd-confg
Hostname (optional)	switcha	switchb	switchc	switchd

Switch A 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 A reads the network-confg file from the base directory of the TFTP server.
- It adds the contents of the network-confg file to its host table.

- It reads its host table by indexing its IP address 10.0.0.21 to its hostname (switcha).
- It reads the configuration file that corresponds to its hostname; for example, it reads switch1-confg from the TFTP server.

Switches B through D retrieve their configuration files and IP addresses in the same way.

DNS Server Configuration

The DNS server maps the TFTP server name tftpserver 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-confg file used in the two-file read method. This file contains the hostname to be assigned to the switch based on its IP address. The base directory also contains a configuration file for each switch (switcha-confg, switchb-confg, and so forth) as shown in this display:

```
prompt> cd /tftpserver/work/
prompt> ls
network-confg
switcha-confg
switchb-confg
switchc-confg
switchd-confg
prompt> cat network-confg
ip host switcha 10.0.0.21
ip host switchb 10.0.0.22
ip host switchc 10.0.0.23
ip host switchd 10.0.0.24
```

DHCP Client Configuration

No configuration file is present on Switch A through Switch D.

Configuration Explanation

In the figure, DHCP-based autoconfiguration network, the Switch A 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 A reads the network-confg file from the base directory of the TFTP server.
- It adds the contents of the network-confg file to its host table.
- It reads its host table by indexing its IP address 10.0.0.21 to its hostname (switcha).
- It reads the configuration file that corresponds to its hostname; for example, it reads switch1-confg from the TFTP server.

Switches B through D retrieve their configuration files and IP addresses in the same way.

Configuring the DHCP Auto Configuration and Image Update Features

Using DHCP to download a new image and a new configuration to a switch requires that you configure at least two switches: One switch acts as a DHCP and TFTP server. The client switch is configured to download either a new configuration file or a new configuration file and a new image file.

Configuring DHCP Autoconfiguration (Only Configuration File)

This task describes how to configure DHCP autoconfiguration of the TFTP and DHCP settings on an existing switch in the network so that it can support the autoconfiguration of a new switch.

SUMMARY STEPS

1. **configure terminal**
2. **ip dhcp pool** *poolname*
3. **boot** *filename*
4. **network** *network-number mask prefix-length*
5. **default-router** *address*
6. **option 150** *address*
7. **exit**
8. **tftp-server flash**:*filename.text*
9. **interface** *interface-id*
10. **no switchport**
11. **ip address** *address mask*
12. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**ip dhcp pool** *poolname* **Example:** `Switch(config)# ip dhcp pool pool`	Creates a name for the DHCP server address pool, and enters DHCP pool configuration mode.
Step 3	**boot** *filename* **Example:** `Switch(dhcp-config)# boot config-boot.text`	Specifies the name of the configuration file that is used as a boot image.
Step 4	**network** *network-number mask prefix-length* **Example:** `Switch(dhcp-config)# network 10.10.10.0 255.255.255.0`	Specifies the subnet network number and mask of the DHCP address pool. **Note** The prefix length specifies the number of bits that comprise the address prefix. The prefix is an alternative way of specifying the network mask of the client. The prefix length must be preceded by a forward slash (/).

	Command or Action	Purpose
Step 5	**default-router** *address* **Example:** `Switch(dhcp-config)# default-router 10.10.10.1`	Specifies the IP address of the default router for a DHCP client.
Step 6	**option 150** *address* **Example:** `Switch(dhcp-config)# option 150 10.10.10.1`	Specifies the IP address of the TFTP server.
Step 7	**exit** **Example:** `Switch(dhcp-config)# exit`	Returns to global configuration mode.
Step 8	**tftp-server flash**:*filename.text* **Example:** `Switch(config)# tftp-server flash:config-boot.text`	Specifies the configuration file on the TFTP server.
Step 9	**interface** *interface-id* **Example:**	Specifies the address of the client that will receive the configuration file.
Step 10	**no switchport** **Example:** `Switch(config-if)# no switchport`	Puts the interface into Layer 3 mode.
Step 11	**ip address** *address mask* **Example:** `Switch(config-if)# ip address 10.10.10.1 255.255.255.0`	Specifies the IP address and mask for the interface.

Step 12	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Configuring DHCP Auto-Image Update (Configuration File and Image)

This task describes DHCP autoconfiguration to configure TFTP and DHCP settings on an existing switch to support the installation of a new switch.

Before you begin

You must first create a text file (for example, autoinstall_dhcp) that will be uploaded to the switch. In the text file, put the name of the image that you want to download (for example, c3750e-ipservices-mz.122-44.3.SE.tarc3750x-ipservices-mz.122-53.3.SE2.tar). This image must be a tar and not a bin file.

SUMMARY STEPS

1. **configure terminal**
2. **ip dhcp pool** *poolname*
3. **boot** *filename*
4. **network** *network-number mask prefix-length*
5. **default-router** *address*
6. **option 150** *address*
7. **option 125** *hex*
8. **copy tftp flash** *filename.txt*
9. **copy tftp flash** *imagename.bin*
10. **exit**
11. **tftp-server flash:** *config.text*
12. **tftp-server flash:** *imagename.bin*
13. **tftp-server flash:** *filename.txt*
14. **interface** *interface-id*
15. **no switchport**
16. **ip address** *address mask*
17. **end**
18. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**ip dhcp pool** *poolname* **Example:** `Switch(config)# ip dhcp pool pool1`	Creates a name for the DHCP server address pool and enter DHCP pool configuration mode.

	Command or Action	Purpose
Step 3	**boot** *filename* **Example:** `Switch(dhcp-config)# boot config-boot.text`	Specifies the name of the file that is used as a boot image.
Step 4	**network** *network-number mask prefix-length* **Example:** `Switch(dhcp-config)# network 10.10.10.0 255.255.255.0`	Specifies the subnet network number and mask of the DHCP address pool. **Note** The prefix length specifies the number of bits that comprise the address prefix. The prefix is an alternative way of specifying the network mask of the client. The prefix length must be preceded by a forward slash (/).
Step 5	**default-router** *address* **Example:** `Switch(dhcp-config)# default-router 10.10.10.1`	Specifies the IP address of the default router for a DHCP client.
Step 6	**option 150** *address* **Example:** `Switch(dhcp-config)# option 150 10.10.10.1`	Specifies the IP address of the TFTP server.
Step 7	**option 125** *hex* **Example:** `Switch(dhcp-config)# option 125 hex 0000.0009.0a05.08661.7574.6f69.6e73.7461.6c6c.5f64.686370`	Specifies the path to the text file that describes the path to the image file.
Step 8	**copy tftp flash** *filename.txt* **Example:** `Switch(config)# copy tftp flash image.bin`	Uploads the text file to the switch.
Step 9	**copy tftp flash** *imagename.bin* **Example:** `Switch(config)# copy tftp flash image.bin`	Uploads the tar file for the new image to the switch.
Step 10	**exit** **Example:**	Returns to global configuration mode.

	Command or Action	Purpose
	`Switch(dhcp-config)# exit`	
Step 11	**tftp-server flash:** *config.text* **Example:** `Switch(config)# tftp-server flash:config-boot.text`	Specifies the Cisco IOS configuration file on the TFTP server.
Step 12	**tftp-server flash:** *imagename.bin* **Example:** `Switch(config)# tftp-server flash:image.bin`	Specifies the image name on the TFTP server.
Step 13	**tftp-server flash:** *filename.txt* **Example:** `Switch(config)# tftp-server flash:boot-config.text`	Specifies the text file that contains the name of the image file to download
Step 14	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/4`	Specifies the address of the client that will receive the configuration file.
Step 15	**no switchport** **Example:** `Switch(config-if)# no switchport`	Puts the interface into Layer 3 mode.
Step 16	**ip address** *address mask* **Example:** `Switch(config-if)# ip address 10.10.10.1 255.255.255.0`	Specifies the IP address and mask for the interface.

Step 17	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

	Command or Action	Purpose
Step 18	**copy running-config startup-config** **Example:** `Switch(config-if)# end`	(Optional) Saves your entries in the configuration file.

Configuring the Client to Download Files from DHCP Server

Note You should only configure and enable the Layer 3 interface. Do not assign an IP address or DHCP-based autoconfiguration with a saved configuration.

SUMMARY STEPS

1. **configure terminal**
2. **boot host dhcp**
3. **boot host retry timeout** *timeout-value*
4. **banner config-save** **^C** *warning-message* **^C**
5. **end**
6. **show boot**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**boot host dhcp** **Example:** `Switch(conf)# boot host dhcp`	Enables autoconfiguration with a saved configuration.
Step 3	**boot host retry timeout** *timeout-value* **Example:** `Switch(conf)# boot host retry timeout 300`	(Optional) Sets the amount of time the system tries to download a configuration file. **Note** If you do not set a timeout, the system will try indefinitely to obtain an IP address from the DHCP server.
Step 4	**banner config-save** **^C** *warning-message* **^C** **Example:**	(Optional) Creates warning messages to be displayed when you try to save the configuration file to NVRAM.

	Command or Action	Purpose
	`Switch(conf)# banner config-save ^C Caution - Saving Configuration File to NVRAM May Cause You to No longer Automatically Download Configuration Files at Reboot^C`	

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 6	**show boot** **Example:** `Switch# show boot`	Verifies the configuration.

Manually Assigning IP Information to Multiple SVIs

This task describes how to manually assign IP information to multiple switched virtual interfaces (SVIs):

SUMMARY STEPS

1. **configure terminal**
2. **interface vlan** *vlan-id*
3. **ip address** *ip-address subnet-mask*
4. **exit**
5. **ip default-gateway** *ip-address*
6. **end**
7. **show interfaces vlan** *vlan-id*
8. **show ip redirects**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface vlan** *vlan-id* **Example:** `Switch(config)# interface vlan 99`	Enters interface configuration mode, and enters the VLAN to which the IP information is assigned. The range is 1 to 4094.

	Command or Action	Purpose
Step 3	**ip address** *ip-address subnet-mask* **Example:** `Switch(config-vlan)# ip address 10.10.10.2 255.255.255.0`	Enters the IP address and subnet mask.
Step 4	**exit** **Example:** `Switch(config-vlan)# exit`	Returns to global configuration mode.
Step 5	**ip default-gateway** *ip-address* **Example:** `Switch(config)# ip default-gateway 10.10.10.1`	Enters 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. **Note** The switch capwap relays on default-gateway configuration to support routed access point join the switch.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show interfaces vlan** *vlan-id* **Example:** `Switch# show interfaces vlan 99`	Verifies the configured IP address.
Step 8	**show ip redirects** **Example:** `Switch# show ip redirects`	Verifies the configured default gateway.

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: 1363 bytes
!
version 12.2
no service pad
service timestamps debug uptime
service timestamps log uptime
no service password-encryption
!
hostname
!
enable secret 5 $1$ej9.$DMUvAUnZOAmvmgqBEzIxE0
!
.
<output truncated>
.
ip address 172.20.137.50 255.255.255.0
!
mvr type source
<output truncated>
...!
interface VLAN1
 ip address 172.20.137.50 255.255.255.0
 no ip directed-broadcast
!
ip default-gateway 172.20.137.1 !
!
snmp-server community private RW
snmp-server community public RO
snmp-server community private@es0 RW
snmp-server community public@es0 RO
snmp-server chassis-id 0x12
!
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.

For more information about alternative locations from which to copy the configuration file, see "Working with the Cisco IOS File System, Configuration Files, and Software Images."

Configuring the NVRAM Buffer Size

The default NVRAM buffer size is 512 KB. In some cases, the configuration file might be too large to save to NVRAM. Typically, this occurs when you have many switches in a switch stack. You can configure the size of the NVRAM buffer to support larger configuration files. The new NVRAM buffer size is synced to all current and new member switches.

Note After you configure the NVRAM buffer size, reload the switch or switch stack.

When you add a switch to a stack and the NVRAM size differs, the new switch syncs with the stack and reloads automatically.

Beginning in privileged EXEC mode, follow these steps to configure the NVRAM buffer size:

SUMMARY STEPS

1. **configure terminal**
2. **boot buffersize***size*
3. **end**
4. **show boot**

DETAILED STEPS

<table>
<tr><th></th><th>Command or Action</th><th>Purpose</th></tr>
<tr><td><b>Step 1</b></td><td><b>configure terminal</b></td><td>Enter global configuration mode.</td></tr>
<tr><td><b>Step 2</b></td><td><b>boot buffersize</b><i>size</i></td><td>Configure the NVRAM buffersize in KB. The valid range for size is from 4096 to 1048576 .</td></tr>
<tr><td><b>Step 3</b></td><td><b>end</b></td><td>Return to privileged EXEC mode.</td></tr>
<tr><td><b>Step 4</b></td><td><b>show boot</b></td><td>

Verify the configuration.

This example shows how to configure the NVRAM buffer size:

```
Switch# configure terminal
Enter configuration commands, one per line.  End
with CNTL/Z.
Switch(config)# boot buffersize 524288
Switch(config)# end
Switch# show boot
BOOT path-list      :
Config file         : flash:/config.text
Private Config file : flash:/private-config.text
Enable Break        : no
Manual Boot         : no
HELPER path-list    :
Auto upgrade        : yes
Auto upgrade path   :
NVRAM/Config file
      buffer size:   524288
Timeout for Config
          Download:    300 seconds
Config Download
       via DHCP:      enabled (next boot: enabled)
Switch#
```

</td></tr>
</table>

Modifying the Switch Startup Configuration

Default Boot Configuration

Feature	Default Setting
Operating system software image	The switch attempts to automatically boot up the system using information in the BOOT environment variable. If the variable is not set, the switch attempts to load and execute the first executable image it can by performing a recursive, depth-first search throughout the flash file system. The Cisco IOS image is stored in a directory that has the same name as the image file (excluding the .bin extension). In a depth-first search of a directory, each encountered subdirectory is completely searched before continuing the search in the original directory.
Configuration file	Configured switches use the *config.text* file stored on the system board in flash memory. A new switch has no configuration file.

Automatically Downloading a Configuration File

You can automatically download a configuration file to your switch by using the DHCP-based autoconfiguration feature. For more information, see the "Understanding DHCP-Based Autoconfiguration" section.

Specifying the Filename to Read and Write the System Configuration

By default, the Cisco IOS software uses the config.text file to read and write a nonvolatile copy of the system configuration. However, you can specify a different filename, which will be loaded during the next boot cycle.

Before you begin

Use a standalone switch for this task.

SUMMARY STEPS

1. **configure terminal**
2. **boot flash**:/*file-url*
3. **end**
4. **show boot**
5. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:**	Enters global configuration mode.

	Command or Action	Purpose
	`Switch# configure terminal`	
Step 2	**boot flash**:/*file-url* **Example:** `Switch(config)# boot flash:config.text`	Specifies the configuration file to load during the next boot cycle. *file-url*—The path (directory) and the configuration filename. Filenames and directory names are case-sensitive.

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 4	**show boot** **Example:** `Switch# show boot`	Verifies your entries. The **boot** global configuration command changes the setting of the CONFIG_FILE environment variable.
Step 5	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Manually Booting the Switch

By default, the switch automatically boots up; however, you can configure it to manually boot up.

Before you begin

Use a standalone switch for this task.

SUMMARY STEPS

1. **configure terminal**
2. **boot manual**
3. **end**
4. **show boot**
5. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:**	Enters global configuration mode.

	Command or Action	Purpose
	`Switch# configure terminal`	
Step 2	**boot manual** **Example:** `Switch(config)# boot manual`	Enables the switch to manually boot up during the next boot cycle.

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 4	**show boot** **Example:** `Switch# show boot`	Verifies your entries. The **boot manual** global command changes the setting of the MANUAL_BOOT environment variable. The next time you reboot the system, the switch is in boot loader mode, shown by the *switch:* prompt. To boot up the system, use the **boot** *filesystem:/file-url* boot loader command. • *filesystem*:—Uses flash: for the system board flash device. `Switch: boot flash:` • For *file-url*—Specifies the path (directory) and the name of the bootable image. Filenames and directory names are case-sensitive.
Step 5	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Booting a Specific Software Image On a Switch

By default, the switch attempts to automatically boot up the system using information in the BOOT environment variable. If this variable is not set, the switch attempts to load and execute the first executable image it can by performing a recursive, depth-first search throughout the flash file system. In a depth-first search of a directory, each encountered subdirectory is completely searched before continuing the search in the original directory. However, you can specify a specific image to boot up.

SUMMARY STEPS

1. **configure terminal**

2. **end**
3. **show boot system**
4. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 2	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 3	**show boot system** **Example:** `Switch# show boot system`	Verifies your entries. The **boot system** global command changes the setting of the BOOT environment variable. During the next boot cycle, the switch attempts to automatically boot up the system using information in the BOOT environment variable.
Step 4	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Controlling Environment Variables

With a normally operating switch, you enter the boot loader mode only through a switch console connection configured for 9600 b/s. Unplug the switch power cord, and press the switch **Mode** button while reconnecting the power cord. You can release the **Mode** button a second or two after the LED above port 1 turns off. Then the boot loader switch: prompt appears.

The switch boot loader software provides support for nonvolatile environment variables, which can be used to control how the boot loader, or any other software running on the system, behaves. Boot loader environment variables are similar to environment variables that can be set on UNIX or DOS systems.

Environment variables that have values are stored in flash memory outside of the flash file system.

Each line in these files contains an environment variable name and an equal sign followed by the value of the variable. A variable has no value if it is not listed in this file; it has a value if it is listed in the file even if the value is a null string. A variable that is set to a null string (for example, " ") is a variable with a value. Many environment variables are predefined and have default values.

Environment variables store two kinds of data:

- Data that controls code, which does not read the Cisco IOS configuration file. For example, the name of a boot loader helper file, which extends or patches the functionality of the boot loader can be stored as an environment variable.
- Data that controls code, which is responsible for reading the Cisco IOS configuration file. For example, the name of the Cisco IOS configuration file can be stored as an environment variable.

You can change the settings of the environment variables by accessing the boot loader or by using Cisco IOS commands. Under normal circumstances, it is not necessary to alter the setting of the environment variables.

Note For complete syntax and usage information for the boot loader commands and environment variables, see the command reference for this release.

Table 6: Environment Variables

Variable	Boot Loader Command	Cisco IOS Global Configuration Command
BOOT	**set BOOT** *filesystem :/ file-url ...* A semicolon-separated list of executable files to try to load and execute when automatically booting. If the BOOT environment variable is not set, the system attempts to load and execute the first executable image it can find by using a recursive, depth-first search through the flash file system. If the BOOT variable is set but the specified images cannot be loaded, the system attempts to boot the first bootable file that it can find in the flash file system.	**boot system***filesystem:/file-url ...* Specifies the Cisco IOS image to load during the next boot cycle. This command changes the setting of the BOOT environment variable
MANUAL_BOOT	**set MANUAL_BOOT yes** Decides whether the switch automatically or manually boots up. Valid values are 1, yes, 0, and no. If it is set to no or 0, the boot loader attempts to automatically boot up the system. If it is set to anything else, you must manually boot up the switch from the boot loader mode.	**boot manual** Enables manually booting up the switch during the next boot cycle and changes the setting of the MANUAL_BOOT environment variable. The next time you reboot the system, the switch is in boot loader mode. To boot up the system, use the **boot flash:** *filesystem :/ file-url* boot loader command, and specify the name of the bootable image.

Variable	Boot Loader Command	Cisco IOS Global Configuration Command
CONFIG_FILE	**set CONFIG_FILE flash:** / *file-url*	**boot config-file flash:**/ *file-url* Specifies the filename that Cisco IOS uses to read and write a nonvolatile copy of the system configuration. This command changes the CONFIG_FILE environment variable.

Scheduling a Reload of the Software Image

You can schedule a reload of the software image to occur on the switch at a later time (for example, late at night or during the weekend when the switch is used less), or you can synchronize a reload network-wide (for example, to perform a software upgrade on all switches in the network).

Note A scheduled reload must take place within approximately 24 days.

Configuring a Scheduled Reload

To configure your switch to reload the software image at a later time, use one of these commands in privileged EXEC mode:

- **reload in** *[hh :]mm [text]*

  This command schedules a reload of the software to take affect in the specified minutes or hours and minutes. The reload must take place within approximately 24 days. You can specify the reason for the reload in a string up to 255 characters in length.

- **reload at** *hh:mm* [*month day*I*day month* [text]

  This command schedules a reload of the software to take place at the specified time (using a 24-hour clock). If you specify the month and day, the reload is scheduled to take place at the specified time and date. If you do not specify the month and day, the reload takes place at the specified time on the current day (if the specified time is later than the current time) or on the next day (if the specified time is earlier than the current time). Specifying 00:00 schedules the reload for midnight.

  Note Use the **at** keyword only if the switch system clock has been set (through Network Time Protocol (NTP), the hardware calendar, or manually). The time is relative to the configured time zone on the switch. To schedule reloads across several switches to occur simultaneously, the time on each switch must be synchronized with NTP.

  The **reload** command halts the system. If the system is not set to manually boot up, it reboots itself. Use the **reload** command after you save the switch configuration information to the startup configuration (**copy running-config startup-config**).

If your switch is configured for manual booting, do not reload it from a virtual terminal. This restriction prevents the switch from entering the boot loader mode and thereby taking it from the remote user's control.

If you modify your configuration file, the switch prompts you to save the configuration before reloading. During the save operation, the system requests whether you want to proceed with the save if the CONFIG_FILE environment variable points to a startup configuration file that no longer exists. If you proceed in this situation, the system enters setup mode upon reload.

This example shows how to reload the software on the switch on the current day at 7:30 p.m:

```
Switch# reload at 19:30
Reload scheduled for 19:30:00 UTC Wed Jun 5 1996 (in 2 hours and 25 minutes)
Proceed with reload? [confirm]
```

This example shows how to reload the software on the switch at a future time:

```
Switch# reload at 02:00 jun 20
Reload scheduled for 02:00:00 UTC Thu Jun 20 1996 (in 344 hours and 53 minutes)
Proceed with reload? [confirm]
```

To cancel a previously scheduled reload, use the **reload cancel** privileged EXEC command

Displaying Scheduled Reload Information

To display information about a previously scheduled reload or to find out if a reload has been scheduled on the switch, use the **show reload** privileged EXEC command.

It displays reload information including the time the reload is scheduled to occur and the reason for the reload (if it was specified when the reload was scheduled).

Boot Loader Upgrade and Image Verification for the FIPS Mode of Operation

To operate in the FIPS mode, complete these steps:

- Enable the FIPS mode on the switch.To enable the FIPS mode, enter the **fips authorization-key** *authorization-key* global configuration command. To disable the FIPS mode, use the no version of the command.

- Use signed and validated images. Cisco IOS Release 15.2(1)E supports an updated boot loader that can validate the Cisco IOS image signature only in the FIPS mode of operation.

Note Ensure that the power is not turned off while updating the boot loader. If the power is turned off during the update, you will have to replace the switch by using a Return Merchandise Authorization (RMA) license.

Table 4-6 describes upgrade and downgrade scenarios using different images and using the FIPS mode or non-FIPS mode:

Table 7: Upgrade and Downgrade Scenarios Relating to FIPS Certified Images

Upgrade/ Downgrade Scenario	Action	Status or Result
Upgrade from an image that is in the FIPS mode to a Cisco IOS Release 15.2(1)E image in the FIPS mode.	Boot with the Cisco IOS Release 15.2(1)E image.	• The boot loader is upgraded. • The image signature is verified. • The following message appears in the boot sequence: "Image passed digital signature verification." **Note** If you upload a corrupt or unsigned image, the following message appears during boot up: "Image verification failed."
Upgrade from a switch that is in the non-FIPS mode to a Cisco IOS Release 15.2(1)E image in the FIPS mode	• Configure the fips authorization- key authorization-key global configuration command • Reload the switch for the FIPS key to be operational. By default, the switch automatically boots up; however, if you have configured it to boot up manually, you have to initiate the reboot. • After the boot loader is upgraded, boot with the Cisco IOS Release 15.2(1)E image.	• The boot loader is upgraded. • The image signature is verified. **Note** If you upload a corrupt or unsigned image, the following message appears during boot up: "Image verification failed.
Upgrade to Cisco IOS Release 15.2(1)E in the non-FIPS mode	Boot with the Cisco IOS Release 15.2(1)E image.	• The boot loader is not updated. • The image signature is not verified • The switch works normally.

Upgrade/ Downgrade Scenario	Action	Status or Result
Configure an existing FIPS complaint switch running Cisco IOS Release 15.2(1)E to work in a non-FIPS mode.	• Configure the **no fips authorization- key** *authorization-key* global configuration command. • Reload the switch for the configuration to take effect. By default, the switch automatically boots up; however, if you have configured it to boot up manually, you have to initiate the reboot.	• The boot loader is not updated. • The switch works normally and the FIPS commands are no longer available. • The following message appears in the boot sequence: “Image passed digital signature verification”. **Note** If you upload a corrupt or unsigned image, the following message appears during boot up: “WARNING: Unable to determine image authentication. Image is either unsigned or is signed but corrupted.”
Downgrade from a Cisco IOS Release 15.2(1)E image in FIPS mode to an older release.	• Configure the no fips authorization- key authorization-key global configuration command • Reload the switch for the configuration to take effect. By default, the switch automatically boots up; however, if you have configured it to boot up manually, you have to initiate reboot. • Upload and boot the older image.	• The boot loader is not downgraded • The switch work normally and the FIPS commands are no longer available. • The following message appears in the boot sequence: “WARNING: Unable to determine image authentication. Image is either unsigned or is signed but corrupted.”

PART II

Configuring Cisco IOS Configuration Engine

CHAPTER 3

Configuring Cisco IOS Configuration Engine

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Prerequisites for Configuring the Configuration Engine

- Obtain the name of the configuration engine instance to which you are connecting.

- Because the CNS uses both the event bus and the configuration server to provide configurations to devices, you must define both ConfigID and Device ID for each configured switch.

- All switches configured with the **cns config partial** global configuration command must access the event bus. The DeviceID, as originated on the switch, must match the DeviceID of the corresponding switch definition in the Cisco Configuration Engine. You must know the hostname of the event bus to which you are connecting.

Restrictions for Configuring the Configuration Engine

- Within the scope of a single instance of the configuration server, no two configured switches can share the same value for ConfigID.
- Within the scope of a single instance of the event bus, no two configured switches can share the same value for DeviceID.

Information About Configuring the Configuration Engine

Cisco Configuration Engine Software

The Cisco Configuration Engine is network management utility software that acts as a configuration service for automating the deployment and management of network devices and services. Each Cisco Configuration Engine manages a group of Cisco devices (switches and routers) and the services that they deliver, storing their configurations and delivering them as needed. The Cisco Configuration Engine automates initial configurations and configuration updates by generating device-specific configuration changes, sending them to the device, executing the configuration change, and logging the results.

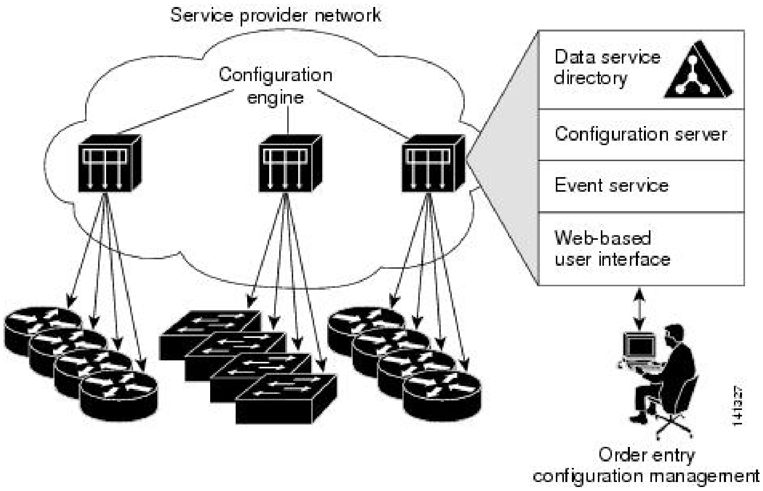
The Cisco Configuration Engine supports standalone and server modes and has these Cisco Networking Services (CNS) components:

- Configuration service:
  - Web server
  - File manager
  - Namespace mapping server
- Event service (event gateway)
- Data service directory (data models and schema)

Note Support for Cisco Configuration Engine will be deprecated in future releases. Use the configuration described in Cisco Plug and Play Feature Guide .

In standalone mode, the Cisco Configuration Engine supports an embedded directory service. In this mode, no external directory or other data store is required. In server mode, the Cisco Configuration Engine supports the use of a user-defined external directory.

Figure 4: Cisco Configuration Engine Architectural Overview



Configuration Service

The Configuration Service is the core component of the Cisco Configuration Engine. It consists of a Configuration Server that works with Cisco IOS CNS agents on the switch. The Configuration Service delivers device and service configurations to the switch for initial configuration and mass reconfiguration by logical groups. Switches receive their initial configuration from the Configuration Service when they start up on the network for the first time.

The Configuration Service uses the CNS Event Service to send and receive configuration change events and to send success and failure notifications.

The Configuration Server is a web server that uses configuration templates and the device-specific configuration information stored in the embedded (standalone mode) or remote (server mode) directory.

Configuration templates are text files containing static configuration information in the form of CLI commands. In the templates, variables are specified by using Lightweight Directory Access Protocol (LDAP) URLs that reference the device-specific configuration information stored in a directory.

The Cisco IOS agent can perform a syntax check on received configuration files and publish events to show the success or failure of the syntax check. The configuration agent can either apply configurations immediately or delay the application until receipt of a synchronization event from the configuration server.

Event Service

The Cisco Configuration Engine uses the Event Service for receipt and generation of configuration events. The Event Service consists of an event agent and an event gateway. The event agent is on the switch and facilitates the communication between the switch and the event gateway on the Cisco Configuration Engine.

The Event Service is a highly capable publish-and-subscribe communication method. The Event Service uses subject-based addressing to send messages to their destinations. Subject-based addressing conventions define a simple, uniform namespace for messages and their destinations.

NameSpace Mapper

The Cisco Configuration Engine includes the NameSpace Mapper (NSM) that provides a lookup service for managing logical groups of devices based on application, device or group ID, and event.

Cisco IOS devices recognize only event subject-names that match those configured in Cisco IOS software; for example, cisco.cns.config.load. You can use the namespace mapping service to designate events by using any desired naming convention. When you have populated your data store with your subject names, NSM changes your event subject-name strings to those known by Cisco IOS.

For a subscriber, when given a unique device ID and event, the namespace mapping service returns a set of events to which to subscribe. Similarly, for a publisher, when given a unique group ID, device ID, and event, the mapping service returns a set of events on which to publish.

Cisco Networking Services IDs and Device Hostnames

The Cisco Configuration Engine assumes that a unique identifier is associated with each configured switch. This unique identifier can take on multiple synonyms, where each synonym is unique within a particular namespace. The event service uses namespace content for subject-based addressing of messages.

The Cisco Configuration Engine intersects two namespaces, one for the event bus and the other for the configuration server. Within the scope of the configuration server namespace, the term *ConfigID* is the unique identifier for a device. Within the scope of the event bus namespace, the term *DeviceID* is the CNS unique identifier for a device.

Because the Configuration Engine uses both the event bus and the configuration server to provide configurations to devices, you must define both ConfigID and Device ID for each configured switch .

Within the scope of a single instance of the configuration server, no two configured switches can share the same value for ConfigID. Within the scope of a single instance of the event bus, no two configured switches can share the same value for DeviceID.

ConfigID

Each configured switch has a unique ConfigID, which serves as the key into the Cisco Configuration Engine directory for the corresponding set of switch CLI attributes. The ConfigID defined on the switch must match the ConfigID for the corresponding switch definition on the Cisco Configuration Engine.

The ConfigID is fixed at startup time and cannot be changed until the device restarts, even if the switch hostname is reconfigured.

DeviceID

Each configured switch participating on the event bus has a unique DeviceID, which is analogous to the switch source address so that the switch can be targeted as a specific destination on the bus.

All switches configured with the **cns config partial** global configuration command must access the event bus. Therefore, the DeviceID, as originated on the switch, must match the DeviceID of the corresponding switch definition in the Configuration Engine.

The origin of the DeviceID is defined by the Cisco IOS hostname of the switch. However, the DeviceID variable and its usage reside within the event gateway adjacent to the switch.

The logical Cisco IOS termination point on the event bus is embedded in the event gateway, which in turn functions as a proxy on behalf of the switch. The event gateway represents the switch and its corresponding DeviceID to the event bus.

The switch declares its hostname to the event gateway immediately after the successful connection to the event gateway. The event gateway couples the DeviceID value to the Cisco IOS hostname each time this connection is established. The event gateway retains this DeviceID value for the duration of its connection to the switch.

Hostname and DeviceID

The DeviceID is fixed at the time of the connection to the event gateway and does not change even when the switch hostname is reconfigured.

When changing the switch hostname on the switch, the only way to refresh the DeviceID is to break the connection between the switch and the event gateway. For instructions on refreshing DeviceIDs, see "Related Topics."

When the connection is reestablished, the switch sends its modified hostname to the event gateway. The event gateway redefines the DeviceID to the new value.

⚠ **Caution** When using the Cisco Configuration Engine user interface, you must first set the DeviceID field to the hostname value that the switch acquires *after*, not *before*, and you must reinitialize the configuration for your Cisco IOS CNS agent. Otherwise, subsequent partial configuration command operations may malfunction.

Hostname, DeviceID, and ConfigID

In standalone mode, when a hostname value is set for a switch, the configuration server uses the hostname as the DeviceID when an event is sent on hostname. If the hostname has not been set, the event is sent on the cn=<*value*> of the device.

In server mode, the hostname is not used. In this mode, the unique DeviceID attribute is always used for sending an event on the bus. If this attribute is not set, you cannot update the switch.

These and other associated attributes (tag value pairs) are set when you run **Setup** on the Cisco Configuration Engine.

Cisco IOS CNS Agents

The CNS event agent feature allows the switch to publish and subscribe to events on the event bus and works with the Cisco IOS CNS agent. These agents, embedded in the switch Cisco IOS software, allow the switch to be connected and automatically configured.

Initial Configuration

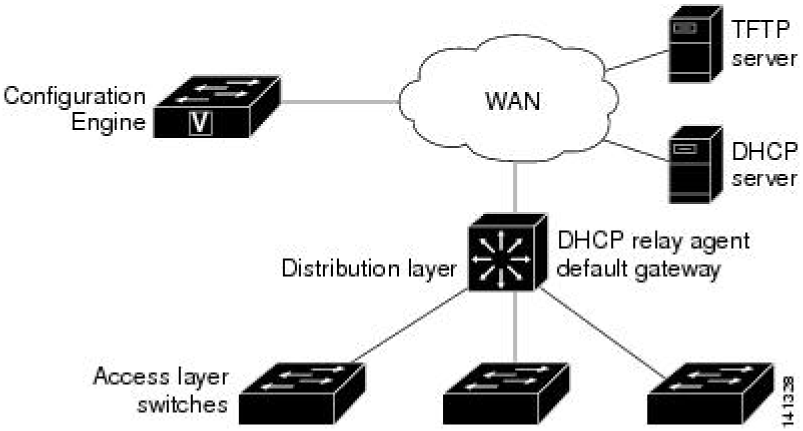
When the switch first comes up, it attempts to get an IP address by broadcasting a Dynamic Host Configuration Protocol (DHCP) request on the network. Assuming there is no DHCP server on the subnet, the distribution switch acts as a DHCP relay agent and forwards the request to the DHCP server. Upon receiving the request, the DHCP server assigns an IP address to the new switch and includes the Trivial File Transfer Protocol (TFTP) server Internet Protocol (IP) address, the path to the bootstrap configuration file, and the default gateway IP address in a unicast reply to the DHCP relay agent. The DHCP relay agent forwards the reply to the switch.

The switch automatically configures the assigned IP address on interface VLAN 1 (the default) and downloads the bootstrap configuration file from the TFTP server. Upon successful download of the bootstrap configuration file, the switch loads the file in its running configuration.

The Cisco IOS CNS agents initiate communication with the Configuration Engine by using the appropriate ConfigID and EventID. The Configuration Engine maps the Config ID to a template and downloads the full configuration file to the switch.

The following figure shows a sample network configuration for retrieving the initial bootstrap configuration file by using DHCP-based autoconfiguration.

Figure 5: Initial Configuration



Incremental (Partial) Configuration

After the network is running, new services can be added by using the Cisco IOS CNS agent. Incremental (partial) configurations can be sent to the switch. The actual configuration can be sent as an event payload by way of the event gateway (push operation) or as a signal event that triggers the switch to initiate a pull operation.

The switch can check the syntax of the configuration before applying it. If the syntax is correct, the switch applies the incremental configuration and publishes an event that signals success to the configuration server. If the switch does not apply the incremental configuration, it publishes an event showing an error status. When the switch has applied the incremental configuration, it can write it to nonvolatile random-access memory (NVRAM) or wait until signaled to do so.

Synchronized Configuration

When the switch receives a configuration, it can defer application of the configuration upon receipt of a write-signal event. The write-signal event tells the switch not to save the updated configuration into its NVRAM. The switch uses the updated configuration as its running configuration. This ensures that the switch configuration is synchronized with other network activities before saving the configuration in NVRAM for use at the next reboot.

Automated CNS Configuration

To enable automated CNS configuration of the switch, you must first complete the prerequisites listed in this topic. When you complete them, power on the switch. At the **setup** prompt, do nothing; the switch begins the initial configuration. When the full configuration file is loaded on your switch, you do not need to do anything else.

For more information on what happens during initial configuration, see "Related Topics."

Table 8: Prerequisites for Enabling Automatic Configuration

Device	Required Configuration
Access switch	Factory default (no configuration file)
Distribution switch	• IP helper address • Enable DHCP relay agent[1] • IP routing (if used as default gateway)
DHCP server	• IP address assignment • TFTP server IP address • Path to bootstrap configuration file on the TFTP server • Default gateway IP address
TFTP server	• A bootstrap configuration file that includes the CNS configuration commands that enable the switch to communicate with the Configuration Engine • The switch configured to use either the switch MAC address or the serial number (instead of the default hostname) to generate the ConfigID and EventID • The CNS event agent configured to push the configuration file to the switch
CNS Configuration Engine	One or more templates for each type of device, with the ConfigID of the device mapped to the template.

[1] A DHCP Relay is needed only when the DHCP Server is on a different subnet from the client.

How to Configure the Configuration Engine

Enabling Automated Cisco Networking Services (CNS) Configuration

To enable automated CNS configuration of the switch:

Before you begin

Make sure that switch is powered off.

SUMMARY STEPS

1. Make sure that the access switch is set to the factory default.
2. On the distribution switch:

3. On the DHCP server, configure the following:
4. On the TFTP server, configure the following:
5. On the CNS Configuration Engine, configure one or more templates for each type of device, with the ConfigID of the device mapped to the template.
6. Power on the switch.
7. At the **setup** prompt, do nothing.

DETAILED STEPS

	Command or Action	Purpose
Step 1	Make sure that the access switch is set to the factory default.	There is no configuration file.
Step 2	On the distribution switch:	• Configure the IP helper address • Enable DHCP relay agent • Configure IP routing (if used as default gateway)
Step 3	On the DHCP server, configure the following:	• IP address assignment • TFTP server IP address • Path to bootstrap configuration file on the TFTP server • Default gateway IP address
Step 4	On the TFTP server, configure the following:	• A bootstrap configuration file that includes the CNS configuration commands that enable the switch to communicate with the Configuration Engine • The switch configured to use either the switch MAC address or the serial number (instead of the default hostname) to generate the ConfigID and EventID • The CNS event agent configured to push the configuration file to the switch
Step 5	On the CNS Configuration Engine, configure one or more templates for each type of device, with the ConfigID of the device mapped to the template.	
Step 6	Power on the switch.	
Step 7	At the **setup** prompt, do nothing.	The switch begins the initial configuration. Once the full configuration file is loaded on the switch, it is enabled for automated CNS configuration.

What to do next

Note For more information about running the setup program and creating templates on the Configuration Engine, see the *Cisco Configuration Engine Installation and Setup Guide, 1.5 for Linux*

https://www.cisco.com/en/US/docs/net_mgmt/configuration_engine/1.5/installation_linux/guide/setup_1.html

Enabling the CNS Event Agent

Note You must enable the CNS event agent on the switch before you enable the CNS configuration agent.

Follow these steps to enable the CNS event agent on the switch.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **cns event** {*hostname* | *ip-address*} [*port-number*] [[**keepalive** *seconds retry-count*] [**failover-time** *seconds*] [**reconnect-time** *time*] | **backup**] [**source** *ip-address*]
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**cns event** {*hostname*	*ip-address*} [*port-number*] [[**keepalive** *seconds retry-count*] [**failover-time** *seconds*] [**reconnect-time** *time*]	**backup**] [**source** *ip-address*] **Example:** `Switch(config)# cns event 10.180.1.27 keepalive 120 10`	Enables the event agent, and enters the gateway parameters. • For {*hostname*	*ip-address*}, enter either the hostname or the IP address of the event gateway. • (Optional) For *port number*, enter the port number for the event gateway. The default port number is 11011.

	Command or Action	Purpose
		• (Optional) For **keepalive** *seconds*, enter how often the switch sends keepalive messages. For *retry-count*, enter the number of unanswered keepalive messages that the switch sends before the connection is terminated. The default for each is 0. • (Optional) For **failover-time** *seconds*, enter how long the switch waits for the primary gateway route after the route to the backup gateway is established. • (Optional) For **reconnect-time** *time*, enter the maximum time interval that the switch waits before trying to reconnect to the event gateway. • (Optional) Enter **backup** to show that this is the backup gateway. (If omitted, this is the primary gateway.) • (Optional) For **source** *ip-address*, enter the source IP address of this device. **Note** Though visible in the command-line help string, the **encrypt** and the **clock-timeout** *time* keywords are not supported.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

To verify information about the event agent, use the **show cns event connections** command in privileged EXEC mode.

To disable the CNS event agent, use the **no cns event** { *ip-address* \| *hostname* } global configuration command.

Enabling the Cisco IOS CNS Agent

Follow these steps to enable the Cisco IOS CNS agent on the switch.

Before you begin

You must enable the CNS event agent on the switch before you enable this agent.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **cns config initial** {*hostname* | *ip-address*} [*port-number*]
4. **cns config partial** {*hostname* | *ip-address*} [*port-number*]
5. **end**
6. **show running-config**
7. **copy running-config startup-config**
8. Start the Cisco IOS CNS agent on the switch.

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**cns config initial** {*hostname* | *ip-address*} [*port-number*] **Example:** `Switch(config)# cns config initial 10.180.1.27 10`	Enables the Cisco IOS CNS agent, and enters the configuration server parameters. • For {*hostname* | *ip-address*}, enter either the hostname or the IP address of the configuration server. • (Optional) For *port number*, enter the port number for the configuration server. This command enables the Cisco IOS CNS agent and initiates an initial configuration on the switch.
Step 4	**cns config partial** {*hostname* | *ip-address*} [*port-number*] **Example:** `Switch(config)# cns config partial 10.180.1.27 10`	Enables the Cisco IOS CNS agent, and enters the configuration server parameters. • For {*hostname* | *ip-address*}, enter either the hostname or the IP address of the configuration server.

	Command or Action	Purpose
		• (Optional) For *port number*, enter the port number for the configuration server. Enables the Cisco IOS CNS agent and initiates a partial configuration on the switch.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.
Step 8	Start the Cisco IOS CNS agent on the switch.	

What to do next

You can now use the Cisco Configuration Engine to remotely send incremental configurations to the switch.

Enabling an Initial Configuration for Cisco IOS CNS Agent

Follow these steps to enable the CNS configuration agent and initiate an initial configuration on the switch.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **cns template connect** *name*
4. **cli** *config-text*
5. Repeat Steps 3 to 4 to configure another CNS connect template.
6. **exit**
7. **cns connect** *name* [**retries** *number*] [**retry-interval** *seconds*] [**sleep** *seconds*] [**timeout** *seconds*]
8. **discover** {**controller** *controller-type* | **dlci** [**subinterface** *subinterface-number*] | **interface** [*interface-type*] | **line** *line-type*}
9. **template** *name* [... *name*]
10. Repeat Steps 8 to 9 to specify more interface parameters and CNS connect templates in the CNS connect profile.

11. **exit**
12. **hostname** *name*
13. **ip route** *network-number*
14. **cns id** *interface num* {**dns-reverse** | **ipaddress** | **mac-address**} [**event**] [**image**]
15. **cns id** {**hardware-serial** | **hostname** | **string** *string* | **udi**} [**event**] [**image**]
16. **cns config initial** {*hostname* | *ip-address*} [*port-number*] [**event**] [**no-persist**] [**page** *page*] [**source** *ip-address*] [**syntax-check**]
17. **end**
18. **show running-config**
19. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**cns template connect** *name* **Example:** `Switch(config)# cns template connect template-dhcp`	Enters CNS template connect configuration mode, and specifies the name of the CNS connect template.
Step 4	**cli** *config-text* **Example:** `Switch(config-tmpl-conn)# cli ip address dhcp`	Enters a command line for the CNS connect template. Repeat this step for each command line in the template.
Step 5	Repeat Steps 3 to 4 to configure another CNS connect template.	
Step 6	**exit** **Example:** `Switch(config)# exit`	Returns to global configuration mode.
Step 7	**cns connect** *name* [**retries** *number*] [**retry-interval** *seconds*] [**sleep** *seconds*] [**timeout** *seconds*] **Example:**	Enters CNS connect configuration mode, specifies the name of the CNS connect profile, and defines the profile parameters. The switch uses the CNS connect profile to connect to the Configuration Engine.

	Command or Action	Purpose
	`Switch(config)# cns connect dhcp`	• Enter the *name* of the CNS connect profile. • (Optional) For **retries** *number*, enter the number of connection retries. The range is 1 to 30. The default is 3. • (Optional) For **retry-interval** *seconds*, enter the interval between successive connection attempts to the Configuration Engine. The range is 1 to 40 seconds. The default is 10 seconds. • (Optional) For **sleep** *seconds*, enter the amount of time before which the first connection attempt occurs. The range is 0 to 250 seconds. The default is 0. • (Optional) For **timeout** *seconds*, enter the amount of time after which the connection attempts end. The range is 10 to 2000 seconds. The default is 120.

Step 8	**discover** {**controller** *controller-type* | **dlci** [**subinterface** *subinterface-number*] | **interface** [*interface-type*] | **line** *line-type*}
	Example:
	`Switch(config-cns-conn)# discover interface gigabitethernet`
		Specifies the interface parameters in the CNS connect profile.
		• For **controller** *controller-type*, enter the controller type.
		• For **dlci**, enter the active data-link connection identifiers (DLCIs).
		(Optional) For **subinterface** *subinterface-number*, specify the point-to-point subinterface number that is used to search for active DLCIs.
		• For **interface** [*interface-type*], enter the type of interface.
		• For **line** *line-type*, enter the line type.

Step 9	**template** *name* [... *name*] **Example:** `Switch(config-cns-conn)# template template-dhcp`	Specifies the list of CNS connect templates in the CNS connect profile to be applied to the switch configuration. You can specify more than one template.
Step 10	Repeat Steps 8 to 9 to specify more interface parameters and CNS connect templates in the CNS connect profile.	
Step 11	**exit** **Example:** `Switch(config-cns-conn)# exit`	Returns to global configuration mode.
Step 12	**hostname** *name* **Example:**	Enters the hostname for the switch.

	Command or Action	Purpose
	`Switch(config)# hostname device1`	
Step 13	**ip route** *network-number* **Example:** `RemoteSwitch(config)# ip route 172.28.129.22 255.255.255.255 11.11.11.1`	(Optional) Establishes a static route to the Configuration Engine whose IP address is *network-number*.
Step 14	**cns id** *interface num* {**dns-reverse** | **ipaddress** | **mac-address**} [**event**] [**image**] **Example:** `RemoteSwitch(config)# cns id GigabitEthernet0/1 ipaddress`	(Optional) Sets the unique EventID or ConfigID used by the Configuration Engine. If you enter this command, do not enter the **cns id** {**hardware-serial** | **hostname** | **string** *string* | **udi**} [**event**] [**image**] command. • For *interface num*, enter the type of interface. For example, ethernet, group-async, loopback, or virtual-template. This setting specifies from which interface the IP or MAC address should be retrieved to define the unique ID. • For {**dns-reverse** | **ipaddress** | **mac-address**}, enter **dns-reverse** to retrieve the hostname and assign it as the unique ID, enter **ipaddress** to use the IP address, or enter **mac-address** to use the MAC address as the unique ID. • (Optional) Enter **event** to set the ID to be the event-id value used to identify the switch. • (Optional) Enter **image** to set the ID to be the image-id value used to identify the switch. **Note** If both the **event** and **image** keywords are omitted, the image-id value is used to identify the switch.
Step 15	**cns id** {**hardware-serial** | **hostname** | **string** *string* | **udi**} [**event**] [**image**] **Example:** `RemoteSwitch(config)# cns id hostname`	(Optional) Sets the unique EventID or ConfigID used by the Configuration Engine. If you enter this command, do not enter the **cns id** *interface num* {**dns-reverse** | **ipaddress** | **mac-address**} [**event**] [**image**] command. • For { **hardware-serial** | **hostname** | **string** *string* | **udi** }, enter **hardware-serial** to set the switch serial number as the unique ID, enter **hostname** (the default) to select the switch hostname as the unique ID, enter an arbitrary text string for **string** *string* as the unique ID, or enter **udi** to set the unique device identifier (UDI) as the unique ID.
Step 16	**cns config initial** {*hostname* | *ip-address*} [*port-number*] [**event**] [**no-persist**] [**page** *page*] [**source** *ip-address*] [**syntax-check**]	Enables the Cisco IOS agent, and initiates an initial configuration.

	Command or Action	Purpose
	Example: `RemoteSwitch(config)# cns config initial 10.1.1.1 no-persist`	• For {*hostname* | *ip-address*}, enter the hostname or the IP address of the configuration server. • (Optional) For *port-number*, enter the port number of the configuration server. The default port number is 80. • (Optional) Enable **event** for configuration success, failure, or warning messages when the configuration is finished. • (Optional) Enable **no-persist** to suppress the automatic writing to NVRAM of the configuration pulled as a result of entering the **cns config initial** global configuration command. If the **no-persist** keyword is not entered, using the **cns config initial** command causes the resultant configuration to be automatically written to NVRAM. • (Optional) For **page** *page*, enter the web page of the initial configuration. The default is /Config/config/asp. • (Optional) Enter **source** *ip-address* to use for source IP address. • (Optional) Enable **syntax-check** to check the syntax when this parameter is entered. **Note** Though visible in the command-line help string, the **encrypt**, **status** *url*, and **inventory** keywords are not supported.

Step 17	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 18	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 19	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

To verify information about the configuration agent, use the **show cns config connections** command in privileged EXEC mode.

To disable the CNS Cisco IOS agent, use the **no cns config initial** { *ip-address* | *hostname* } global configuration command.

Enabling a Partial Configuration for Cisco IOS CNS Agent

Follow these steps to enable the Cisco IOS CNS agent and to initiate a partial configuration on the switch.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **cns config partial** {*ip-address* | *hostname*} [*port-number*] [**source** *ip-address*]
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**cns config partial** {*ip-address* | *hostname*} [*port-number*] [**source** *ip-address*] **Example:** `Switch(config)# cns config partial 172.28.129.22 2013`	Enables the configuration agent, and initiates a partial configuration. • For {*ip-address* | *hostname*}, enter the IP address or the hostname of the configuration server. • (Optional) For *port-number*, enter the port number of the configuration server. The default port number is 80. • (Optional) Enter **source** *ip-address* to use for the source IP address. **Note** Though visible in the command-line help string, the **encrypt** keyword is not supported.

	Command or Action	Purpose

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

To verify information about the configuration agent, use either the **show cns config stats** or the **show cns config outstanding** command in privileged EXEC mode.

To disable the Cisco IOS agent, use the **no cns config partial** { *ip-address* | *hostname* } global configuration command. To cancel a partial configuration, use the **cns config cancel** global configuration command.

Monitoring CNS Configurations

Table 9: CNS show Commands

Command	Purpose
show cns config connections `Switch# show cns config connections`	Displays the status of the CNS Cisco IOS CNS agent connections.
show cns config outstanding `Switch# show cns config outstanding`	Displays information about incremental (partial) CNS configurations that have started but are not yet completed.
show cns config stats `Switch# show cns config stats`	Displays statistics about the Cisco IOS CNS agent.

Command	Purpose
show cns event connections `Switch# show cns event connections`	Displays the status of the CNS event agent connections.
show cns event gateway `Switch# show cns event gateway`	Displays the event gateway information for your switch.
show cns event stats `Switch# show cns event stats`	Displays statistics about the CNS event agent.
show cns event subject `Switch# show cns event subject`	Displays a list of event agent subjects that are subscribed to by applications.

Additional References

Related Documents

Related Topic	Document Title
Configuration Engine Setup	*Cisco Configuration Engine Installation and Setup Guide, 1.5 for Linux* https://www.cisco.com/en/US/docs/net_mgmt/configuration_engine/1.5/installation_linux/guide/setup_1.html

Error Message Decoder

Description	Link
To help you research and resolve system error messages in this release, use the Error Message Decoder tool.	https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi

Standards and RFCs

Standard/RFC	Title
None	-

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

Feature History and Information for the Configuration Engine

Release	Modification
	This feature was introduced.

PART III

Administering the Switch

CHAPTER 4

Administering the Switch

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Information About Administering the Switch

System Time and Date Management

You can manage the system time and date on your switch using automatic configuration methods (RTC and NTP), or manual configuration methods.

Note For complete syntax and usage information for the commands used in this section, see the *Cisco IOS Configuration Fundamentals Command Reference*on *Cisco.com*.

System Clock

The basis 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:

- NTP
- 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 Coordinated Universal Time (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 appears correctly 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.

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.

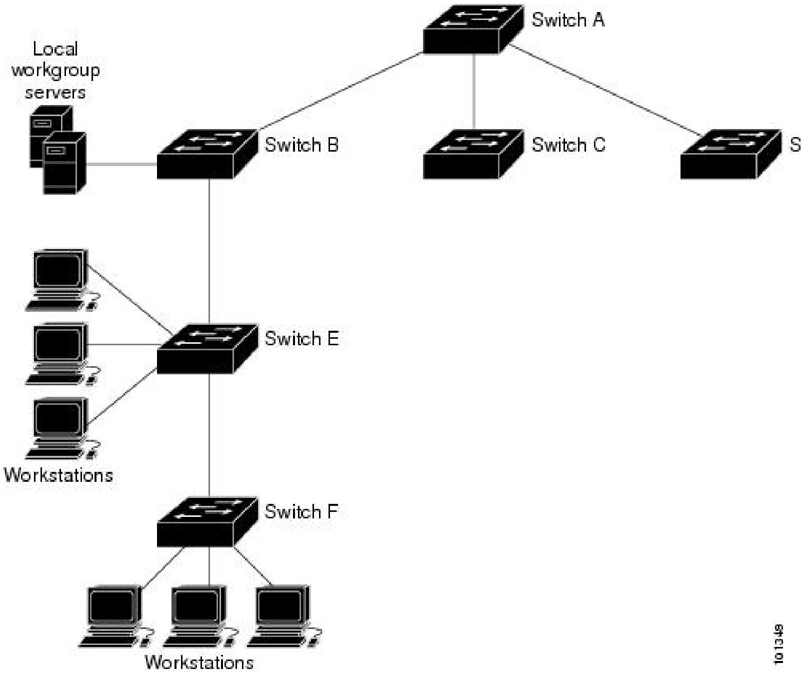
The time kept on a device is a critical resource; you should use the security features of NTP to avoid the accidental or malicious setting of an incorrect time. Two mechanisms are available: an access list-based restriction scheme and an encrypted authentication mechanism.

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.

The figure below shows a typical network example using NTP. Switch A is the NTP primary (formerly known as NTP primary), with the **Switch** B, C, and D configured in NTP server mode, in server association with

Switch A. Switch E is configured as an NTP peer to the upstream and downstream Switch, Switch B and Switch F, respectively.

Figure 6: Typical NTP Network Configuration



If the network is isolated from the Internet, Cisco's implementation of NTP allows a device to act as if it is synchronized through NTP, when in fact it has learned 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.

NTP Version 4

NTP version 4 is implemented on the switch. NTPv4 is an extension of NTP version 3. NTPv4 supports both IPv4 and IPv6 and is backward-compatible with NTPv3.

NTPv4 provides these capabilities:

- Support for IPv6.
- Improved security compared to NTPv3. The NTPv4 protocol provides a security framework based on public key cryptography and standard X509 certificates.
- Automatic calculation of the time-distribution hierarchy for a network. Using specific multicast groups, NTPv4 automatically configures the hierarchy of the servers to achieve the best time accuracy for the lowest bandwidth cost. This feature leverages site-local IPv6 multicast addresses.

Note You can disable NTP packets from being received on routed ports and VLAN interfaces. You cannot disable NTP packets from being received on access ports. For details, see the *Disabling NTPv4 Services on a Specific Interface* section of the *Implementing NTPv4 in IPv6* chapter of the *Cisco IOS IPv6 Configuration Guide, Release 12.4T*.

For details about configuring NTPv4, see the *Implementing NTPv4 in IPv6* chapter of the *Cisco IOS IPv6 Configuration Guide, Release 12.4T*.

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.

These sections contain this configuration information:

- Setting the System Clock
- Displaying the Time and Date Configuration
- Configuring the Time Zone
- Configuring Summer Time (Daylight Saving Time)

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.

Follow these steps to set the system clock:

SUMMARY STEPS

1. **enable**
2. Use one of the following:
    - **clock set** *hh:mm:ss day month year*
    - **clock set** *hh:mm:ss month day year*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	Use one of the following:	Manually set the system clock using one of these formats:

	Command or Action	Purpose
	- **clock set** *hh:mm:ss day month year* - **clock set** *hh:mm:ss month day year* **Example:** `Switch# clock set 13:32:00 23 March 2013`	- *hh:mm:ss*—Specifies the time in hours (24-hour format), minutes, and seconds. The time specified is relative to the configured time zone. - *day*—Specifies the day by date in the month. - *month*—Specifies the month by name. - *year*—Specifies the year (no abbreviation).

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

Follow these steps to manually configure the time zone:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **clock timezone** *zone hours-offset* [*minutes-offset*]
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. - Enter your password if prompted.
Step 2	**configure terminal** **Example:**	Enters global configuration mode.

	Command or Action	Purpose
	`Switch# configure terminal`	
Step 3	**clock timezone** *zone hours-offset* [*minutes-offset*] **Example:** `Switch(config)# clock timezone AST -3 30`	Sets the time zone. Internal time is kept in Coordinated Universal Time (UTC), so this command is used only for display purposes and when the time is manually set. • *zone*—Enters the name of the time zone to be displayed when standard time is in effect. The default is UTC. • *hours-offset*—Enters the hours offset from UTC. • (Optional) *minutes-offset*—Enters the minutes offset from UTC. This available where the local time zone is a percentage of an hour different from UTC.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

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)

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 configure summer time (daylight saving time) in areas where it starts and ends on a particular day of the week each year, perform this task:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **clock summer-time** *zone* **date** *date month year hh:mm date month year hh:mm* [*offset*]]
4. **clock summer-time** *zone* **recurring** [*week day month hh:mm week day month hh:mm* [*offset*]]
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**clock summer-time** *zone* **date** *date month year hh:mm date month year hh:mm* [*offset*]] **Example:** `Switch(config)# clock summer-time PDT date 10 March 2013 2:00 3 November 2013 2:00`	Configures summer time to start and end on specified days every year.
Step 4	**clock summer-time** *zone* **recurring** [*week day month hh:mm week day month hh:mm* [*offset*]] **Example:** `Switch(config)# clock summer-time PDT recurring 10 March 2013 2:00 3 November 2013 2:00`	Configures summer time to start and end on the specified days every year. 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. 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. If the starting month is after the ending month, the system assumes that you are in the southern hemisphere. • *zone*—Specifies the name of the time zone (for example, PDT) to be displayed when summer time is in effect.

	Command or Action	Purpose
		• (Optional) *week*— Specifies the week of the month (1 to 4, **first**, or **last**). • (Optional) *day*—Specifies the day of the week (Sunday, Monday...). • (Optional) *month*—Specifies the month (January, February...). • (Optional) *hh:mm*—Specifies the time (24-hour format) in hours and minutes. • (Optional) *offset*—Specifies the number of minutes to add during summer time. The default is 60.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves 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.

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):

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **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*]]
4. **end**
5. **show running-config**

6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**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*]]	Configures summer time to start on the first date and end on the second date. Summer time is disabled by default. • For *zone*, specify the name of the time zone (for example, PDT) to be displayed when summer time is in effect. • (Optional) For *week*, specify the week of the month (1 to 5 or last). • (Optional) For *day*, specify the day of the week (Sunday, Monday...). • (Optional) For *month*, specify the month (January, February...). • (Optional) For *hh:mm*, specify the time (24-hour format) in hours and minutes. • (Optional) For *offset*, specify the number of minutes to add during summer time. The default is 60.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.

	Command or Action	Purpose
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

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.

For complete syntax and usage information for the commands used in this section, see the *Cisco IOS Configuration Fundamentals Command Reference*, *Release 12.4* and the *Cisco IOS IP Command Reference*, *Volume 2 of 3: Routing Protocols*, *Release 12.4*.

Default System Name and Prompt Configuration

The default Switch system name and prompt is Switch.

Configuring a System Name

Follow these steps to manually configure a system name:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **hostname** *name*
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:**	Enters global configuration mode.

	Command or Action	Purpose
	`Switch# configure terminal`	
Step 3	**hostname** *name* **Example:** `Switch(config)# hostname remote-users`	Configures a system name. When you set the system name, it is also used as the system prompt. The default setting is Switch. The name must follow the rules for ARPANET hostnames. 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 4	**end**
	Example:
	`remote-users(config)#end`
	`remote-users#`
		Returns to priviliged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

DNS

The DNS protocol controls the Domain Name System (DNS), a distributed database with which you can map hostnames to IP addresses. When you configure DNS on your switch, you can substitute the hostname 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 hostnames, specify the name server that is present on your network, and enable the DNS.

Default DNS Settings

Table 10: Default DNS Settings

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

Setting Up DNS

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.

Follow these steps to set up your switch to use the DNS:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip domain-name** *name*
4. **ip name-server** *server-address1* [*server-address2 ... server-address6*]
5. **ip domain-lookup** [**nsap** | **source-interface** *interface*]
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 3	**ip domain-name** *name* **Example:** `Switch(config)# ip domain-name Cisco.com`	Defines a default domain name that the software uses to complete unqualified hostnames (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 4	**ip name-server** *server-address1* [*server-address2 ... server-address6*] **Example:** `Switch(config)# ip name-server 192.168.1.100 192.168.1.200 192.168.1.300`	Specifies 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 5	**ip domain-lookup** [**nsap** | **source-interface** *interface*] **Example:** `Switch(config)# ip domain-lookup`	(Optional) Enables DNS-based hostname-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 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

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.

Login Banners

You can configure a message-of-the-day (MOTD) and a login banner. The MOTD banner is displayed 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 is also displayed 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, see the *Cisco IOS Configuration Fundamentals Command Reference, Release 12.4*.

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

Follow these steps to configure a MOTD login banner:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **banner motd** *c message c*
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:**	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
	`Switch> enable`	
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**banner motd** *c message c*
	Example:
	`Switch(config)# banner motd #`
	`This is a secure site. Only`
	`authorized users are allowed.`
	`For access, contact technical`
	`support.`
	`#`
		Specifies the message of the day.
		c—Enters 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.
		message—Enters a banner message up to 255 characters. You cannot use the delimiting character in the message.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

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

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.

Follow these steps to configure a login banner:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **banner login** *c message c*
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> `**`enable`**	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# `**`configure terminal`**	Enters global configuration mode.

Step 3	**banner login** *c message c*
	Example:
	`Switch(config)# `**`banner login $`**
	`Access for authorized users only.`
	`Please enter your username and`
	`password.`
	`$`
		Specifies the login message.
		c— Enters 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.
		message—Enters a login message up to 255 characters. You cannot use the delimiting character in the message.

Step 4	**end**
	Example:
	`Switch(config)# `**`end`**
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# `**`show running-config`**	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:**	(Optional) Saves your entries in the configuration file.

	Command or Action	Purpose
	`Switch# copy running-config startup-config`	

What to do next

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

Managing the MAC Address Table

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 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 and the type (static or dynamic).

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

MAC Address Table Creation

With multiple MAC addresses supported on all ports, you can connect any port on the switch to 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 devices 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 globally configured. 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 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. Unicast addresses, for example, could be forwarded to port 1 in VLAN 1 and ports 9, 10, and 1 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.

Default MAC Address Table Settings

The following table shows the default settings for the MAC address table.

Table 11: Default Settings for the MAC Address

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. You can change the aging time setting for all VLANs or for a specified VLAN.

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.

Follow these steps to configure the dynamic address table aging time:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **mac address-table aging-time** [*0* | *10-1000000*] [**routed-mac** | **vlan** *vlan-id*]
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:**	Enters global configuration mode.

	Command or Action	Purpose
	`Switch# configure terminal`	
Step 3	**mac address-table aging-time** [*0* | *10-1000000*] [**routed-mac** | **vlan** *vlan-id*] **Example:** `Switch(config)# mac address-table aging-time 500 vlan 2`	Sets 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. *vlan-id*—Valid IDs are 1 to 4094.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

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 Change Notification Traps

MAC address change notification tracks users on a network by storing the MAC address change activity. When the switch learns or removes a MAC address, an SNMP notification trap can be 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 to reduce network traffic. The MAC notification history table stores MAC address activity for each port for which the trap is set. MAC address change notifications are generated for dynamic and secure MAC addresses. Notifications are not generated for self addresses, multicast addresses, or other static addresses.

Follow these steps to configure the switch to send MAC address change notification traps to an NMS host:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **snmp-server host** *host-addr community-string notification-type* { **informs** | **traps** } {**version** {**1** | **2c** | **3**}} {**vrf** *vrf instance name*}
4. **snmp-server enable traps mac-notification change**
5. **mac address-table notification change**
6. **mac address-table notification change** [**interval** *value*] [**history-size** *value*]
7. **interface** *interface-id*
8. **snmp trap mac-notification change** {**added** | **removed**}
9. **end**
10. **show running-config**
11. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**snmp-server host** *host-addr community-string notification-type* { **informs** | **traps** } {**version** {**1** | **2c** | **3**}} {**vrf** *vrf instance name*}
	Example:
	`Switch(config)# snmp-server host 172.20.10.10 traps private mac-notification`
		Specifies the recipient of the trap message.
		• *host-addr*—Specifies the name or address of the NMS.
		• **traps** (the default)—Sends SNMP traps to the host.
		• **informs**—Sends SNMP informs to the host.
		• **version**—Specifies the SNMP version to support. Version 1, the default, is not available with informs.
		• *community-string*—Specifies 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.

	Command or Action	Purpose
		• *notification-type*—Uses the **mac-notification** keyword. • **vrf** *vrf instance name*—Specifies the VPN routing/forwarding instance for this host.
Step 4	**snmp-server enable traps mac-notification change** **Example:** `Switch(config)# snmp-server enable traps mac-notification change`	Enables the switch to send MAC address change notification traps to the NMS.
Step 5	**mac address-table notification change** **Example:** `Switch(config)# mac address-table notification change`	Enables the MAC address change notification feature.

Step 6	**mac address-table notification change** [**interval** *value*] [**history-size** *value*]
	Example:
	`Switch(config)# mac address-table notification change interval 123`
	`Switch(config)#mac address-table notification change history-size 100`
		Enters the trap interval time and the history table size.
		• (Optional) **interval** *value*—Specifies 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) **history-size** *value*—Specifies the maximum number of entries in the MAC notification history table. The range is 0 to 500; the default is 1.

Step 7	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/2`	Enters interface configuration mode, and specifies the Layer 2 interface on which to enable the SNMP MAC address notification trap.

Step 8	**snmp trap mac-notification change** {**added** | **removed**}
	Example:
	`Switch(config-if)# snmp trap mac-notification change added`
		Enables the MAC address change notification trap on the interface.
		• Enables the trap when a MAC address is **added** on this interface.
		• Enables the trap when a MAC address is **removed** from this interface.

Step 9	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

	Command or Action	Purpose
Step 10	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 11	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

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

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

Configuring MAC Address Move Notification Traps

When you configure MAC-move notification, an SNMP notification is generated and sent to the network management system whenever a MAC address moves from one port to another within the same VLAN.

Follow these steps to configure the switch to send MAC address-move notification traps to an NMS host:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **snmp-server host** *host-addr* {**traps** | **informs**} {**version** {**1** | **2c** | **3**}} *community-string notification-type*
4. **snmp-server enable traps mac-notification move**
5. **mac address-table notification mac-move**
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:**	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
	`Switch> enable`	
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**snmp-server host** *host-addr* {**traps** | **informs**} {**version** {**1** | **2c** | **3**}} *community-string notification-type* **Example:** `Switch(config)# snmp-server host 172.20.10.10 traps private mac-notification`	Specifies the recipient of the trap message. • *host-addr*—Specifies the name or address of the NMS. • **traps** (the default)—Sends SNMP traps to the host. • **informs**—Sends SNMP informs to the host. • **version**—Specifies the SNMP version to support. Version 1, the default, is not available with informs. • *community-string*—Specifies 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. • *notification-type*—Uses the **mac-notification** keyword.
Step 4	**snmp-server enable traps mac-notification move** **Example:** `Switch(config)# snmp-server enable traps mac-notification move`	Enables the switch to send MAC address move notification traps to the NMS.
Step 5	**mac address-table notification mac-move** **Example:** `Switch(config)# mac address-table notification mac-move`	Enables the MAC address move notification feature.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show running-config** **Example:**	Verifies your entries.

	Command or Action	Purpose
	`Switch# show running-config`	
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

To disable MAC address-move notification traps, use the **no snmp-server enable traps mac-notification move** global configuration command. To disable the MAC address-move notification feature, use the **no mac address-table notification mac-move** global configuration command.

You can verify your settings by entering the **show mac address-table notification mac-move** privileged EXEC commands.

Configuring MAC Threshold Notification Traps

When you configure MAC threshold notification, an SNMP notification is generated and sent to the network management system when a MAC address table threshold limit is reached or exceeded.

SUMMARY STEPS

1. **configure terminal**
2. **snmp-server host** *host-addr* {**traps** | **informs**} {**version** {**1** | **2c** | **3**}} *community-string notification-type*
3. **snmp-server enable traps mac-notification threshold**
4. **mac address-table notification threshold**
5. **mac address-table notification threshold** [**limit** *percentage*] | [**interval** *time*]
6. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**snmp-server host** *host-addr* {**traps** | **informs**} {**version** {**1** | **2c** | **3**}} *community-string notification-type* **Example:** `Switch(config)# snmp-server host 172.20.10.10 traps private`	Specifies the recipient of the trap message. • *host-addr*—Specifies the name or address of the NMS. • **traps** (the default)—Sends SNMP traps to the host. • **informs**—Sends SNMP informs to the host.

	Command or Action	Purpose
	`mac-notification`	• **version**—Specifies the SNMP version to support. Version 1, the default, is not available with informs. • *community-string*—Specifies the string to send with the notification operation. You can set this string by using the **snmp-server host** command, but we recommend that you define this string by using the **snmp-server community** command before using the **snmp-server host** command. • *notification-type*—Uses the **mac-notification** keyword.

Step 3	**snmp-server enable traps mac-notification threshold**
	Example:
	`Switch(config)# snmp-server enable traps`
	`mac-notification threshold`
		Enables MAC threshold notification traps to the NMS.

Step 4	**mac address-table notification threshold**
	Example:
	`Switch(config)# mac address-table`
	`notification threshold`
		Enables the MAC address threshold notification feature.

Step 5	**mac address-table notification threshold** [**limit** *percentage*] | [**interval** *time*]
	Example:
	`Switch(config)# mac address-table`
	`notification threshold interval 123`
	`Switch(config)# mac address-table`
	`notification threshold limit 78`
		Enters the threshold value for the MAC address threshold usage monitoring.
		• (Optional) **limit** *percentage*—Specifies the percentage of the MAC address table use; valid values are from 1 to 100 percent. The default is 50 percent.
		• (Optional) **interval** *time*—Specifies the time between notifications; valid values are greater than or equal to 120 seconds. The default is 120 seconds.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

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 defines 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 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 unicast address 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.

Follow these steps to add a static address:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **mac address-table static** *mac-addr* **vlan** *vlan-id* **interface** *interface-id*
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Device> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Device# configure terminal`	Enters global configuration mode.
Step 3	**mac address-table static** *mac-addr* **vlan** *vlan-id* **interface** *interface-id* **Example:** `Device(config)# mac address-table static c2f3.220a.12f4 vlan 4 interface gigabitethernet 1/0/1`	Adds a static address to the MAC address table. • *mac-addr*—Specifies the destination MAC unicast address to add to the address table. Packets with this destination address received in the specified VLAN are forwarded to the specified interface. • *vlan-id*—Specifies the VLAN for which the packet with the specified MAC address is received. Valid VLAN IDs are 1 to 4094. • *interface-id*—Specifies the interface to which the received packet is forwarded. Valid interfaces include physical ports or port channels. For static multicast addresses, you can enter multiple interface IDs. For

	Command or Action	Purpose
		static unicast addresses, you can enter only one interface at a time, but you can enter the command multiple times with the same MAC address and VLAN ID.

Step 4	**end**
	Example:
	`Device(config)# end`
		Returns to privileged EXEC mode. Alternatively, you can also press **Ctrl-Z** to exit global configuration mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

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.

Configuring Unicast MAC Address Filtering Guidelines

When unicast MAC address filtering is enabled, the Switch drops packets with specific source or destination MAC addresses. This feature is disabled by default and only supports unicast static addresses.

Follow these guidelines when using this feature:

- Multicast MAC addresses, broadcast MAC addresses, and router MAC addresses are not supported. If you specify one of these addresses when entering the **mac address-table static** *mac-addr* **vlan** *vlan-id* **drop** global configuration command, one of these messages appears:
  - Only unicast addresses can be configured to be dropped
  - CPU destined address cannot be configured as drop address
- Packets that are forwarded to the CPU are also not supported.
- If you add a unicast MAC address as a static address and configure unicast MAC address filtering, the Switch either adds the MAC address as a static address or drops packets with that MAC address, depending on which command was entered last. The second command that you entered overrides the first command.

For example, if you enter the **mac address-table static** *mac-addr* **vlan** *vlan-id* **interface** *interface-id* global configuration command followed by the **mac address-table static** *mac-addr* **vlan** *vlan-id* **drop** command, the switch drops packets with the specified MAC address as a source or destination.

If you enter the **mac address-table static** *mac-addr* **vlan** *vlan-id* **drop** global configuration command followed by the **mac address-table static** *mac-addr* **vlan** *vlan-id* **interface** *interface-id* command, the switch adds the MAC address as a static address.

You enable unicast MAC address filtering and configure the switch to drop packets with a specific address by specifying the source or destination unicast MAC address and the VLAN from which it is received.

Configuring Unicast MAC Address Filtering

Follow these steps to configure the Switch to drop a source or destination unicast static address:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **mac address-table static** *mac-addr* **vlan** *vlan-id* **drop**
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**mac address-table static** *mac-addr* **vlan** *vlan-id* **drop** **Example:** `Switch(config)# mac address-table static c2f3.220a.12f4 vlan 4 drop`	Enables unicast MAC address filtering and configure the switch to drop a packet with the specified source or destination unicast static address. • *mac-addr*—Specifies a source or destination unicast MAC address (48-bit). Packets with this MAC address are dropped. • *vlan-id*—Specifies the VLAN for which the packet with the specified MAC address is received. Valid VLAN IDs are 1 to 4094.
Step 4	**end** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Switch(config)# end`	
Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Disabling MAC Address Learning on a VLAN Guidelines

By default, MAC address learning is enabled on all VLANs on the Switch. You can control MAC address learning on a VLAN to manage the available MAC address table space by controlling which VLANs, and therefore which ports, can learn MAC addresses. Before you disable MAC address learning, be sure that you are familiar with the network topology and the switch system configuration. Disabling MAC address learning on a VLAN could cause flooding in the network.

Follow these guidelines when disabling MAC address learning on a VLAN:

- Use caution before disabling MAC address learning on a VLAN with a configured Switch virtual interface (SVI). The Switch then floods all IP packets in the Layer 2 domain.
- You can disable MAC address learning on a single VLAN ID (for example, **no mac address-table learning vlan 223**) or on a range of VLAN IDs (for example, **no mac address-table learning vlan 1-20, 15**.)
- We recommend that you disable MAC address learning only in VLANs with two ports. If you disable MAC address learning on a VLAN with more than two ports, every packet entering the Switch is flooded in that VLAN domain.
- You cannot disable MAC address learning on a VLAN that is used internally by the Switch. If the VLAN ID that you enter is an internal VLAN, the Switch generates an error message and rejects the command. To view internal VLANs in use, enter the **show vlan internal usage** privileged EXEC command.
- If you disable MAC address learning on a VLAN configured as a private-VLAN primary VLAN, MAC addresses are still learned on the secondary VLAN that belongs to the private VLAN and are then replicated on the primary VLAN. If you disable MAC address learning on the secondary VLAN, but not the primary VLAN of a private VLAN, MAC address learning occurs on the primary VLAN and is replicated on the secondary VLAN.
- You cannot disable MAC address learning on an RSPAN VLAN. The configuration is not allowed.
- If you disable MAC address learning on a VLAN that includes a secure port, MAC address learning is not disabled on that port. If you disable port security, the configured MAC address learning state is enabled.

Disabling MAC Address Learning on a VLAN

Follow these steps to disable MAC address learning on a VLAN:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **configure terminal**
4. **no mac address-table learning vlan** *vlan-id*
5. **end**
6. **show mac address-table learning**[**vlan***vlan-id*]
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**configure terminal**	Enter global configuration mode.
Step 4	**no mac address-table learning vlan** *vlan-id*	Disable MAC address learning on the specified VLAN or VLANs. You can specify a single VLAN ID or a range of VLAN IDs separated by a hyphen or comma. Valid VLAN IDs are 1 to 4094.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show mac address-table learning**[**vlan***vlan-id*]	
Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:**	(Optional) Saves your entries in the configuration file.

	Command or Action	Purpose
	Switch# **copy running-config startup-config**	

What to do next

To reenable MAC address learning on a VLAN. use the **default mac address-table learning vlan***vlan-id* global configuration command. You can also reenable MAC address learning on a VLAN by entering the the **mac address-table learning vlan** *vlan-id* global configuration command. The first(**default**) command returns to a default condition and therefore does not appear in the output from the **show running-config**command. The second command causes the configuration to appear in the **show running-config** privileged EXEC command display.

```
Switch(config)# no mac address-table learning vlan 200
```

You can display the MAC address learning status of all VLANs or a specified VLAN by entering the**show mac-address-table learning** [**vlan** *vlan-id*] privileged EXEC command.

Displaying Address Table Entries

You can display the MAC address table by using one or more of the privileged EXEC commands described in this table:

Table 12: Commands for Displaying the MAC Address Table

Command	Description
show ip igmp snooping groups	Displays the Layer 2 multicast entries for all VLANs or the specified VLAN.
show mac address-table address	Displays MAC address table information for the specified MAC address.
show mac address-table aging-time	Displays the aging time in all VLANs or the specified VLAN.
show mac address-table count	Displays the number of addresses present in all VLANs or the specified VLAN.
show mac address-table dynamic	Displays only dynamic MAC address table entries.
show mac address-table interface	Displays the MAC address table information for the specified interface.
show mac address-table learning	Displays MAC address learning status of all VLANs or the specified VLAN.
show mac address-table notification	Displays the MAC notification parameters and history table.
show mac address-table static	Displays only static MAC address table entries.
show mac address-table vlan	Displays the MAC address table information for the specified VLAN.

ARP Table Management

To communicate with a device (over Ethernet, for example), the software first must learn the 48-bit MAC address or the local data link address of that device. The process of learning 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. Using an IP address, ARP finds the associated MAC address. When a MAC address is found, 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, see the Cisco IOS Release 12.4 documentation on *Cisco.com*.

Configuration Examples for Switch Administration

Example: Setting the System Clock

This example shows how to manually set the system clock:

```
Switch# clock set 13:32:00 23 July 2013
```

Examples: Configuring Summer Time

This example (for daylight savings time) shows how to specify that summer time starts on March 10 at 02:00 and ends on November 3 at 02:00:

```
Switch(config)# clock summer-time PDT recurring PST date
10 March 2013 2:00 3 November 2013 2:00
```

This example shows how to set summer time start and end dates:

```
Switch(config)#clock summer-time PST date
20 March 2013 2:00 20 November 2013 2:00
```

Example: Configuring a MOTD Banner

This example shows how to configure a MOTD banner 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 that appears from the previous configuration:

```
Unix> telnet 192.0.2.15

Trying 192.0.2.15...

Connected to 192.0.2.15.

Escape character is '^]'.

This is a secure site. Only authorized users are allowed.

For access, contact technical support.

User Access Verification

Password:
```

Example: Configuring a Login Banner

This example shows how to configure a login banner 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)#
```

Example: Configuring MAC Address Change Notification Traps

This example shows how to specify 172.20.10.10 as the NMS, enable MAC address notification traps to the NMS, enable the MAC address-change notification feature, set the interval time to 123 seconds, set the history-size to 100 entries, and enable traps whenever a MAC address is added on the specified port:

```
Switch(config)# snmp-server host 172.20.10.10 traps private mac-notification
Switch(config)# snmp-server enable traps mac-notification change
Switch(config)# mac address-table notification change
Switch(config)# mac address-table notification change interval 123
Switch(config)# mac address-table notification change history-size 100
Switch(config)# interface gigabitethernet 1/2/1
Switch(config-if)# snmp trap mac-notification change added
```

Example: Configuring MAC Threshold Notification Traps

This example shows how to specify 172.20.10.10 as the NMS, enable the MAC address threshold notification feature, set the interval time to 123 seconds, and set the limit to 78 per cent:

```
Switch(config)# snmp-server host 172.20.10.10 traps private mac-notification
Switch(config)# snmp-server enable traps mac-notification threshold
Switch(config)# mac address-table notification threshold
Switch(config)# mac address-table notification threshold interval 123
Switch(config)# mac address-table notification threshold limit 78
```

Example: Adding the Static Address to the MAC Address Table

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 packet is forwarded to the specified port:

Note You cannot associate the same static MAC address to multiple interfaces. If the command is executed again with a different interface, the static MAC address is overwritten on the new interface.

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

Example: Configuring Unicast MAC Address Filtering

This example shows how to enable unicast MAC address filtering and how to configure drop packets that have a source or destination address of c2f3.220a.12f4. When a packet is received in VLAN 4 with this MAC address as its source or destination, the packet is dropped:

```
Switch(config)# mac address-table static c2f3.220a.12f4 vlan 4 drop
```

Additional References for Switch Administration

Related Documents

MIBs

MIB	MIBs Link
All supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

Troubleshooting Administering the Switch

Overview

This chapter provides links to documents authored by Cisco subject matter experts (SMEs). They aim to help you resolve technical issues without requiring a support ticket. If these documents are unable to resolve your issue, we recommend visiting the applicable Cisco Community. There is a wealth of information and advice available from fellow Cisco customers who may have experienced this issue already and provided a solution. If you are not able to find a resolution on the Community, it may be best that you raise a support ticket at Cisco Support. In cases where a support ticket has to be raised, these documents provide guidance about the data that should be collected and added to the support ticket. Specify the support document you referred, and TAC can create an improvement request with the document owner.

Support Articles

The support articles listed in this section were created based on specific software and hardware listed in the **Components Used** section of each article. This does not, however, mean that they are limited only to what is listed in the corresponding **Components Used** section. The support articles usually remain relevant for later versions of software and hardware too. However, at times, there could be some changes in the software or hardware that might cause certain commands to stop working, change syntax, and look different, or a GUI to change appearance from one release to another.

Note that these documents are owned and maintained by multiple teams within Cisco. If you identify a problem in any of these documents, use one of following options:

- Provide feedback using the feedback method described in the corresponding support article. The document owner will be notified, and will either update the article, or flag it for removal.
- Open a TAC case with Cisco Support. In addition, you can inform TAC about the document you referred to and how it was unable to resolve your issue. TAC can then create a document improvement request to be evaluated.

Support Articles

Troubleshoot MAC Spoof Issue at LAN Switches

https://techzone.cisco.com/t5/Access-Switches-2960-3560-3750/Troubleshoot-MAC-Spoof-Issue-at-LAN-Switches/ta-p/1961256

Feedback Request

Your input helps. A key aspect to improving these support documents is customer feedback. Note that these documents are owned and maintained by multiple teams within Cisco. If you find an issue specific to the document (unclear, confusing, information missing, etc):

- Provide feedback using the **Feedback** button located at the right panel of the corresponding article. The document owner will be notified, and will either update the article, or flag it for removal.
- Include information regarding the section, area, or issue you had with the document and what could be improved. Provide as much detail as possible.

Disclaimer and Caution

The information in this document was created from the devices in a specific lab environment. All of the devices used in this document started with a cleared (default) configuration. If your network is live, ensure that you understand the potential impact of any command.

PART IV

Configuring Web-Based Authentication

CHAPTER 5

Configuring Web-Based Authentication

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Web-Based Authentication Overview

Use the web-based authentication feature, known as web authentication proxy, to authenticate end users on host systems that do not run the IEEE 802.1x supplicant.

When you initiate an HTTP session, web-based authentication intercepts ingress HTTP packets from the host and sends an HTML login page to the users. The users enter their credentials, which the web-based authentication feature sends to the authentication, authorization, and accounting (AAA) server for authentication.

If authentication succeeds, web-based authentication sends a Login-Successful HTML page to the host and applies the access policies returned by the AAA server.

If authentication fails, web-based authentication forwards a Login-Fail HTML page to the user, prompting the user to retry the login. If the user exceeds the maximum number of attempts, web-based authentication forwards a Login-Expired HTML page to the host, and the user is placed on a watch list for a waiting period.

Note HTTPS traffic interception for central web authentication redirect is not supported.

Note You should use global parameter-map (for method-type, custom, and redirect) only for using the same web authentication methods like consent, web consent, and webauth, for all the clients and SSIDs. This ensures that all the clients have the same web-authentication method.

If the requirement is to use Consent for one SSID and Web-authentication for another SSID, then you should use two named parameter-maps. You should configure Consent in first parameter-map and configure webauth in second parameter-map.

Note The traceback that you receive when webauth client tries to do authentication does not have any performance or behavioral impact. It happens rarely when the context for which FFM replied back to EPM for ACL application is already dequeued (possibly due to timer expiry) and the session becomes ‘unauthorized’.

Based on where the web pages are hosted, the local web authention can be categorozied as follows:

- *Internal*—The internal default HTML pages (Login, Success, Fail, and Expire) in the controller are used during the local web authentication.
- *Customized*—The customized web pages (Login, Success, Fail, and Expire) are downloaded onto the controller and used during the local web authentication.
- *External*—The customized web pages are hosted on the external web server instead of using the in-built or custom web pages.

Based on the various web authentication pages, the types of web authentication are as follows:

- *Webauth*—This is a basic web authentication. Herein, the controller presents a policy page with the user name and password. You need to enter the correct credentials to access the network.
- *Consent or web-passthrough*—Herein, the controller presents a policy page with the Accept or Deny buttons. You need to click the Accept button to access the network.
- *Webconsent*—This is a combination of webauth and consent web authentication types. Herein, the controller presents a policy page with Accept or Deny buttons along with user name or password. You need to enter the correct credentials and click the Accept button to access the network.

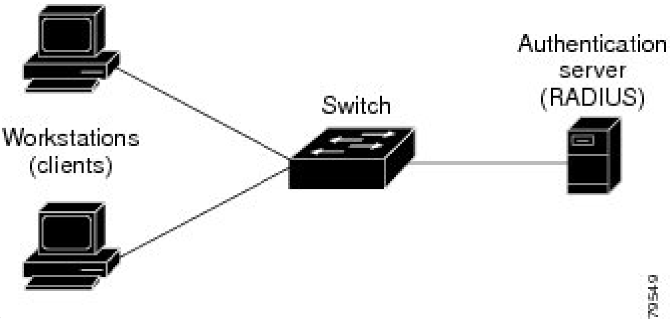
Device Roles

With web-based authentication, the devices in the network have these specific roles:

- *Client*—The device (workstation) that requests access to the LAN and the services and responds to requests from the switch. The workstation must be running an HTML browser with Java Script enabled.
- *Authentication server*—Authenticates the client. The authentication server validates the identity of the client and notifies the switch that the client is authorized to access the LAN and the switch services or that the client is denied.
- *Switch*—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.

Figure 7: Web-Based Authentication Device Roles

This figure shows the roles of these devices in a network.



Host Detection

The switch maintains an IP device tracking table to store information about detected hosts.

Note By default, the IP device tracking feature is disabled on a switch. You must enable the IP device tracking feature to use web-based authentication.

For Layer 2 interfaces, web-based authentication detects IP hosts by using these mechanisms:

- ARP based trigger—ARP redirect ACL allows web-based authentication to detect hosts with a static IP address or a dynamic IP address.
- Dynamic ARP inspection
- DHCP snooping—Web-based authentication is notified when the switch creates a DHCP-binding entry for the host.

Session Creation

When web-based authentication detects a new host, it creates a session as follows:

- Reviews the exception list.

  If the host IP is included in the exception list, the policy from the exception list entry is applied, and the session is established.

- Reviews for authorization bypass

  If the host IP is not on the exception list, web-based authentication sends a nonresponsive-host (NRH) request to the server.

  If the server response is access accepted, authorization is bypassed for this host. The session is established.

- Sets up the HTTP intercept ACL

  If the server response to the NRH request is access rejected, the HTTP intercept ACL is activated, and the session waits for HTTP traffic from the host.

Authentication Process

When you enable web-based authentication, these events occur:

- The user initiates an HTTP session.
- The HTTP traffic is intercepted, and authorization is initiated. The switch sends the login page to the user. The user enters a username and password, and the switch sends the entries to the authentication server.
- If the authentication succeeds, the switch downloads and activates the user’s access policy from the authentication server. The login success page is sent to the user.
- If the authentication fails, the switch sends the login fail page. The user retries the login. If the maximum number of attempts fails, the switch sends the login expired page, and the host is placed in a watch list. After the watch list times out, the user can retry the authentication process.
- If the authentication server does not respond to the switch, and if an AAA fail policy is configured, the switch applies the failure access policy to the host. The login success page is sent to the user.
- The switch reauthenticates a client when the host does not respond to an ARP probe on a Layer 2 interface, or when the host does not send any traffic within the idle timeout on a Layer 3 interface.
- The switch reauthenticates a client when the host does not respond to an ARP probe on a Layer 2 interface.
- The feature applies the downloaded timeout or the locally configured session timeout.
- If the terminate action is RADIUS, the feature sends a nonresponsive host (NRH) request to the server. The terminate action is included in the response from the server.
- If the terminate action is default, the session is dismantled, and the applied policy is removed.

Local Web Authentication Banner

With Web Authentication, you can create a default and customized web-browser banners that appears when you log in to a switch.

The banner appears on both the login page and the authentication-result pop-up pages. The default banner messages are as follows:

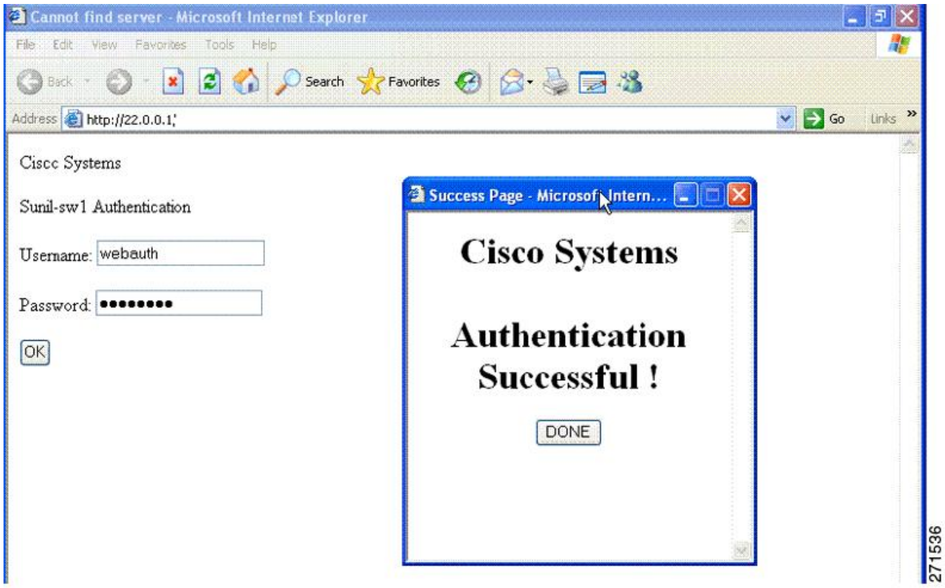
- *Authentication Successful*
- *Authentication Failed*
- *Authentication Expired*

The Local Web Authentication Banner can be configured in legacy CLIs as follows:

- Legacy mode—Use the **ip admission auth-proxy-banner http** global configuration command.
- New-style mode—Use the **parameter-map type webauth global banner** global configuration command.

The default banner *Cisco Systems* and *Switch host-name Authentication* appear on the Login Page. *Cisco Systems* appears on the authentication result pop-up page.

Figure 8: Authentication Successful Banner



Cannot find server - Microsoft Internet Explorer
File Edit View Favorites Tools Help
Back
Search
Favorites
Address
http://22.0.0.1
Go
Links
OK
Success Page - Microsoft Intern...
DONE
271536

Cisco Systems

Sunil-sw1 Authentication

Username: webauth

Password: •••••••••

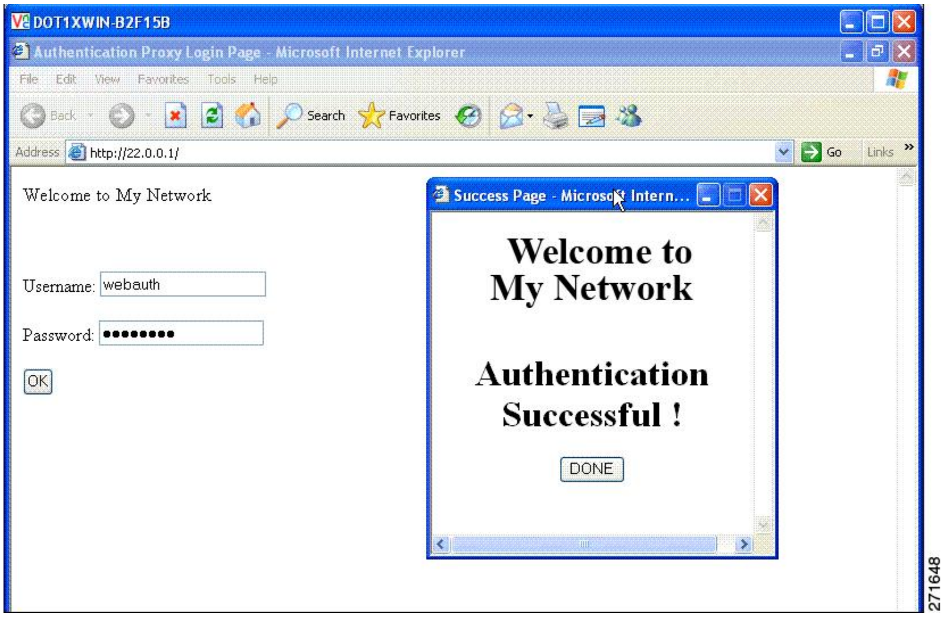
Cisco Systems

Authentication Successful !

The banner can be customized as follows:

- Add a message, such as switch, router, or company name to the banner:
  - Legacy mode—Use the **ip admission auth-proxy-banner http** *banner-text*global configuration command.
  - New-style mode—Use the **parameter-map type webauth global banner** global configuration command.
- Add a logo or text file to the banner:
  - Legacy mode—Use the **ip admission auth-proxy-banner http** *file-path* global configuration command.
  - New-style mode—Use the **parameter-map type webauth global banner** global configuration command.

Figure 9: Customized Web Banner


DOT1XWIN-B2F15B
Authentication Proxy Login Page - Microsoft Internet Explorer
File Edit View Favorites Tools Help
Back Search Favorites
Address http://22.0.0.1/
Go Links
Success Page - Microsoft Intern...
OK
DONE
271648

Welcome to My Network

Username: webauth

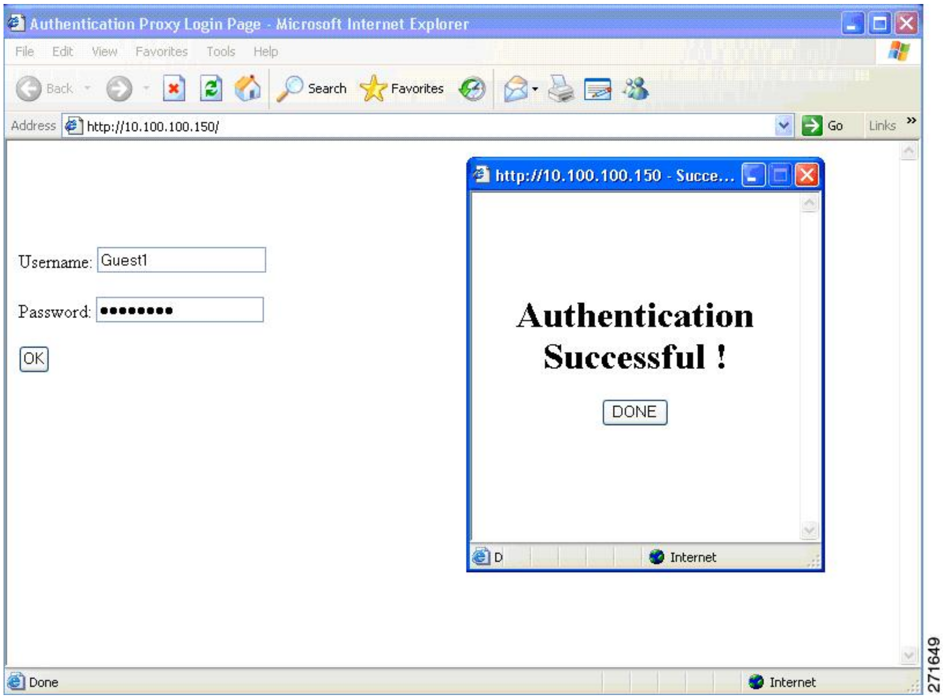
Password: •••••••••

Welcome to My Network

Authentication Successful !

If you do not enable a banner, only the username and password dialog boxes appear in the web authentication login screen, and no banner appears when you log into the switch.

Figure 10: Login Screen With No Banner


Authentication Proxy Login Page - Microsoft Internet Explorer
File Edit View Favorites Tools Help
Back Search Favorites
Address http://10.100.100.150/
Go Links
http://10.100.100.150 - Succe...
OK
DONE
D
Internet
Done
Internet
271649

Username: Guest1

Password: •••••••••

Authentication Successful !

Web Authentication Customizable Web Pages

During the web-based authentication process, the switch internal HTTP server hosts four HTML pages to deliver to an authenticating client. The server uses these pages to notify you of these four-authentication process states:

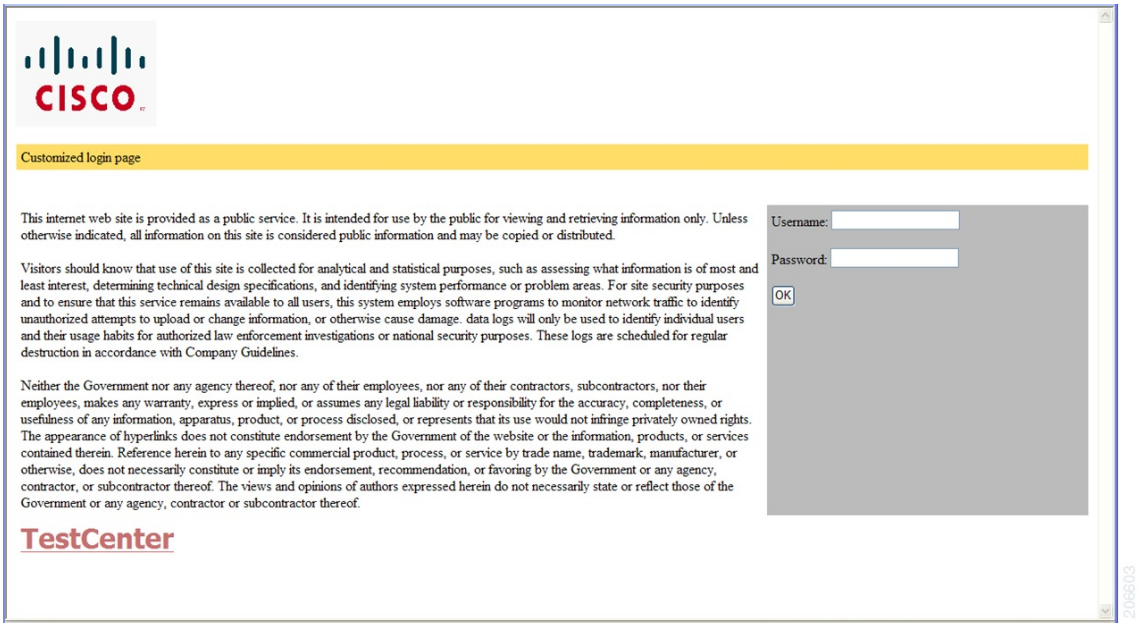
- Login—Your credentials are requested.
- Success—The login was successful.
- Fail—The login failed.
- Expire—The login session has expired because of excessive login failures.

Guidelines

- You can substitute your own HTML pages for the default internal HTML pages.
- You can use a logo or specify text in the *login*, *success*, *failure*, and *expire* web pages.
- On the banner page, you can specify text in the login page.
- The pages are in HTML.
- You must include an HTML redirect command in the success page to access a specific URL.
- The URL string must be a valid URL (for example, http://www.cisco.com). An incomplete URL might cause *page not found* or similar errors on a web browser.
- If you configure web pages for HTTP authentication, they must include the appropriate HTML commands (for example, to set the page time out, to set a hidden password, or to confirm that the same page is not submitted twice).
- The CLI command to redirect users to a specific URL is not available when the configured login form is enabled. The administrator should ensure that the redirection is configured in the web page.
- If the CLI command redirecting users to specific URL after authentication occurs is entered and then the command configuring web pages is entered, the CLI command redirecting users to a specific URL does not take effect.
- Configured web pages can be copied to the switch boot flash or flash.
- The login page can be on one flash, and the success and failure pages can be another flash (for example, the flash on the active switch or a member switch).
- You must configure all four pages.
- The banner page has no effect if it is configured with the web page.
- All of the logo files (image, flash, audio, video, and so on) that are stored in the system directory (for example, flash, disk0, or disk) and that must be displayed on the login page must use *web_auth_<filename>* as the file name.
- The configured authentication proxy feature supports both HTTP and SSL.

You can substitute your HTML pages for the default internal HTML pages. You can also specify a URL to which users are redirected after authentication occurs, which replaces the internal Success page.

Figure 11: Customizable Authentication Page



Customized login page

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Authentication Proxy Web Page Guidelines

When configuring customized authentication proxy web pages, follow these guidelines:

- To enable the custom web pages feature, specify all four custom HTML files. If you specify fewer than four files, the internal default HTML pages are used.
- The four custom HTML files must be present on the flash memory of the switch. The maximum size of each HTML file is 8 KB.
- Any images on the custom pages must be on an accessible HTTP server. Configure an intercept ACL within the admission rule.
- Any external link from a custom page requires configuration of an intercept ACL within the admission rule.
- To access a valid DNS server, any name resolution required for external links or images requires configuration of an intercept ACL within the admission rule.
- If the custom web pages feature is enabled, a configured auth-proxy-banner is not used.
- If the custom web pages feature is enabled, the redirection URL for successful login feature is not available.
- To remove the specification of a custom file, use the **no** form of the command.

Because the custom login page is a public web form, consider these guidelines for the page:

- The login form must accept user entries for the username and password and must show them as **uname** and **pwd**.
- The custom login page should follow best practices for a web form, such as page timeout, hidden password, and prevention of redundant submissions.

Redirection URL for Successful Login Guidelines

When configuring a redirection URL for successful login, consider these guidelines:

- If the custom authentication proxy web pages feature is enabled, the redirection URL feature is disabled and is not available in the CLI. You can perform redirection in the custom-login success page.
- If the redirection URL feature is enabled, a configured auth-proxy-banner is not used
- To remove the specification of a redirection URL, use the **no** form of the command.
- If the redirection URL is required after the web-based authentication client is successfully authenticated, then the URL string must start with a valid URL (for example, http://) followed by the URL information. If only the URL is given without http://, then the redirection URL on successful authentication might cause page not found or similar errors on a web browser.

Web-based Authentication Interactions with Other Features

Port Security

You can configure web-based authentication and port security on the same port. Web-based authentication authenticates the port, and port security manages network access for all MAC addresses, including that of the client. You can then limit the number or group of clients that can access the network through the port.

LAN Port IP

You can configure LAN port IP (LPIP) and Layer 2 web-based authentication on the same port. The host is authenticated by using web-based authentication first, followed by LPIP posture validation. The LPIP host policy overrides the web-based authentication host policy.

If the web-based authentication idle timer expires, the NAC policy is removed. The host is authenticated, and posture is validated again.

Gateway IP

You cannot configure Gateway IP (GWIP) on a Layer 3 VLAN interface if web-based authentication is configured on any of the switch ports in the VLAN.

You can configure web-based authentication on the same Layer 3 interface as Gateway IP. The host policies for both features are applied in software. The GWIP policy overrides the web-based authentication host policy.

ACLs

If you configure a VLAN ACL or a Cisco IOS ACL on an interface, the ACL is applied to the host traffic only after the web-based authentication host policy is applied.

For Layer 2 web-based authentication, it is more secure, though not required, to configure a port ACL (PACL) as the default access policy for ingress traffic from hosts connected to the port. After authentication, the web-based authentication host policy overrides the PACL. The Policy ACL is applied to the session even if there is no ACL configured on the port.

You cannot configure a MAC ACL and web-based authentication on the same interface.

You cannot configure web-based authentication on a port whose access VLAN is configured for VACL capture.

Downloadable ACLs (dACL) are not supported. Therefore, ensure that port ACLs are configured sufficiently to allow the necessary traffic after authorization.

Context-Based Access Control

Web-based authentication cannot be configured on a Layer 2 port if context-based access control (CBAC) is configured on the Layer 3 VLAN interface of the port VLAN.

EtherChannel

You can configure web-based authentication on a Layer 2 EtherChannel interface. The web-based authentication configuration applies to all member channels.

Default Web-Based Authentication Configuration

The following table shows the default web-based authentication configuration.

Table 13: Default Web-based Authentication Configuration

Feature	Default Setting
AAA	Disabled
RADIUS server • IP address • UDP authentication port • Key	• None specified • 1812 • None specified
Default value of inactivity timeout	3600 seconds
Inactivity timeout	Enabled

Web-Based Authentication Configuration Guidelines and Restrictions

- Web-based authentication is an ingress-only feature.
- You can configure web-based authentication only on access ports. Web-based authentication is not supported on trunk ports, EtherChannel member ports, or dynamic trunk ports.
- External web authentication, where the switch redirects a client to a particular host or web server for displaying login message, is not supported.
- You cannot authenticate hosts on Layer 2 interfaces with static ARP cache assignment. These hosts are not detected by the web-based authentication feature because they do not send ARP messages.
- By default, the IP device tracking feature is disabled on a switch. You must enable the IP device tracking feature to use web-based authentication.
- You must enable SISF-Based device tracking to use web-based authentication. By default, SISF-Based device tracking is disabled on a switch.

- You must configure at least one IP address to run the switch HTTP server. You must also configure routes to reach each host IP address. The HTTP server sends the HTTP login page to the host.
- Hosts that are more than one hop away might experience traffic disruption if an STP topology change results in the host traffic arriving on a different port. This occurs because the ARP and DHCP updates might not be sent after a Layer 2 (STP) topology change.
- Web-based authentication does not support VLAN assignment as a downloadable-host policy.
- Web-based authentication supports IPv6 in Session-aware policy mode. IPv6 Web-authentication requires at least one IPv6 address configured on the switch and IPv6 Snooping configured on the switchport.
- Web-based authentication and Network Edge Access Topology (NEAT) are mutually exclusive. You cannot use web-based authentication when NEAT is enabled on an interface, and you cannot use NEAT when web-based authentication is running on an interface.
- Identify the following RADIUS security server settings that will be used while configuring switch-to-RADIUS-server communication:
    - Host name
    - Host IP address
    - Host name and specific UDP port numbers
    - IP address and specific UDP port numbers

  The combination of the IP address and UDP port number creates a unique identifier, that 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 that is configured functions as the failover backup to the first one. The RADIUS host entries are chosen in the order that they were configured.

- When you configure the RADIUS server parameters:
    - Specify the **key** *string* on a separate command line.
    - For **key** *string*, 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.
    - When you specify the **key** *string*, use spaces within and at the end of the key. 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.
    - You can globally configure the timeout, retransmission, and encryption key values for all RADIUS servers by using with 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 transmit, and the radius-server key global configuration commands.

Note You need to configure some settings on the RADIUS server, including: the switch IP address, the key string to be shared by both the server and the switch, and the downloadable ACL (DACL). For more information, see the RADIUS server documentation.

How to Configure Web-Based Authentication

Configuring the Authentication Rule and Interfaces

Follow these steps to configure the authentication rule and interfaces:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip admission name** *name* **proxy http**
4. **interface** *type slot/port*
5. **ip access-group** *name*
6. **ip admission name**
7. **exit**
8. **ip device tracking**
9. **end**
10. **show ip admission configuration**
11. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip admission name** *name* **proxy http** **Example:** `Switch(config)# ip admission name webauth1 proxy http`	Configures an authentication rule for web-based authorization.

	Command or Action	Purpose
Step 4	**interface** *type slot/port* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Enters interface configuration mode and specifies the ingress Layer 2 or Layer 3 interface to be enabled for web-based authentication. *type* can be fastethernet, gigabit ethernet, or tengigabitethernet.
Step 5	**ip access-group** *name* **Example:** `Switch(config-if)# ip access-group webauthag`	Applies the default ACL.
Step 6	**ip admission name** **Example:** `Switch(config)# ip admission name`	Configures an authentication rule for web-based authorization for the interface.
Step 7	**exit** **Example:** `Switch(config-if)# exit`	Returns to configuration mode.
Step 8	**ip device tracking** **Example:** `Switch(config)# ip device tracking`	Enables the IP device tracking table.

Step 9	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 10	**show ip admission configuration** **Example:** `Switch# show ip admission configuration`	Displays the configuration.
Step 11	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring AAA Authentication

SUMMARY STEPS

1. **aaa new-model**
2. **aaa authentication login default group** {**tacacs+** | **radius**}
3. **aaa authorization auth-proxy default group** {**tacacs+** | **radius**}

DETAILED STEPS

	Command or Action	Purpose
Step 1	**aaa new-model** **Example:** `Switch(config)# aaa new-model`	Enables AAA functionality.
Step 2	**aaa authentication login default group** {**tacacs+** | **radius**} **Example:** `Switch(config)# aaa authentication login default group tacacs+`	Defines the list of authentication methods at login. **named_authentication_list** refers to any name that is not greater than 31 characters. **AAA_group_name** refers to the server group name. You need to define the server-group **server_name** at the beginning itself.

Step 3	**aaa authorization auth-proxy default group** {**tacacs+** | **radius**}
	Example:
	`Switch(config)# aaa authorization auth-proxy default group tacacs+`
		Creates an authorization method list for web-based authorization.

Configuring Switch-to-RADIUS-Server Communication

Follow these steps to configure the RADIUS server parameters:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip radius source-interface** *interface_name*
4. **radius-server host** {*hostname* | *ip-address*} **test username** *username*
5. **radius-server key** *string*
6. **radius-server vsa send authentication** *string*
7. **radius-server dead-criteria tries** *num-tries*
8. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. - Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip radius source-interface** *interface_name* **Example:** `Switch(config)# ip radius source-interface vlan 80`	Specifies that the RADIUS packets have the IP address of the indicated interface.
Step 4	**radius-server host** {*hostname* | *ip-address*} **test username** *username* **Example:** `Switch(config)# radius-server host 172.120.39.46 test username user1`	Specifies the host name or IP address of the remote RADIUS server. The **test username** *username* option enables automated testing of the RADIUS server connection. The specified *username* does not need to be a valid user name. The **key** option specifies an authentication and encryption key to use between the switch and the RADIUS server. To use multiple RADIUS servers, reenter this command for each server.
Step 5	**radius-server key** *string* **Example:** `Switch(config)# radius-server key rad123`	Configures the authorization and encryption key used between the switch and the RADIUS daemon running on the RADIUS server.
Step 6	**radius-server vsa send authentication** *string* **Example:** `Switch(config)# radius-server vsa send authentication`	Enable downloading of an ACL from the RADIUS server.
Step 7	**radius-server dead-criteria tries** *num-tries* **Example:** `Switch(config)# radius-server dead-criteria tries`	Specifies the number of unanswered sent messages to a RADIUS server before considering the server to be inactive. The range of *num-tries* is 1 to 100.

	Command or Action	Purpose
	`30`	

Step 8	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring the HTTP Server

To use web-based authentication, you must enable the HTTP server within the Switch. You can enable the server for either HTTP or HTTPS.

Note The Apple psuedo-browser will not open if you configure only the **ip http secure-server** command. You should also configure the **ip http server** command.

Follow the procedure given below to enable the server for either HTTP or HTTPS:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip http server**
4. **ip http secure-server**
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 3	**ip http server** **Example:** `Switch(config)# ip http server`	Enables the HTTP server. The web-based authentication feature uses the HTTP server to communicate with the hosts for user authentication.
Step 4	**ip http secure-server** **Example:** `Switch(config)# ip http secure-server`	Enables HTTPS. You can configure custom authentication proxy web pages or specify a redirection URL for successful login. **Note** To ensure secure authentication when you enter the **ip http secure-server** command, the login page is always in HTTPS (secure HTTP) even if the user sends an HTTP request.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Customizing the Authentication Proxy Web Pages

You can configure web authentication to display four substitute HTML pages to the user in place of the Switch default HTML pages during web-based authentication.

Follow these steps to specify the use of your custom authentication proxy web pages:

Before you begin

Store your custom HTML files on the Switch flash memory.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip admission proxy http login page file** *device:login-filename*
4. **ip admission proxy http success page file** *device:success-filename*
5. **ip admission proxy http failure page file** *device:fail-filename*
6. **ip admission proxy http login expired page file** *device:expired-filename*
7. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:**	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
	`Switch> enable`	
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip admission proxy http login page file** *device:login-filename* **Example:** `Switch(config)# ip admission proxy http login page file disk1:login.htm`	Specifies the location in the Switch memory file system of the custom HTML file to use in place of the default login page. The *device:* is flash memory.
Step 4	**ip admission proxy http success page file** *device:success-filename* **Example:** `Switch(config)# ip admission proxy http success page file disk1:success.htm`	Specifies the location of the custom HTML file to use in place of the default login success page.
Step 5	**ip admission proxy http failure page file** *device:fail-filename* **Example:** `Switch(config)# ip admission proxy http fail page file disk1:fail.htm`	Specifies the location of the custom HTML file to use in place of the default login failure page.
Step 6	**ip admission proxy http login expired page file** *device:expired-filename* **Example:** `Switch(config)# ip admission proxy http login expired page file disk1:expired.htm`	Specifies the location of the custom HTML file to use in place of the default login expired page.

Step 7	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Specifying a Redirection URL for Successful Login

Follow these steps to specify a URL to which the user is redirected after authentication, effectively replacing the internal Success HTML page:

SUMMARY STEPS

1. **configure terminal**
2. **configure terminal**
3. **ip admission proxy http success redirect** *url-string*
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip admission proxy http success redirect** *url-string* **Example:** `Switch(config)# ip admission proxy http success redirect www.example.com`	Specifies a URL for redirection of the user in place of the default login success page.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring Web-Based Authentication Parameters

Follow these steps to configure the maximum number of failed login attempts before the client is placed in a watch list for a waiting period:

SUMMARY STEPS

1. **enable**
2. **configure terminal**

3. **ip admission max-login-attempts** *number*
4. **exit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Device> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Device# configure terminal`	Enters global configuration mode.
Step 3	**ip admission max-login-attempts** *number* **Example:** `Device(config)# ip admission max-login-attempts 10`	Sets the maximum number of failed login attempts. The range is 1 to 2147483647 attempts. The default is 5.
Step 4	**exit** **Example:** `Device# exit`	Exits global configuration mode and returns to privileged EXEC mode.

Configuring a Web-Based Authentication Local Banner

Follow these steps to configure a local banner on a switch that has web authentication configured.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip admission auth-proxy-banner http** [*banner-text* | *file-path*]
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable**	Enables privileged EXEC mode.

	Command or Action	Purpose
	Example: `Switch> enable`	• Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip admission auth-proxy-banner http** [*banner-text* | *file-path*] **Example:** `Switch(config)# ip admission auth-proxy-banner http C My Switch C`	Enables the local banner. (Optional) Create a custom banner by entering *C banner-text C* (where *C* is a delimiting character), or *file-path* that indicates a file (for example, a logo or text file) that appears in the banner.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Removing Web-Based Authentication Cache Entries

Follow these steps to remove web-based authentication cache entries:

SUMMARY STEPS

1. **enable**
2. **clear ip auth-proxy cache** {* | *host ip address*}
3. **clear ip admission cache** {* | *host ip address*}

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.

Step 2	**clear ip auth-proxy cache** {* | *host ip address*}
	Example:
	`Switch# clear ip auth-proxy cache 192.168.4.5`
		Delete authentication proxy entries. Use an asterisk to delete all cache entries. Enter a specific IP address to delete the entry for a single host.

Step 3	**clear ip admission cache** {* | *host ip address*} **Example:** `Switch# clear ip admission cache 192.168.4.5`	Delete authentication proxy entries. Use an asterisk to delete all cache entries. Enter a specific IP address to delete the entry for a single host.

Monitoring Web-Based Authentication

Displaying Web-Based Authentication Status

Perform this task to display the web-based authentication settings for all interfaces or for specific ports:

SUMMARY STEPS

1. **show authentication sessions** {**interface***type/ slot*}

DETAILED STEPS

	Command or Action	Purpose

Step 1	**show authentication sessions** {**interface***type/ slot*}
	Example:
	This example shows how to view only the global web-based authentication status:
	`Switch# show authentication sessions`
	Example:
	This example shows how to view the web-based authentication settings for gigabit interface 3/27:
	`Switch# show authentication sessions interface gigabitethernet 3/27`
		Displays the web-based authentication settings.
		type = fastethernet, gigabitethernet, or tengigabitethernet
		(Optional) Use the interface keyword to display the web-based authentication settings for a specific interface

Configuration Examples for Configuring Web-Based Authentication

Example: Configuring the Authentication Rule and Interfaces

This example shows how to enable web-based authentication on Fast Ethernet port 5/1 :

```
Switch(config)# ip admission name webauth1 proxy http
Switch(config)# interface fastethernet 5/1
Switch(config-if)# ip admission webauth1
Switch(config-if)# exit
Switch(config)# ip device tracking
```

This example shows how to verify the configuration:

```
Switch# show ip admission configuration
IP admission status:
  Enabled interfaces            0
  Total sessions                0
  Init sessions                 0     Max init sessions allowed     100
    Limit reached               0     Hi watermark                  0
  TCP half-open connections     0     Hi watermark                  0
  TCP new connections           0     Hi watermark                  0
  TCP half-open + new           0     Hi watermark                  0
  HTTPD1 Contexts               0     Hi watermark                  0

  Parameter Map: Global
    Custom Pages
      Custom pages not configured
    Banner
      Banner not configured
```

Example: Customizing the Authentication Proxy Web Pages

This example shows how to configure custom authentication proxy web pages:

```
Switch(config)# ip admission proxy http login page file flash:login.htm
Switch(config)# ip admission proxy http success page file flash:success.htm
Switch(config)# ip admission proxy http fail page file flash:fail.htm
Switch(config)# ip admission proxy http login expired page flash flash:expired.htm
```

This example shows how to verify the configuration of a custom authentication proxy web pages:

```
Switch# show ip admission configuration
Authentication proxy webpage
Login page : flash:login.htm
Success page : flash:success.htm
Fail Page : flash:fail.htm
Login expired Page : flash:expired.htm

Authentication global cache time is 60 minutes
Authentication global absolute time is 0 minutes
Authentication global init state time is 2 minutes
Authentication Proxy Session ratelimit is 100
Authentication Proxy Watch-list is disabled
Authentication Proxy Auditing is disabled
Max Login attempts per user is 5
```

Example: Specifying a Redirection URL for Successful Login

Configuring redirection URL for successful login

```
Switch(config)# ip admission proxy http success redirect www.cisco.com
```

Verifying redirection URL for Successful Login

This example shows how to configure a redirection URL for successful login:

```
Switch# show ip admission configuration
Authentication Proxy Banner not configured
Customizable Authentication Proxy webpage not configured
HTTP Authentication success redirect to URL: http://www.cisco.com
Authentication global cache time is 60 minutes
Authentication global absolute time is 0 minutes
Authentication global init state time is 2 minutes
Authentication Proxy Watch-list is disabled
Authentication Proxy Max HTTP process is 7
Authentication Proxy Auditing is disabled
Max Login attempts per user is 5
```

PART V

Auto Identity

CHAPTER 6

Auto Identity

Auto Identity

The Auto Identity feature provides a set of built-in policies at global configuration and interface configuration modes. This feature is available only in Class-Based Policy Language (CPL) control policy-equivalent new-style mode. To convert all the relevant authentication commands to their CPL control policy-equivalents, use the **authentication convert-to new-style** command.

This module describes the feature and explains how to configure it.

Information About Auto Identity

Auto Identity Overview

The Cisco Identity-Based Networking Services (IBNS) solution provides a policy and identity-based framework in which edge devices can deliver flexible and scalable services to subscribers. IBNS allows the concurrent operation of IEEE 802.1x (dot1x), MAC authentication bypass (MAB), and web authentication methods, making it possible to invoke multiple authentication methods in parallel, on a single subscriber session. These authentication methods, dot1x, authentication, authorization, and accounting (AAA), and RADIUS are available in global configuration and interface configuration modes.

The Auto Identity feature uses the Cisco Common Classification Policy Language-based configuration that significantly reduces the number of commands used to configure both authentication methods and interface-level commands. The Auto Identity feature provides a set of built-in policies that are based on policy maps, class maps, parameter maps, and interface templates.

In global configuration mode, the **source template AI_GLOBAL_CONFIG_TEMPLATE** command enables the Auto Identity feature. In interface configuration mode, configure the AI_MONITOR_MODE, AI_LOW_IMPACT_MODE, or AI_CLOSED_MODE interface templates to enable the feature on interfaces.

You can configure multiple templates; however, you must bind multiple templates together using the **merge** command. If you do not bind the templates, the last configured template is used. While binding templates, if the same command is repeated in two templates with different arguments, the last configured command is used.

Note You can also enable user-defined templates that are configured using the **template** *name* command in global configuration mode .

Use the **show template interface** or **show template global** commands to display information about built-in templates. Built-in templates can be edited. Built-in template information is displayed in the output of the **show running-config** command, if the template is edited. If you delete an edited built-in template, the built-in template reverts to the default and is not deleted from the configuration. However; if you delete a user-defined template, it is deleted from the configuration.

Note Before you delete a template, ensure that it is not attached to a device.

Auto Identity Global Template

To enable the global template, configure the **source template** *template-name* command.

Note You must configure the RADIUS server commands, because these are not automatically configured when the global template is enabled.

The following example shows how to enable the global template:

```
Switch(config)# source template AI_GLOBAL_CONFIG_TEMPLATE
Switch(config)# radius server ISE
Switch(config-radius-server)# address ipv4 172.20.254.4 auth-port 1645 acct-port 1646
Switch(config-radius-server)# key cisco
Switch(config-radius-server)# end
```

The AI_GLOBAL_CONFIG_TEMPLATE automatically configures the following commands:

```
dot1x system-auth-control
aaa new-model
aaa authentication dot1x default group radius
aaa authorization network default group radius
aaa authorization auth-proxy default group radius
aaa accounting identity default start-stop group radius
aaa accounting system default start-stop group radius
radius-server attribute 6 on-for-login-auth
radius-server attribute 6 support-multiple
radius-server attribute 6 voice 1
radius-server attribute 8 include-in-access-req
radius-server attribute 25 access-request include
```

Auto Identity Interface Templates

The following interface templates are available in the Auto Identity feature:

- AI_MONITOR_MODE—Passively monitors sessions that have authentication in open mode.
- AI_LOW_IMPACT_MODE—Similar to monitor mode, but with a configured static policy such as a port access control list (PACL).

- AI_CLOSED_MODE—Secure mode in which data traffic is not allowed into the network, until authentication is complete. This mode is the default.

Note Multi-auth host mode is not supported with the LAN Lite license.

The following commands are inbuilt in the AI_MONITOR_MODE:

```
switchport mode access
 access-session port-control auto
 access-session host-mode multi-auth
 dot1x pae authenticator
 mab
 service-policy type control subscriber AI_DOT1X_MAB_POLICIES
```

The following commands are inbuilt in the AI_LOW_IMPACT_MODE:

```
switchport mode access
 access-session port-control auto
 access-session host-mode multi-auth
 dot1x pae authenticator
 mab
 ip access-group AI_PORT_ACL in
 service-policy type control subscriber AI_DOT1X_MAB_POLICIES
```

The following commands are inbuilt in the AI_CLOSED_MODE:

```
switchport mode access
 access-session closed
 access-session port-control auto
 access-session host-mode multi-auth
 dot1x pae authenticator
 mab
 service-policy type control subscriber AI_DOT1X_MAB_POLICIES
```

Auto Identity Built-in Policies

The following five built-in policies are available in the Auto Identity feature:

- AI_DOT1X_MAB_AUTH—Enables flexible authentication with dot1x, and then MAC Address Bypass (MAB).
- AI_DOT1X_MAB_POLICIES—Enables flexible authentication with dot1x, and then MAB. Applies critical VLAN in case the Authentication, Authorization, and Accounting (AAA) server is not reachable.
- AI_DOT1X_MAB_WEBAUTH—Enables flexible authentication with dot1x, MAB, and then web authentication.
- AI_NEXTGEN_AUTHBYBASS—Skips authentication if an IP phone device is detected. Enables the **device classifier** command in global configuration mode and the **voice-vlan** command in interface configuration mode to detect the device. This is a reference policy map, and users can copy the contents of this policy map to other policy maps.
- AI_STANDALONE_WEBAUTH—Defines standalone web authentication.

Auto Identity Class Maps Templates

The following built-in class maps are supported by the Auto Identity feature:

- AI_NRH—Specifies that the nonresponsive host (NRH) authentication method is enabled.
- AI_WEBAUTH_METHOD—Specifies that the web authentication method is enabled.
- AI_WEBAUTH_FAILED—Specifies that the web authentication method failed to authenticate.
- AI_WEBAUTH_NO_RESP—Specifies that the web authentication client failed to respond.
- AI_DOT1X_METHOD—Specifies that the dot1x method is enabled.
- AI_DOT1X_FAILED—Specifies that the dot1x method failed to authenticate.
- AI_DOT1X_NO_RESP—Specifies that the dot1x client failed to respond.
- AI_DOT1X_TIMEOUT—Specifies that the dot1x client stopped responding after the initial acknowledge (ACK) request.
- AI_MAB_METHOD—Specifies that the MAC Authentication Bypass (MAB) method is enabled.
- AI_MAB_FAILED—Specifies that the MAB method failed to authenticate.
- AI_AAA_SVR_DOWN_AUTHD_HOST—Specifies that the Authentication, Authorization, and Accounting (AAA) server is down, and the client is in authorized state.
- AI_AAA_SVR_DOWN_UNAUTHD_HOST—Specifies that the AAA server is down, and the client is in authorized state.
- AI_IN_CRITICAL_AUTH—Specifies that the critical authentication service template is applied.
- AI_NOT_IN_CRITICAL_AUTH—Specifies that the critical authentication service template is not applied.
- AI_METHOD_DOT1X_DEVICE_PHONE—Specifies that the method is dot1x and the device type is IP phone.
- AI_DEVICE_PHONE—Specifies that the device type is IP phone.

Auto Identity Parameter Maps

The following built-in parameter map templates are supported by the Auto Identity feature:

- AI_NRH_PMAP—Starts nonresponsive host (NRH) authentication.

  AI_WEBAUTH_PMAP—Starts web authentication.

Auto Identity Service Templates

Service templates are available inside builit-in policy maps. The following built-in service templates are supported by the Auto Identity feature:

- AI_INACTIVE_TIMER—Template to start the inactivity timer.
- AI_CRITICAL_ACL—Dummy template; users can configure this template as per their requirements.

How to Configure Auto Identity

Configuring Auto Identity Globally

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **sourcetemplate** {**AI_GLOBAL_CONFIG_TEMPLATE** | *template-name*}
4. **aaa new-model**
5. **radius server** *name*

6. **address ipv4** {*hostname* | *ipv4-address*}
7. **key ipv4** {**0** *string* | **7** *string*} *string*
8. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**sourcetemplate** {**AI_GLOBAL_CONFIG_TEMPLATE** | *template-name*}
	Example:
	`Switch(config)# source template AI_GLOBAL_CONFIG_TEMPLATE`
		Configures an auto identity template.
		• **AI_GLOBAL_CONFIG_TEMPLATE** is a built-in template.
		• *template-name* is a user-defined template.

Step 4	**aaa new-model** **Example:** `Switch(config)# aaa new-model`	Enables the authentication, authorization, and accounting (AAA) access control mode.
Step 5	**radius server** *name* **Example:** `Switch(config)# radius server ISE`	Specifies the name for the RADIUS server configuration for Protected Access Credential (PAC) provisioning and enters RADIUS server configuration mode.

Step 6	**address ipv4** {*hostname* | *ipv4-address*}
	Example:
	`Switch(config-radius-server)# address ipv4 10.1.1.1`
		Configures the IPv4 address for the RADIUS server accounting and authentication parameters.
		Note This command is not a part of the global template, and you must configure it.

Step 7	**key ipv4** {**0** *string* | **7** *string*} *string* **Example:** `Switch(config-radius-server)# key ipv4 cisco`	Specifies the authentication and encryption key for all RADIUS communications between the device and the RADIUS server. **Note** This command is not a part of the global template, and you must configure it.

Step 8	**end**
	Example:
	`Switch(config-radius-server)# end`
		Exits RADIUS server configuration mode and returns to privileged EXEC mode.

Configuring Auto Identity at an Interface Level

When you configure two interface templates, you must configure the **merge** keyword. If you do not, the last configured template is used.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *type number*
4. **source template** {**AI_CLOSED_MODE** | **AI_LOW_IMPACT_MODE** | **AI_MONITOR_MODE** | *template-name*} [**merge**]
5. **source template** {**AI_CLOSED_MODE** | **AI_LOW_IMPACT_MODE** | **AI_MONITOR_MODE** | *template-name*} [**merge**]
6. **switchport access vlan** *vlan-id*
7. **switchport voice vlan** *vlan-id*
8. Repeat Steps 4, 6, and 7 on all interfaces that must have the Auto Identity feature configured.
9. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *type number* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Configures an interface and enters interface configuration mode.
Step 4	**source template** {**AI_CLOSED_MODE** | **AI_LOW_IMPACT_MODE** | **AI_MONITOR_MODE** | *template-name*} [**merge**] **Example:** `Switch(config-if)# source template AI_CLOSED_MODE`	Configures a source template for the interface.
Step 5	**source template** {**AI_CLOSED_MODE** | **AI_LOW_IMPACT_MODE** | **AI_MONITOR_MODE** | *template-name*} [**merge**] **Example:** `Switch(config-if)# source template AI_MONITOR_MODE merge`	(Optional) Configures a source template for the interface and merges this template with the previously configured template • When you configure two templates, if you do not configure the **merge** keyword, the last configured template is used.

	Command or Action	Purpose
Step 6	**switchport access vlan** *vlan-id* **Example:** `Switch(config-if)# switchport access vlan 100`	Sets the VLAN when the interface is in access mode.
Step 7	**switchport voice vlan** *vlan-id* **Example:** `Switch(config-if)# switchport voice vlan 101`	Configures a voice VLAN on a multiple VLAN access port.
Step 8	Repeat Steps 4, 6, and 7 on all interfaces that must have the Auto Identity feature configured.	—

Step 9	**end**
	Example:
	`Switch(config-if)# end`
		Exits interface configuration mode and returns to privileged EXEC mode.

Configuration Examples for Auto Identity

Example: Configuring Auto Identity Globally

```
Switch> enable
Switch# configure terminal
Switch(config)# source template AI_GLOBAL_CONFIG_TEMPLATE
Switch(config)# aaa new-model
Switch(config)# radius server ISE
Switch(config-radius-server)# address ipv4 10.1.1.1
Switch(config-radius-server)# key ipv4 cisco
Switch(config-radius-server)# end
```

Example: Configuring Auto Identity at an Interface Level

```
Switch> enable
Switch# configure terminal
Switch(config)# interface gigabitethernet 1/0/1
Switch(config-if)# source template AI_CLOSED_MODE
Switch(config-if)# source template AI_MONITOR_MODE merge
Switch(config-if)# switchport access vlan 100
Switch(config-if)# switchport voice vlan 101
Switch(config-if)# end
```

Verifying Auto Identity

Step 1 **enable**

Example:

```
Switch> enable
```

Enables Privileged EXEC mode.

- Enter your password if prompted.

Step 2 **show template interface source built-in all**

Displays all the configured built-in interface templates.

Example:

```
Switch# show template interface source built-in all

Template Name       : AI_CLOSED_MODE
Modified            : No
Template Definition :
 dot1x pae authenticator
 switchport mode access
 mab
 access-session closed
 access-session port-control auto
 service-policy type control subscriber AI_DOT1X_MAB_POLICIES
!
Template Name       : AI_LOW_IMPACT_MODE
Modified            : No
Template Definition :
 dot1x pae authenticator
 switchport mode access
 mab
 access-session port-control auto
 service-policy type control subscriber AI_DOT1X_MAB_POLICIES
 ip access-group AI_PORT_ACL in
!
Template Name       : AI_MONITOR_MODE
Modified            : No
Template Definition :
 dot1x pae authenticator
 switchport mode access
 mab
 access-session port-control auto
 service-policy type control subscriber AI_DOT1X_MAB_POLICIES
!
```

Step 3 **show template global source built-in all**

Displays all the configured global built-in templates.

Example:

```
Switch# show template global source built-in all

Global Template Name       : AI_GLOBAL_CONFIG_TEMPLATE
Modified                   : No
Global Template Definition : global
 dot1x system-auth-control
 aaa new-model
 aaa authentication dot1x default group radius
 aaa authorization network default group radius
 aaa authorization auth-proxy default group radius
 aaa accounting identity default start-stop group radius
 aaa accounting system default start-stop group radius
 radius-server attribute 6 on-for-login-auth
 radius-server attribute 6 support-multiple
 radius-server attribute 6 voice 1
 radius-server attribute 8 include-in-access-req
 radius-server attribute 25 access-request include
!
```

Step 4 **show derived-config | include aaa | radius-server**

Displays the composite results of all the configuration commands that apply to an interface, including commands that come from sources such as static templates, dynamic templates, dialer interfaces, and authentication, authorization, and accounting (AAA) per-user attributes.

Example:

```
Switch# show derived-config | inc aaa| radius-server

aaa new-model
aaa authentication dot1x default group radius
aaa authorization network default group radius
aaa authorization auth-proxy default group radius
aaa accounting identity default start-stop group radius
aaa accounting system default start-stop group radius
aaa session-id common
radius-server attribute 6 on-for-login-auth
radius-server attribute 6 support-multiple
radius-server attribute 6 voice 1
radius-server attribute 8 include-in-access-req
radius-server attribute 25 access-request include
radius-server host 10.25.18.42 key cisco
```

Step 5 **show derived-config | interface** *type-number*

Displays the composite results of all configuration for an interface.

Example:

```
Switch# show derived-config | interface gigabitethernet2/0/6

Building configuration...

Derived configuration : 267 bytes
!
interface GigabitEthernet2/0/6
 switchport mode access
 switchport voice vlan 100
 access-session closed
 access-session port-control auto
 mab
 dot1x pae authenticator
 spanning-tree portfast edge
 service-policy type control subscriber AI_DOT1X_MAB_POLICIES
end
```

Step 6 **show access-session | interface** *interface-type-number* **details**

Displays the policies applied to an interface.

Example:

```
Switch# show access-session interface gigabitethernet2/0/6 details

Interface:  GigabitEthernet2/0/6
```

```
          MAC Address:  c025.5c43.be00
         IPv6 Address:  Unknown
         IPv4 Address:  Unknown
            User-Name:  CP-9971-SEPC0255C43BE00
          Device-type:  Cisco-IP-Phone-9971
               Status:  Authorized
               Domain:  VOICE
       Oper host mode:  multi-auth
     Oper control dir:  both
      Session timeout:  N/A
    Common Session ID:  091A1C5B00000017002003EE
      Acct Session ID:  0x00000005
               Handle:  0xBB00000B
       Current Policy:  AI_DOT1X_MAB_POLICIES

Local Policies:

Server Policies:
           Vlan Group:  Vlan: 100
      Security Policy:  Must Not Secure
      Security Status:  Link Unsecure


Method status list:
       Method           State
       dot1x            Authc Success
```

Step 7 **show running-config interface** *type-number*

Displays the contents of the current running configuration file or the configuration for an interface.

Example:

```
Switch# show running-config interface gigabitethernet2/0/6

Building configuration...

Current configuration : 214 bytes
!
interface GigabitEthernet2/0/6
 switchport mode access
 switchport voice vlan 100
 access-session port-control auto
 spanning-tree portfast edge
 service-policy type control subscriber AI_NEXTGEN_AUTHBYPASS
end
```

Step 8 **show lldp neighbor**

Displays information about one or all neighboring devices discovered using the Link Layer Discovery Protocol (LLDP).

Example:

```
Switch# show lldp neighbor

Capability codes:
    (R) Router, (B) Bridge, (T) Telephone, (C) DOCSIS Cable Device
    (W) WLAN Access Point, (P) Repeater, (S) Station, (O) Other

Device ID           Local Intf     Hold-time  Capability      Port ID
SEPC0255C43BE00     Gi2/0/6        180        B,T             C0255C43BE00:P1
```

```
Total entries displayed: 1
```

Feature Information for Auto Identity

The following table provides release information about the feature or features described in this module. This table lists only the software release that introduced support for a given feature in a given software release train. Unless noted otherwise, subsequent releases of that software release train also support that feature.

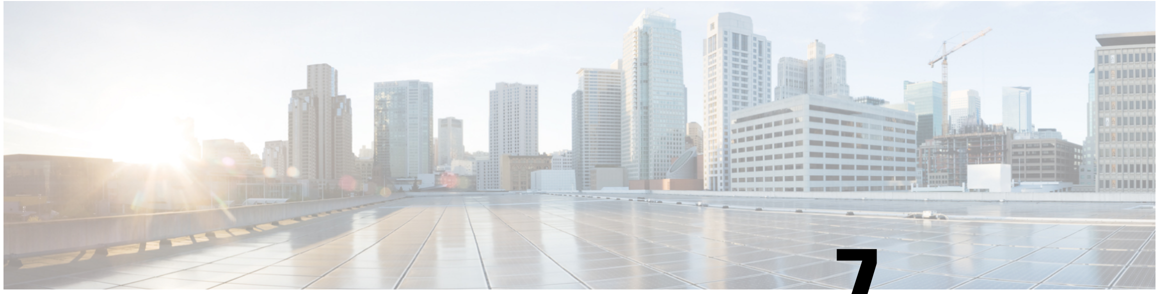
Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to www.cisco.com/go/cfn. An account on Cisco.com is not required.

Table 14: Feature Information for Auto Identity

Feature Name	Releases	Feature Information
Auto Identity	Cisco IOS Release 15.2(4)E	The Auto Identity feature provides a set of built-in policies at the global configuration and interface configuration modes. This feature is available only in the Class-Based Policy Language (CPL) control policy-equivalent new-style mode. In Cisco IOS Release 15.2(4)E, this feature was implemented on Cisco Catalyst 2960–X Series Switches, Catalyst 3750–X Series Switches, and Cisco Catalyst 4500E Supervisor Engine 7-E. The following commands was introduced or modified: **source-template**.

PART VI

Configuring Cisco TrustSec



CHAPTER 7

Configuring Cisco TrustSec

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Restrictions for Cisco TrustSec

The following guidelines and limitations apply to configuring Cisco TrustSec SGT and SGACL:

- You cannot statically map an IP-subnet to an SGT. You can only map IP addresses to an SGT. When you configure IP address-to-SGT mappings, the IP address prefix must be 32.
- If a port is configured in Multi-Auth mode, all hosts connecting on that port must be assigned the same SGT. When a host tries to authenticate, its assigned SGT must be the same as the SGT assigned to a previously authenticated host. If a host tries to authenticate and its SGT is different from the SGT of a previously authenticated host, the VLAN port (VP) to which these hosts belong is error-disabled.
- When IPv6 end host learning is enabled on the switch, we do not recommend using CTS dot1x links on the same switch. If IPv6 learning and CTS dot1x are both configured on the same switch, it might lead to inconsistent bindings in the IP-SGT bindings database.
- If the CTS links are in Critical Authentication mode and the master reloads, the policy where SGT was configured on a device will not be available on the new master. This is because the internal bindings will not be synced to the standby switch in a 3750-X switch stack.

- Cisco TrustSec enforcement is supported only on up to eight VLANs on a VLAN-trunk link. If there are more than eight VLANs configured on a VLAN-trunk link and Cisco TrustSec enforcement is enabled on those VLANs, the switch ports on those VLAN-trunk links will be error-disabled.
- The switch can assign SGT and apply corresponding SGACL to end-hosts based on SXP listening only if the end-hosts are Layer2 adjacent to the switch.
- For SGACL, the maximum number of ACEs per ACL is 48.
- Port-to-SGT mapping can be configured only on Cisco TrustSec links (that is, switch-to-switch links). Port-to-SGT mapping cannot be configured on host-to-switch links.
- When port-to-SGT mapping is configured on a port, an SGT is assigned to all ingress traffic on that port. There is no SGACL enforcement for egress traffic on the port.
- Cisco TrustSec uses AES-128 GCM and GMAC and is compliant with the 802.1AE standard. GCM is not supported on switches running the NPE or the LAN base image.
- Cisco TrustSec NDAC SAP is supported on trunk ports because it is intended only for network device to network device links, that is, switch-to-switch links. It is not supported on:
    - Host facing access ports (these ports support MKA MACsec)
    - Switch virtual interfaces (SVIs)
    - SPAN destination ports
- The switch also does not support security group ACLs.

Information about Cisco TrustSec

Cisco TrustSec provides security improvements to Cisco network devices based on the capability to strongly identify users, hosts, and network devices within a network. TrustSec provides topology-independent and scalable access controls by uniquely classifying data traffic for a particular role. TrustSec ensures data confidentiality and integrity by establishing trust among authenticated peers and encrypting links with those peers.

The key component of Cisco TrustSec is the Cisco Identity Services Engine (ISE). Cisco ISE can provision switches with TrustSec Identities and Security Group ACLs (SGACLs), though these may be configured manually on the switch.

MTU Guidelines

CTS tagged packets greater than 1518 bytes may get dropped on the Cisco wireless controller . This is due to a restriction on the size of incoming packets on the UCS server, which is hosting Cisco wireless controller instances. The UCS server have a default MTU of 1500 thereby allowing packets of 1518 bytes only. Here, the additional 18 bytes includes 4 bytes of 802.1Q and 14 bytes of Ethernet header.

An Ethernet link configured for CTS tagging imposes a 8-byte encapsulation called Cisco metadata. As a result, the total size of the Ethernet packet is increased by 8 bytes to 1526 bytes (1518+8 = 1526). Hence, the MTU of the receiving interface has to be increased by 8-bytes to accommodate the additional 8 bytes in the Ethernet.

While CTS interfaces on the routers and switches (for example, Cisco ASR 1000 Series Routers, Cisco 4000 Series Integrated Services Routers, Cisco Catalyst 3000 Series Switches, Cisco Catalyst 9000 Series Switches) auto-adjusts MTU to 1508 bytes to accommodate additional 8-byte. However, other devices like UCS servers requires manual update to increase the MTU to 1508. For information on how to configure jumbo MTU on UCS, see the following link:

https://www.cisco.com/c/en/us/support/docs/servers-unified-computing/ucs-b-series-blade-servers/117601-configure-UCS-00.html

Cisco TrustSec Features

The table below lists the TrustSec features to be eventually implemented on TrustSec-enabled Cisco switches. Successive general availability releases of TrustSec will expand the number of switches supported and the number of TrustSec features supported per switch.

Cisco TrustSec Feature	Description
802.1AE Tagging (MACsec)	Protocol for IEEE 802.1AE-based wire-rate hop-to-hop Layer 2 encryption. Between MACsec-capable devices, packets are encrypted on egress from the transmitting device, decrypted on ingress to the receiving device, and in the clear within the devices. This feature is only available between TrustSec hardware-capable devices.
Endpoint Admission Control (EAC)	EAC is an authentication process for an endpoint user or a device connecting to the TrustSec domain. Usually EAC takes place at the access level switch. Successful authentication and authorization in the EAC process results in Security Group Tag assignment for the user or device. Currently EAC can be 802.1X, MAC Authentication Bypass (MAB), and Web Authentication Proxy (WebAuth).
Network Device Admission Control (NDAC)	NDAC is an authentication process where each network device in the TrustSec domain can verify the credentials and trustworthiness of its peer device. NDAC utilizes an authentication framework based on IEEE 802.1X port-based authentication and uses EAP-FAST as its EAP method. Successful authentication and authorization in NDAC process results in Security Association Protocol negotiation for IEEE 802.1AE encryption.
Security Group Access Control List (SGACL)	A Security Group Access Control List (SGACL) associates a Security Group Tag with a policy. The policy is enforced upon SGT-tagged traffic egressing the TrustSec domain.

Cisco TrustSec Feature	Description
Security Association Protocol (SAP)	After NDAC authentication, the Security Association Protocol (SAP) automatically negotiates keys and the cipher suite for subsequent MACSec link encryption between TrustSec peers. SAP is defined in IEEE 802.11i.
Security Group Tag (SGT)	An SGT is a 16-bit single label indicating the security classification of a source in the TrustSec domain. It is appended to an Ethernet frame or an IP packet.
SGT Exchange Protocol (SXP)	Security Group Tag Exchange Protocol (SXP). With SXP, devices that are not TrustSec-hardware-capable can receive SGT attributes for authenticated users and devices from the Cisco Identity Services Engine (ISE) or the Cisco Secure Access Control System (ACS). The devices can then forward a sourceIP-to-SGT binding to a TrustSec-hardware-capable device will tag the source traffic for SGACL enforcement.

When both ends of a link support 802.1AE MACsec, SAP negotiation occurs. An EAPOL-key exchange occurs between the supplicant and the authenticator to negotiate a cipher suite, exchange security parameters, and manage keys. Successful completion of these tasks results in the establishment of a security association (SA).

Depending on your software version and licensing and link hardware support, SAP negotiation can use one of these modes of operation:

- Galois Counter Mode (GCM)—authentication and encryption
- GCM authentication (GMAC)— GCM authentication, no encryption
- No Encapsulation—no encapsulation (clear text)
- Null—encapsulation, no authentication or encryption

Additional References

Related Documents

Related Topic	Document Title
Various TrustSec Featurette configurations and examples	Cisco TrustSec Configuration Guide, Cisco IOS Release 15SY [illegible]
	Cisco TrustSec Configuration Guide, Cisco IOS XE Release 3S [illegible]

Related Topic	Document Title
To configure Cisco Trustsec on the switch	See the Cisco TrustSec Switch Configuration Guide at the following URL: http://www.cisco.com/en/US/docs/switches/lan/trustsec/configuration/guide/trustsec.html
Release notes for Cisco TrustSec	http://www.cisco.com/en/US/docs/switches/lan/trustsec/release/notes/rn_cts_crossplat.html
Additional information about the Cisco TrustSec solution, including overviews, datasheets, features by platform matrix, and case studies	http://www.cisco.com/en/US/netsol/ns1051/index.html

Error Message Decoder

Description	Link
To help you research and resolve system error messages in this release, use the Error Message Decoder tool.	https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi

MIBs

MIB	MIBs Link
CISCO-TRUSTSEC-POLICY-MIB	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

PART VII

Managing Switch Stacks

CHAPTER 8

Managing Switch Stacks

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Prerequisites for Switch Stacks

Restrictions for Switch Stacks

Information About Switch Stacks

Switch Stack Overview

A switch stack is a set of up to Catalyst switch connected through their ports. One of the switch controls the operation of the stack and is called the active switchstack's active switch. The active switchstack's active switch and the other switch in the stack are stack members. Layer 2 protocol present the entire switch stack as a single entity to the network.

Note A switch stack is different from a switch cluster. A switch cluster is a set of switch connected through their LAN ports, such as the 10/100/1000 ports. For more information about how switch stacks differ from switch clusters, see the "Planning and Creating Clusters" chapter in the Getting Started with Cisco Network Assistant on Cisco.com.

The master is the single point of stack-wide management. From the master, you configure:

- System-level (global) features that apply to all members
- Interface-level features for each member

Every member is uniquely identified by its own stack member number.

All members are eligible masters. If the master becomes unavailable, the remaining members elect a new master from among themselves. One of the factors is the stack member priority value. The switch with the highest stack-member priority-value becomes the master.

The system-level features supported on the master are supported on the entire stack.

The master contains the saved and running configuration files for the stack. The configuration files include the system-level settings for the stack and the interface-level settings for each member. Each member has a current copy of these files for back-up purposes.

You manage the stack through a single IP address. The IP address is a system-level setting and is not specific to the master or to any other member. You can manage the stack through the same IP address even if you remove the master or any other member from the stack.

You can use these methods to manage stacks:

- Network Assistant (available on Cisco.com)
- Command-line interface (CLI) over a serial connection to the console port of any member
- A network management application through the Simple Network Management Protocol (SNMP)

  Note Use SNMP to manage network features across the stack that are defined by supported MIBs. The switch does not support MIBs to manage stacking-specific features such as stack membership and election.

- CiscoWorks network management software.

Switch Stack Membership

A standalone switch is a switch stack with one stack member that also operates as the active switchstack's active switch. You can connect one standalone switch to another (Figure - Creating a Switch Stack from Two Standalone switch) to create a switch stack containing two stack members, with one of them as the active switchstack's active switch. You can connect standalone switch to an existing switch stack (Figure - Adding a Standalone switch to a Switch Stack) to increase the stack membership.

If you replace a stack member with an identical model, the new switch functions with exactly the same configuration as the replaced switch, assuming that the new switch is using the same member number as the replaced switch.

The operation of the switch stack continues uninterrupted during membership changes unless you remove the active switchstack's active switch or you add powered-on standalone switch or switch stacks.

Note To prevent interrupted stack operations, make sure the switch that you add to or remove from the stack are powered off.

After adding or removing stack members, make sure that the switch stack is operating at full bandwidth (Gb/s). Press the Mode button on a stack member until the Stack mode LED is on. The last two port LEDs on all switch in the stack should be green. If one or both of these LEDs are not green, the stack is not operating at full bandwidth.

- Adding powered-on switch (merging) causes the active switchstack's active switch of the merging switch stacks to elect a active switchstack's active switch from among themselves. The new active switchstack's active switch keeps its role and configuration and so do its members. All remaining switch, including the former masters, reload and join the stack as members. They change their member numbers to the lowest available numbers and use the configuration of the new master.
- Removing powered-on members divides (partitions) the stack into two or more switch stacks, each with the same configuration. This can create an IP address configuration conflict in your network. If you want the stacks to remain separate, change the IP address or addresses of the newly created stacks.

Figure 12: Creating a Switch Stack from Two Standalone Switches

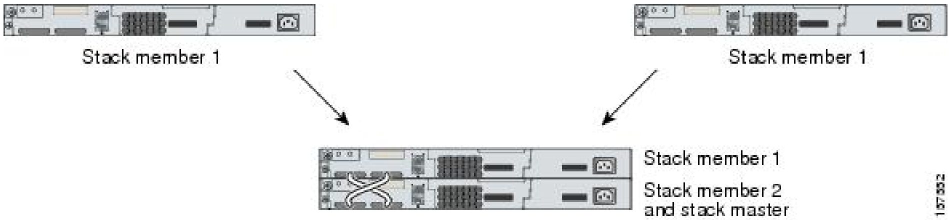
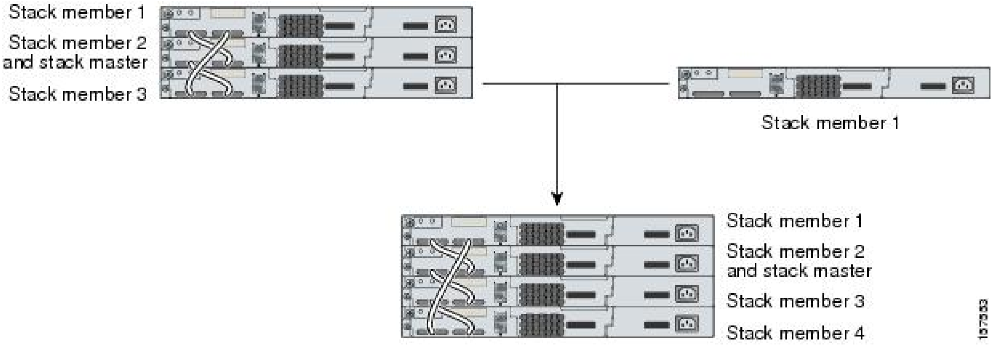


Figure 13: Adding a Standalone Switch to a Switch Stack



Master Election

The active switchstack's active switch is elected based on one of these factors in the order listed:

1. The switch that is currently the active switchstack's active switch.
2. The switch with the highest stack member priority value.

Note We recommend you assign the highest priority value to the switch that you want to be the master. The switch is then re-elected as master if a re-election occurs.

A active switchstack's active switch keeps its role unless one of these events occurs:

- The stack is reset.*
- The master is removed from the stack.
- The master is reset or powered off.
- The master fails.
- The stack membership is increased by adding powered-on standalone switch or switch stacks.*

In the events marked by an asterisk (*), the current active switchstack's active switch might be re-elected based on the listed factors.

When you power on or reset an entire stack, some stack members might not participate in the master election.

- All members participate in re-elections.
- Members that are powered on within the same 20-second time frame participate in the master election and have a chance to become the master.
- Members that are powered on after the 20-second time frame do not participate in this initial election and only become members.

The new master is available after a few seconds. In the meantime, the switch stack uses the forwarding tables in memory to minimize network disruption. The physical interfaces on the other available stack members are not affected while a new active switchstack's active switch is elected and is resetting.

When a new master is elected and the previous stack master becomes available, the previous master does not resume its role as active switchstack's active switch.

For all powering considerations that affect active switchstack's active switch elections, see the “Switch Installation” chapter in the hardware installation guide.

Stack MAC Address

The MAC address of the master determines the stack MAC address.

When the stack initializes, the MAC address of the master determines the bridge ID that the stack in the network.

If the master changes, the MAC address of the new master determines the new bridge ID. However, when the persistent MAC address feature is enabled, there is an approximate 4-minute delay before the stack MAC address changes. During this time period, if the previous master rejoins the stack, the stack continues to use its MAC address as the stack MAC address, even if the switch is now a member and not a master. If the previous master does not rejoin the stack during this period, the stack takes the MAC address of the new active switchstack's active switch as the stack MAC address. See the *Enabling Persistent MAC Address* section for more information.

Member Numbers

The member number (1 to) identifies each member in the stack. The member number also determines the interface-level configuration that a member uses.

A new, out-of-the-box switch (one that has not joined a stack or has not been manually assigned a member number) ships with a default member number of 1. When it joins a stack, its default stack member number changes to the lowest available member number in the stack.

Members in the same stack cannot have the same member number.

- If you manually change the member number by using the **switch** *current-stack-member-number* **renumber** *new-stack-member-number* global configuration command, the new number goes into effect after that member resets (or after you use the **reload slot** *stack-member-number* privileged EXEC command) and only if that number is not already changed.

  You can also change the stack member number is by using the SWITCH_NUMBER environment variable.

  If the number is being used by another member in the stack, the switch selects the lowest available number in the stack.

  If you manually change the member number and no interface-level configuration is associated with that number, that member resets to its default configuration.

  You cannot use the **switch** *current-stack-member-number* **renumber** *new-stack-member-number* global configuration command on a provisioned switch. If you do, the command is rejected.

- If you move a stack member to a different switch stack, the stack member keeps its number only if the number is not being used by another member in the stack. If it is being used by another member in the stack, the switch selects the lowest available number in the stack.

See the following sections for information about stack member configuration:

- The procedure to change a member number, see the *Assigning a Member Number* section.
- The SWITCH_NUMBER environment variable, see the *Controlling Environment Variables* section.
- Member numbers and configurations, see the *Stack Configuration Files* section.
- Merging stacks, see the *Stack Membership* section.

Member Priority Values

A higher priority value for a stack member increases the chance that it will be elected active switchstack's active switch and keep its member number. The priority value can be 1 to 15. The default priority value is 1.

Note We recommend that you assign the highest priority value to the switch that you want to be the active switchstack's active switch. The switch is then re-elected as master if a re-election occurs.

The new priority value takes effect immediately but does not affect the current master until the current master or the stack resets.

Stack Offline Configuration

You can use the offline configuration feature to provision (to configure) a new switch before it joins the stack. You can configure the member number, the switch type, and the interfaces associated with a switch that is not yet part of the stack. That configuration is the provisioned configuration. The switch to be added to the stack and to get this configuration is the provisioned switch.

The provisioned configuration is automatically created when a switch is added to a stack and when no provisioned configuration exists. You can manually create the provisioned configuration by using the switch stack-member-number provision type global configuration command.

When you configure the interfaces for a provisioned switch (for example, as part of a VLAN), the information appears in the stack running configuration whether or not the provisioned switch is part of the stack. The interface for the provisioned switch is not active and does not appear in the display of a specific feature (for example, in the show vlan user EXEC command output). Entering the no shutdown interface configuration command has no effect.

The startup configuration file ensures that the stack can reload and can use the saved information whether or not the provisioned switch is part of the stack.

Effects of Adding a Provisioned Switch to a Switch Stack

When you add a provisioned Switch to the switch stack, the stack applies either the provisioned configuration or the default configuration. This table lists the events that occur when the switch stack compares the provisioned configuration with the provisioned switch.

Table 15: Results of Comparing the Provisioned Configuration with the Provisioned Switch

Scenario		Result
The stack member numbers and the Switch types match.	**1.** If the stack member number of the provisioned switch matches the stack member number in the provisioned configuration on the stack, and **2.** If the Switch type of the provisioned switch matches the Switch type in the provisioned configuration on the stack.	The switch stack applies the provisioned configuration to the provisioned switch and adds it to the stack.
The stack member numbers match but the Switch types do not match.	**1.** If the stack member number of the provisioned switch matches the stack member number in the provisioned configuration on the stack, but **2.** 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 provisioned configuration is changed to reflect the new information.
The stack member number is not found in the provisioned configuration.		The switch stack applies the default configuration to the provisioned switch and adds it to the stack. The provisioned configuration is changed to reflect the new information.

Scenario		Result
The stack member number of the provisioned switch is not found in the provisioned configuration.		The switch stack applies the default configuration to the provisioned switch and adds it to the stack.

If you add a provisioned switch that is a different type than specified in the provisioned configuration to a powered-down switch stack and then apply power, the switch stack rejects the (now incorrect) **switch** *stack-member-number* **provision** *type* global configuration command in the startup configuration file. However, during stack initialization, the nondefault interface configuration information in the startup configuration file for the provisioned interfaces (potentially of the wrong type) is executed. Depending on the differences between the actual Switch type and the previously provisioned switch type, some commands are rejected, and some commands are accepted.

Note If the switch stack does not contain a provisioned configuration for a new Switch, the Switch joins the stack with the default interface configuration. The switch stack then adds to its running configuration with a **switch** *stack-member-number* **provision** *type* global configuration command that matches the new Switch. For configuration information, see the *Provisioning a New Member for a Switch Stack* section.

Effects of Replacing a Provisioned Switch in a Switch Stack

When a provisioned switch in a switch stack fails, it is removed from the stack, and is replaced with another Switch, the stack applies either the provisioned configuration or the default configuration to it. The events that occur when the switch stack compares the provisioned configuration with the provisioned switch are the same as those when you add a provisioned switch to a stack.

Effects of Removing a Provisioned Switch from a Switch Stack

If you remove a provisioned switch from the switch stack, the configuration associated with the removed stack member remains in the running configuration as provisioned information. To completely remove the configuration, use the **no switch** *stack-member-number* **provision** global configuration command.

Stack Software Compatibility Recommendations

All stack members must run the same Cisco IOS software version to ensure compatibility in the stack protocol version among the members.

Stack Protocol Version

Each software image includes a *stack protocol version*. The stack protocol version has a *major* version number and a *minor* version number (for example 1.4, where 1 is the major version number and 4 is the minor version number). Both version numbers determine the level of compatibility among the stack members.

The switches with the same Cisco IOS software version have the same stack protocol version. Such switches are fully compatible, and all features function properly across the switch stack. A device with the same Cisco IOS software version as the active switch can immediately join the switch stack.

If an incompatibility exists, the fully functional stack members generate a system message that describes the cause of the incompatibility on the specific stack members. The active switch sends the message to all stack members.

For more information, see the *Major Version Number Incompatibility Among Switches* procedure and the *Minor Version Number Incompatibility Among Switches* procedure.

Major Stack Protocol Version Number Incompatibility Among Stack-Capable Switches

Switch with different major Cisco IOS software versions usually have different stack protocol versions. Switch with different major version numbers are incompatible and cannot exist in the same switch stack.

Minor Version Number Incompatibility Among Switches

switch with the same major version number but with a different minor version number as the master are considered partially compatible. When connected to a stack, a partially compatible switch enters version-mismatch mode and cannot join the stack as a fully functioning member. The software detects the mismatched software and tries to upgrade (or downgrade) the switch in version-mismatch mode with the stack image or with a tar file image from the stack flash memory. The software uses the automatic upgrade (auto-upgrade) and the automatic advise (auto-advise) features.

The port LEDs on switch in version-mismatch mode will also stay off. Pressing the Mode button does not change the LED mode.

Note Auto-advise and auto-copy identify which images are running by examining the info file and by searching the directory structure on the switch stack. If you download your image by using the **copy tftp:** command instead of by using the **archive download-sw** privileged EXEC command, the correct directory structure is not properly created. For more information about the info file, see the *tar File Format of Images on a Server* or *Cisco.com* section.

Understanding Auto-Upgrade and Auto-Advise

When the software detects mismatched software and tries to upgrade the Switch in VM mode, two software processes are involved: automatic upgrade and automatic advise.

- The automatic upgrade (auto-upgrade) process includes an auto-copy process and an auto-extract process. By default, auto-upgrade is enabled (the boot auto-copy-sw global configuration command is enabled). You can disable auto-upgrade by using the no boot auto-copy-sw global configuration command on the active switchstack's active switch. You can check the status of auto-upgrade by using the show boot privileged EXEC command and by checking the Auto upgrade line in the display.
  - Auto-copy automatically copies the software image running on any stack member to the Switch in VM mode to upgrade (auto-upgrade) it. Auto-copy occurs if auto-upgrade is enabled, if there is enough flash memory in the Switch in VM mode, and if the software image running on the switch stack is suitable for the Switch in VM mode.

    Note A Switch in VM mode might not run all released software. For example, new Switch hardware is not recognized in earlier versions of software.

  - Automatic extraction (auto-extract) occurs when the auto-upgrade process cannot find the appropriate software in the stack to copy to the Switch in VM mode. In that case, the auto-extract process searches all Switch in the stack, whether they are in VM mode or not, for the tar file needed to upgrade the switch stack or the Switch in VM mode. The tar file can be in any flash file system in the switch stack (including the Switch in VM mode). If a tar file suitable for the Switch in VM mode is found, the process extracts the file and automatically upgrades that Switch.

The auto-upgrade (auto-copy and auto-extract) processes wait for a few minutes after the mismatched software is detected before starting.

When the auto-upgrade process is complete, the Switch that was in VM mode reloads and joins the stack as a fully functioning member. If you have both StackWise Plus cables connected during the reload, network downtime does not occur because the switch stack operates on two rings.

- Automatic advise (auto-advise) occurs when the auto-upgrade process cannot find appropriate stack member software to copy to the Switch in VM mode. This process tells you the command (archive copy-sw or archive download-sw privileged EXEC command) and the image name (tar filename) needed to manually upgrade the switch stack or the Switch in VM mode. The recommended image can be the running switch stack image or a tar file in any flash file system in the switch stack (including the Switch in VM mode). If an appropriate image is not found in the stack flash file systems, the auto-advise process tells you to install new software on the switch stack. Auto-advise cannot be disabled, and there is no command to check its status.

  The auto-advise software does not give suggestions when the switch stack software and the software of the Switch in VM mode do not contain the same feature sets. For example, if the switch stack is running the IP base image and you add a Switch that is running the IP services image, the auto-advise software does not provide a recommendation.

  You can use the **archive-download-sw /allow-feature-upgrade** privileged EXEC command to allow installing an different software image.

Examples of Auto-Advise Messages

When you add a switch that has a different minor version number to the switch stack, the software displays messages in sequence (assuming that there are no other system messages generated by the switch).

This example shows that the switch stack detected a new switch that is running a different minor version number than the switch stack. Auto-copy starts, finds suitable software to copy from a stack member to the switch in VM mode, upgrades the switch in VM mode, and then reloads it:

```
*Mar 11 20:31:19.247:%STACKMGR-6-STACK_LINK_CHANGE:Stack Port 2 Switch 2 has changed to
state UP
*Mar 11 20:31:23.232:%STACKMGR-6-SWITCH_ADDED_VM:Switch 1 has been ADDED to the
stack(VERSION_MISMATCH)
*Mar 11 20:31:23.291:%STACKMGR-6-SWITCH_ADDED_VM:Switch 1 has been ADDED to the
stack(VERSION_MISMATCH) (Stack_1-3)
*Mar 11 20:33:23.248:%IMAGEMGR-6-AUTO_COPY_SW_INITIATED:Auto-copy-software process initiated
 for switch number(s) 1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Searching for stack member to act
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:as software donor...
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Found donor (system #2) for
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:member(s) 1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:System software to be uploaded:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:System Type: 0x00000000
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:archiving c2960x-universalk9-mz.150-2.EX1
(directory)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:archiving c2960x-universalk9-mz.150-2.EX1.bin
 (4945851 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:archiving
c2960x-universalk9-mz.150-2.EX1/info(450 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:archiving info (104 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:examining image...
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting info (104 bytes)
```

```
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting
c2960x-universalk9-mz.150-2.EX1/info(450 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting info (104 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Stacking Version Number:1.4
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:System Type: 0x00000000
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Ios Image File Size: 0x004BA200
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Total Image File Size:0x00818A00
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Minimum Dram required:0x08000000
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Image Suffix:universalk9-mz.150-2.EX1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Image Directory:c2960x-universalk9-mz.150-2.EX1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Image Name:c2960x-universalk9-mz.150-2.EX1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Image 1:flash1:c2960x-universalk9-mz.150-2.EX1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Old image will be deleted after download.
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Extracting images from archive into flash on
 switch 1...
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:c2960x-universalk9-mz.150-2.EX1 (directory)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting
c2960x-universalk9-mz.150-2.EX1/c2960x-universalk9-mz.150-2.EX1 (4945851 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting c2960x-universalk9-mz.150-2.EX1/info
 (450 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting info (104 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Installing
(renaming):`flash1:update/c2960x-universalk9-mz.150-2.EX1' ->
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: `flash1:c2960x-universalk9-mz.150-2.EX1'
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:New software image installed in
flash1:c2960x-universalk9-mz.150-2.EX1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Removing old
image:flash1:c2960x-universalk9-mz.150-2.EX1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:All software images installed.
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Requested system reload in progress...
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Software successfully copied to
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:system(s) 1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Done copying software
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Reloading system(s) 1
```

This example shows that the switch stack detected a new switch that is running a different minor version number than the switch stack. Auto-copy launches but cannot find software in the stack to copy to the switch in version-mismatch mode to make it compatible with the stack. The auto-advise process starts and recommends that you download a tar file from the network to the switch in version-mismatch mode:

```
*Mar 1 00:01:11.319:%STACKMGR-6-STACK_LINK_CHANGE:Stack Port 2 Switch 2 has changed to state
 UP
*Mar 1 00:01:15.547:%STACKMGR-6-SWITCH_ADDED_VM:Switch 1 has been ADDED to the stack
(VERSION_MISMATCH)
stack_2#
*Mar 1 00:03:15.554:%IMAGEMGR-6-AUTO_COPY_SW_INITIATED:Auto-copy-software process initiated
 for switch number(s) 1
*Mar 1 00:03:15.554:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 1 00:03:15.554:%IMAGEMGR-6-AUTO_COPY_SW:Searching for stack member to act
*Mar 1 00:03:15.554:%IMAGEMGR-6-AUTO_COPY_SW:as software donor...
*Mar 1 00:03:15.554:%IMAGEMGR-6-AUTO_COPY_SW:Software was not copied
*Mar 1 00:03:15.562:%IMAGEMGR-6-AUTO_ADVISE_SW_INITIATED:Auto-advise-software process
initiated for switch number(s) 1
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:Systems with incompatible software
```

```
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:have been added to the stack. The
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:storage devices on all of the stack
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:members have been scanned, and it has
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:been determined that the stack can be
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:repaired by issuing the following
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:command(s):
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW: archive download-sw /force-reload /overwrite
 /dest 1 flash1:c2960x-universalk9-mz.150-2.EX1.tar
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:
```

For information about using the **archive download-sw** privileged EXEC command, see the *Working with Software Images* section.

Incompatible Software and Stack Member Image Upgrades

You can upgrade a Switch that has an incompatible universal software image by using the archive copy-sw privileged EXEC command. It copies the software image from an existing stack member to the one with incompatible software. That Switch automatically reloads and joins the stack as a fully functioning member.

Switch Stack Configuration Files

The active switch has the saved and running configuration files for the switch stack. All stack members periodically receive synchronized copies of the configuration files from the active switch. If the active switch becomes unavailable, any stack member assuming the role of active switch has the latest configuration files.

The configuration files record these settings:

- System-level (global) configuration settings such as IP, STP, VLAN, and SNMP settings that apply to all stack members
- Stack member interface-specific configuration settings that are specific for each stack member

Note The interface-specific settings of the active switch are saved if the active switch is replaced without saving the running configuration to the startup configuration.

A new, out-of-box device joining a switch stack uses the system-level settings of that switch stack. If a device is moved to a different switch stack before it is powered on, that device loses its saved configuration file and uses the system-level configuration of the new switch stack. If the device is powered on as a standalone device before it joins the new switch stack, the stack will reload. When the stack reloads, the new device may become the device, retain its configuration and overwrite the configuration files of the other stack members.

The interface-specific configuration of each stack member is associated with the stack member number. Stack members retain their numbers unless they are manually changed or they are already used by another member in the same switch stack. If the stack member number changes, the new number goes into effect after that stack member resets.

- If an interface-specific configuration does not exist for that member number, the stack member uses its default interface-specific configuration.
- If an interface-specific configuration exists for that member number, the stack member uses the interface-specific configuration associated with that member number.

If you replace a failed member with an identical model, the replacement member automatically uses the same interface-specific configuration as the failed device. You do not need to reconfigure the interface settings. The replacement device (referred to as the provisioned device) must have the same stack member number as the failed device.

You back up and restore the stack configuration in the same way as you would for a standalone device configuration.

Switch Stack Management Connectivity

You manage the switch stack and the stack member interfaces through the active switch. You can use the CLI, SNMP, and any of the supported network management applications. You cannot manage stack members on an individual device basis.

Connectivity to the Switch Stack Through an IP Address

The switch stack is managed through a single IP address. The IP address is a system-level setting and is not specific to the active stack or to any other stack member. You can still manage the stack through the same IP address even if you remove the active stack or any other stack member from the stack, provided there is IP connectivity.

Note Stack members retain their IP addresses when you remove them from a switch stack. To avoid a conflict by having two devices with the same IP address in your network, change the IP addresses of any active stack that you remove from the switch stack.

For related information about switch stack configurations, see the *Switch Stack Configuration Files section*.

Connectivity to the Switch Stack Through an SSH Session

The Secure Shell (SSH) connectivity to the stack can be lost if a active switchstack's active switch running the cryptographic version fails and is replaced by a switch that is running a noncryptographic version. We recommend that a switch running the cryptographic version of the software be the active switchstack's active switch. Encryption features are unavailable if the active switchstack's active switch is running the noncryptographic software image.

Connectivity to the Switch Stack Through Console Ports or Ethernet Management Ports

You can connect to the active switch by using one of these methods:

- You can connect a terminal or a PC to the active switch through the console port of one or more stack members.
- You can connect a PC to the active switch through the Ethernet management ports of one or more stack members. For more information about connecting to the switch stack through Ethernet management ports, see the *Using the Ethernet Management Port section*.

You can connect to the active switch by connecting a terminal or a PC to the active switch through the console port of one or more stack members.

When you use the console port of a stack member, a VTY session is created with the IP address in the 192.168.0.1/24 subnet.

Be careful when using multiple CLI sessions to the active switch. Commands that you enter in one session are not displayed in the other sessions. Therefore, it is possible that you might not be able to identify the session from which you entered a command.

We recommend using only one CLI session when managing the switch stack.

Connectivity to Specific Stack Members

If you want to configure a specific member port, you must include the stack member number in the CLI notation.

To access a specific member, see the *Accessing the CLI of a Specific Member* section.

Switch Stack Configuration Scenarios

Most of these switch stack configuration scenarios assume that at least two switch are connected through their ports.

Table 16: Configuration Scenarios

Scenario		Result
Active switch election specifically determined by existing active switches	Connect two powered-on switch stacks through the ports.	Only one of the two active switches becomes the new active switch.
Active switch election specifically determined by the stack member priority value	1. Connect two switches through their ports. 2. Use the **switch** *stack-member-number* **priority** *new-priority-number* global configuration command to set one stack member with a higher member priority value. 3. Restart both stack members at the same time.	The stack member with the higher priority value is elected active switch.
Active switch election specifically determined by the configuration file	Assuming that both stack members have the same priority value: 1. Make sure that one stack member has a default configuration and that the other stack member has a saved (nondefault) configuration file. 2. Restart both stack members at the same time.	The stack member with the saved configuration file is elected active switch.
Active switch election specifically determined by the MAC address	Assuming that both stack members have the same priority value, configuration file, and feature set, restart both stack members at the same time.	The stack member with the lower MAC address is elected active switch.

Scenario		Result
Stack member number conflict	Assuming that one stack member has a higher priority value than the other stack member: **1.** Ensure that both stack members have the same stack member number. If necessary, use the **switch** *current-stack-member-number* **renumber** *new-stack-member-number* global configuration command. **2.** Restart both stack members at the same time.	The stack member with the higher priority value retains its stack member number. The other stack member has a new stack member number.
Add a stack member	**1.** Power off the new switch. **2.** Through their ports, connect the new switch to a powered-on switch stack. **3.** Power on the new switch.	The active switch is retained. The new switch is added to the switch stack.
Active switch failure	Remove (or power off) the active switch.	One of the remaining stack members becomes the new active switch. All other stack members in the stack remain as stack members and do not reboot.
	1. Through their ports, connect switch. **2.** Power on all switch.	Two switch become active switches. One active switch has stack members. The other active switch remains as a standalone switch. Use the Mode button and port LEDs on the switch to identify which switch are active switches and which switch belong to each active switch.

How to Configure a Switch Stack

Default Switch Stack Configuration

The table shows the default switch stack configuration.

Table 17: Default Switch Stack Configuration

Feature	Default Setting
Stack MAC address timer	Disabled.
Stack member number	1

Stack member priority value	1
Offline configuration	The switch stack is not provisioned.
Persistent MAC address	Disabled.

Enabling the Persistent MAC Address Feature

The MAC address of the active switch determines the stack MAC address. When an active switch is removed from the stack and a new active switch takes over, the MAC address of the new active switch to become the new stack MAC address. However, you can set the persistent MAC address feature with a time delay before the stack MAC address changes. During this time period, if the previous active switch rejoins the stack, the stack continues to use that MAC address as the stack MAC address, even if the device is now a member and not an active switch. You can also configure stack MAC persistency so that the stack MAC address never changes to the new active switch MAC address.

Note When you enter the command to configure this feature, a warning message appears with the consequences of your configuration. You should use this feature cautiously. Using the old active switch MAC address elsewhere in the same domain could result in lost traffic.

You can configure the time period as 0 to 60 minutes.

- If you enter the command with no value, the default delay is 4 minutes. We recommend that you always enter a value. If the command is entered without a value, the time delay appears in the running-config file with an explicit timer value of 4 minutes.
- If you enter **0**, the stack MAC address of the previous active switch is used until you enter the **no stack-mac persistent timer** command, which immediately changes the stack MAC address to that of the current active switch of the stack. If you do not enter the **no stack-mac persistent timer** command, the stack MAC address never changes.
- 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 If the entire switch stack reloads, it uses the MAC address of the stack's active switch as the stack MAC address.

Follow these steps to enable persistent MAC address:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **stack-mac persistent timer** [**0** | *time-value*]
4. **end**
5. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Device>` **`enable`**	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Device#` **`configure terminal`**	Enters global configuration mode.
Step 3	**stack-mac persistent timer** [**0** | *time-value*] **Example:** `Device(config)#` **`stack-mac persistent timer 7`**	Enables a time delay after a stack-active switch change before the stack MAC address changes to that of the new ac. If the previous active switch rejoins the stack during this period, the stack uses that MAC address as the stack MAC address. You can configure the time period as 0 to 60 minutes. • Enter the command with no value to set the default delay of approximately 4 minutes. We recommend that you always enter a value. If the command is entered without a value, the time delay appears in the running-config file with an explicit timer value of 4 minutes. • Enter **0** to continue using the MAC address of the current active switch indefinitely. The stack MAC address of the previous active switch is used until you enter the **no stack-mac persistent timer** command, which immediately changes the stack MAC address to that of the current active switch. • Enter a *time-value* from 1 to 60 minutes to configure the time period before the stack MAC address changes to the new active switch. 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** If you enter the **no stack-mac persistent timer** command after a new active switch takes over, before the time expires, the switch stack moves to the current active switch MAC address.

	Command or Action	Purpose

Step 4	**end**
	Example:
	`Device(config)# end`
		Returns to privileged EXEC mode.

Step 5	**copy running-config startup-config** **Example:** `Device# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

Use the **no stack-mac persistent timer** global configuration command to disable the persistent MAC address feature.

Assigning Stack Member Information

-

Assigning a Stack Member Number

This optional task is available only from the active stack.

Follow these steps to assign a member number to a stack member:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **switch** *current-stack-member-number* **renumber** *new-stack-member-number*
4. **end**
5. **reload slot** *stack-member-number*
6. **show switch**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:**	Enters global configuration mode.

	Command or Action	Purpose
	`Switch# configure terminal`	
Step 3	**switch** *current-stack-member-number* **renumber** *new-stack-member-number* **Example:** `Switch(config)# switch 3 renumber 4`	You can display the current stack member number by using the **show switch** user EXEC command.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**reload slot** *stack-member-number* **Example:** `Switch# reload slot 4`	Resets the stack member.
Step 6	**show switch** **Example:** `showSwitch`	Verify the stack member number.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Setting the Stack Member Priority Value

This optional task is available only from the active stack.

Follow these steps to assign a priority value to a stack member:

SUMMARY STEPS

1. **enable**
2. **switch** *stack-member-number* **priority** *new-priority-number*
3. **show switch** *stack-member-number*
4. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch enable`	Enables privileged EXEC mode. Enter your password if prompted.
Step 2	**switch** *stack-member-number* **priority** *new-priority-number* **Example:** `Switch# switch 3 priority 2`	You can display the current priority value by using the **show switch** user EXEC command. The new priority value takes effect immediately but does not affect the current active stack. The new priority value helps determine which stack member is elected as the new active stack when the current active stack or switch stack resets.
Step 3	**show switch** *stack-member-number* **Example:** `Switch# show switch`	Verify the stack member priority value.
Step 4	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Provisioning a New Member for a Switch Stack

Note This task is available only from the active switchstack's active switch.

To remove provisioned information and to avoid receiving an error message, remove the specified Switch from the stack before you use the no form of this command.

For example, if you are removing a provisioned Switch in a stack with this configuration:

- The stack has four members
- Stack member 1 is the master
- Stack member 3 is a provisioned switch

To remove the provisioned information and to avoid receiving an error message, you can remove power from stack member 3, disconnect the StackWise Plus cables between the stack member 3 and Switch to which it is connected, reconnect the cables between the remaining stack members, and enter the no switch stack-member-number provision global configuration command.

Follow these steps to provision a new member for a switch stack: This procedure is optional.

SUMMARY STEPS

1. **enable**

2. **show switch**
3. **configure terminal**
4. **switch** *stack-member-number* **provision type**
5. **end**
6. **show running-config**
7. **show switch** *stack-member-number*
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**show switch**	Display summary information about the switch stack.
Step 3	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 4	**switch** *stack-member-number* **provision type**	Specify the stack member number for the preconfigured Switch. By default, no Switch are provisioned. For stack-member-number, the range is 1 to 9. Specify a stack member number that is not already used in the switch stack. See Step 1. For type, enter the model number of a supported Switch that is listed in the command-line help strings.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**show switch** *stack-member-number*	Verify the status of the provisioned switch. For stack-member-number, enter the same number as in Step 1.

	Command or Action	Purpose
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Changing the Stack Membership

If you remove powered-on members but do not want to partition the stack:

SUMMARY STEPS

1. Power off the newly created stacks.
2. Reconnect them to the original stack through their ports.
3. Power on the switch.

DETAILED STEPS

	Command or Action	Purpose
Step 1	Power off the newly created stacks.	
Step 2	Reconnect them to the original stack through their ports.	
Step 3	Power on the switch.	

Accessing the CLI of a Specific Stack Member

Note This task is only for debugging purposes, and is only available from the master.

You can access all or specific members by using the **remote command** {**all** | *stack-member-number*} privileged EXEC command. The stack member number range is 1 to 9.

You can access specific members by using the session *stack-member-number* privileged EXEC command. The member number is appended to the system prompt. For example, the prompt for member 2 is Switch-2#, and system prompt for the master is Switch#. Enter exit to return to the CLI session on the master. Only the **show** and **debug** commands are available on a specific member.

Displaying Stack Information

To display saved configuration changes after resetting a specific member or the stack, use these privileged EXEC commands:

Table 18: Commands for Displaying Stack Information

Command	Description
show platform stack passive-links all	Display all stack information, such as the stack protocol version.

show switch	Display summary information about the stack, including the status of provisioned switches and switch in version-mismatch mode.
show switch *stack-member-number*	Display information about a specific member.
show switch detail	Display detailed information about the stack ring.
show switch neighbors	Display the stack neighbors.
show switch stack-ports	Display port information for the stack.

Troubleshooting Stacks

-

Manually Disabling a Stack Port

If a stack port is flapping and causing instability in the stack ring, to disable the port, enter the **switch** *stack-member-number* **stack port** *port-number* **disable** privileged EXEC command. To re-enable the port, enter the **switch** *stack-member-number* **stack port** *port-number* **enable** command.

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.

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

When 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]
  ```

- 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.
  ```

Re-Enabling a Stack Port While Another Member Starts

Stack Port 1 on Switch 1 is connected to Port 2 on Switch 4. If Port 1 is flapping, disable Port 1 with the **switch 1 stack port 1 disable** privileged EXEC command.

While Port 1 on Switch 1 is disabled and Switch 1 is still powered on:

- Disconnect the stack cable between Port 1 on Switch 1 and Port 2 on Switch 4.
- Remove Switch 4 from the stack.
- Add a switch to replace Switch 4 and assign it switch-number 4.
- Reconnect the cable between Port 1 on Switch 1 and Port 2 on Switch 4 (the replacement switch).

- Re-enable the link between the Switch. Enter the **switch 1 stack port 1 enable** privileged EXEC command to enable Port 1 on Switch 1.
- Power on Switch 4.

Note Caution: Powering on Switch 4 before enabling the Port 1 on Switch 1 might cause one of the switches to reload.

If Switch 4 is powered on first, you might need to enter the **switch 1 stack port 1 enable** and the **switch 4 stack port 2 enable** privileged EXEC commands to bring up the link.

Understanding the show switch stack-ports summary Output

Only Port 1 on stack member 2 is disabled.

```
Switch# show switch stack-ports summary
Switch#/ Stack Neighbor Cable Link Link Sync # In
Port# Port Length OK Active OK Changes Loopback
Status To LinkOK
-------- ------ -------- -------- ---- ------ ---- --------- --------
1/1 OK 3 50 cm Yes Yes Yes 1 No
1/2 Down None 3 m Yes No Yes 1 No
2/1 Down None 3 m Yes No Yes 1 No
2/2 OK 3 50 cm Yes Yes Yes 1 No
3/1 OK 2 50 cm Yes Yes Yes 1 No
3/2 OK 1 50 cm Yes Yes Yes 1 No
```

Table 19: show switch stack-ports summary Command Output

Field	Description
Switch#/Port#	Member number and its stack port number.
Stack Port Status	• Absent—No cable is detected on the stack port. • Down—A cable is detected, but either no connected neighbor is up, or the stack port is disabled. • OK—A cable is detected, and the connected neighbor is up.
Neighbor	Switch number of the active member at the other end of the stack cable.
Cable Length	Valid lengths are 50 cm, 1 m, or 3 m. If the switch cannot detect the cable length, the value is no cable. The cable might not be connected, or the link might be unreliable.
Link OK	This shows if the link is stable. The link partner is a stack port on a neighbor switch. • No—The link partner receives invalid protocol messages from the port. • Yes—The link partner receives valid protocol messages from the port.
Link Active	This shows if the stack port is in the same state as its link partner. • No—The port cannot send traffic to the link partner. • Yes—The port can send traffic to the link partner.

Sync OK	• No—The link partner does not send valid protocol messages to the stack port. • Yes—The link partner sends valid protocol messages to the port.
# Changes to LinkOK	This shows the relative stability of the link. If a large number of changes occur in a short period of time, link flapping can occur.
In Loopback	• No—At least one stack port on the member has an attached stack cable. • Yes—None of the stack ports on the member has an attached stack cable.

Provisioning a New Member for a Switch Stack: Example

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:

Examples of Auto-Advise Messages

When you add a switch that has a different minor version number to the switch stack, the software displays messages in sequence (assuming that there are no other system messages generated by the switch).

This example shows that the switch stack detected a new switch that is running a different minor version number than the switch stack. Auto-copy starts, finds suitable software to copy from a stack member to the switch in VM mode, upgrades the switch in VM mode, and then reloads it:

```
*Mar 11 20:31:19.247:%STACKMGR-6-STACK_LINK_CHANGE:Stack Port 2 Switch 2 has changed to
state UP
*Mar 11 20:31:23.232:%STACKMGR-6-SWITCH_ADDED_VM:Switch 1 has been ADDED to the
stack(VERSION_MISMATCH)
*Mar 11 20:31:23.291:%STACKMGR-6-SWITCH_ADDED_VM:Switch 1 has been ADDED to the
stack(VERSION_MISMATCH) (Stack_1-3)
*Mar 11 20:33:23.248:%IMAGEMGR-6-AUTO_COPY_SW_INITIATED:Auto-copy-software process initiated
 for switch number(s) 1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Searching for stack member to act
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:as software donor...
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Found donor (system #2) for
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:member(s) 1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:System software to be uploaded:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:System Type: 0x00000000
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:archiving c2960x-universalk9-mz.150-2.EX1
(directory)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:archiving c2960x-universalk9-mz.150-2.EX1.bin
 (4945851 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:archiving
c2960x-universalk9-mz.150-2.EX1/info(450 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:archiving info (104 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:examining image...
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting info (104 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting
c2960x-universalk9-mz.150-2.EX1/info(450 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting info (104 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Stacking Version Number:1.4
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:System Type: 0x00000000
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Ios Image File Size: 0x004BA200
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Total Image File Size:0x00818A00
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Minimum Dram required:0x08000000
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Image Suffix:universalk9-mz.150-2.EX1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Image Directory:c2960x-universalk9-mz.150-2.EX1
```

```
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Image Name:c2960x-universalk9-mz.150-2.EX1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Image 1:flash1:c2960x-universalk9-mz.150-2.EX1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Old image will be deleted after download.
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Extracting images from archive into flash on
 switch 1...
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:c2960x-universalk9-mz.150-2.EX1 (directory)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting
c2960x-universalk9-mz.150-2.EX1/c2960x-universalk9-mz.150-2.EX1 (4945851 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting c2960x-universalk9-mz.150-2.EX1/info
 (450 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting info (104 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Installing
(renaming):`flash1:update/c2960x-universalk9-mz.150-2.EX1' ->
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: `flash1:c2960x-universalk9-mz.150-2.EX1'
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:New software image installed in
flash1:c2960x-universalk9-mz.150-2.EX1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Removing old
image:flash1:c2960x-universalk9-mz.150-2.EX1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:All software images installed.
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Requested system reload in progress...
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Software successfully copied to
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:system(s) 1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Done copying software
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Reloading system(s) 1
```

This example shows that the switch stack detected a new switch that is running a different minor version number than the switch stack. Auto-copy launches but cannot find software in the stack to copy to the switch in version-mismatch mode to make it compatible with the stack. The auto-advise process starts and recommends that you download a tar file from the network to the switch in version-mismatch mode:

```
*Mar 1 00:01:11.319:%STACKMGR-6-STACK_LINK_CHANGE:Stack Port 2 Switch 2 has changed to state
 UP
*Mar 1 00:01:15.547:%STACKMGR-6-SWITCH_ADDED_VM:Switch 1 has been ADDED to the stack
(VERSION_MISMATCH)
stack_2#
*Mar 1 00:03:15.554:%IMAGEMGR-6-AUTO_COPY_SW_INITIATED:Auto-copy-software process initiated
 for switch number(s) 1
*Mar 1 00:03:15.554:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 1 00:03:15.554:%IMAGEMGR-6-AUTO_COPY_SW:Searching for stack member to act
*Mar 1 00:03:15.554:%IMAGEMGR-6-AUTO_COPY_SW:as software donor...
*Mar 1 00:03:15.554:%IMAGEMGR-6-AUTO_COPY_SW:Software was not copied
*Mar 1 00:03:15.562:%IMAGEMGR-6-AUTO_ADVISE_SW_INITIATED:Auto-advise-software process
initiated for switch number(s) 1
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:Systems with incompatible software
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:have been added to the stack. The
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:storage devices on all of the stack
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:members have been scanned, and it has
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:been determined that the stack can be
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:repaired by issuing the following
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:command(s):
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW: archive download-sw /force-reload /overwrite
 /dest 1 flash1:c2960x-universalk9-mz.150-2.EX1.tar
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:
```

For information about using the **archive download-sw** privileged EXEC command, see the *Working with Software Images* section.

Examples of Auto-Advise Messages

When you add a switch that has a different minor version number to the switch stack, the software displays messages in sequence (assuming that there are no other system messages generated by the switch).

This example shows that the switch stack detected a new switch that is running a different minor version number than the switch stack. Auto-copy starts, finds suitable software to copy from a stack member to the switch in VM mode, upgrades the switch in VM mode, and then reloads it:

```
*Mar 11 20:31:19.247:%STACKMGR-6-STACK_LINK_CHANGE:Stack Port 2 Switch 2 has changed to
state UP
*Mar 11 20:31:23.232:%STACKMGR-6-SWITCH_ADDED_VM:Switch 1 has been ADDED to the
stack(VERSION_MISMATCH)
*Mar 11 20:31:23.291:%STACKMGR-6-SWITCH_ADDED_VM:Switch 1 has been ADDED to the
stack(VERSION_MISMATCH) (Stack_1-3)
*Mar 11 20:33:23.248:%IMAGEMGR-6-AUTO_COPY_SW_INITIATED:Auto-copy-software process initiated
 for switch number(s) 1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Searching for stack member to act
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:as software donor...
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Found donor (system #2) for
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:member(s) 1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:System software to be uploaded:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:System Type: 0x00000000
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:archiving c2960x-universalk9-mz.150-2.EX1
(directory)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:archiving c2960x-universalk9-mz.150-2.EX1.bin
 (4945851 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:archiving
c2960x-universalk9-mz.150-2.EX1/info(450 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:archiving info (104 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:examining image...
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting info (104 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting
c2960x-universalk9-mz.150-2.EX1/info(450 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting info (104 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Stacking Version Number:1.4
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:System Type: 0x00000000
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Ios Image File Size: 0x004BA200
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Total Image File Size:0x00818A00
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Minimum Dram required:0x08000000
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Image Suffix:universalk9-mz.150-2.EX1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Image Directory:c2960x-universalk9-mz.150-2.EX1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Image Name:c2960x-universalk9-mz.150-2.EX1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Image 1:flash1:c2960x-universalk9-mz.150-2.EX1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: Old image will be deleted after download.
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Extracting images from archive into flash on
 switch 1...
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:c2960x-universalk9-mz.150-2.EX1 (directory)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting
c2960x-universalk9-mz.150-2.EX1/c2960x-universalk9-mz.150-2.EX1 (4945851 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting c2960x-universalk9-mz.150-2.EX1/info
 (450 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:extracting info (104 bytes)
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Installing
(renaming):`flash1:update/c2960x-universalk9-mz.150-2.EX1' ->
```

```
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW: `flash1:c2960x-universalk9-mz.150-2.EX1'
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:New software image installed in
flash1:c2960x-universalk9-mz.150-2.EX1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Removing old
image:flash1:c2960x-universalk9-mz.150-2.EX1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:All software images installed.
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Requested system reload in progress...
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Software successfully copied to
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:system(s) 1
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Done copying software
*Mar 11 20:36:15.038:%IMAGEMGR-6-AUTO_COPY_SW:Reloading system(s) 1
```

This example shows that the switch stack detected a new switch that is running a different minor version number than the switch stack. Auto-copy launches but cannot find software in the stack to copy to the switch in version-mismatch mode to make it compatible with the stack. The auto-advise process starts and recommends that you download a tar file from the network to the switch in version-mismatch mode:

```
*Mar 1 00:01:11.319:%STACKMGR-6-STACK_LINK_CHANGE:Stack Port 2 Switch 2 has changed to state
 UP
*Mar 1 00:01:15.547:%STACKMGR-6-SWITCH_ADDED_VM:Switch 1 has been ADDED to the stack
(VERSION_MISMATCH)
stack_2#
*Mar 1 00:03:15.554:%IMAGEMGR-6-AUTO_COPY_SW_INITIATED:Auto-copy-software process initiated
 for switch number(s) 1
*Mar 1 00:03:15.554:%IMAGEMGR-6-AUTO_COPY_SW:
*Mar 1 00:03:15.554:%IMAGEMGR-6-AUTO_COPY_SW:Searching for stack member to act
*Mar 1 00:03:15.554:%IMAGEMGR-6-AUTO_COPY_SW:as software donor...
*Mar 1 00:03:15.554:%IMAGEMGR-6-AUTO_COPY_SW:Software was not copied
*Mar 1 00:03:15.562:%IMAGEMGR-6-AUTO_ADVISE_SW_INITIATED:Auto-advise-software process
initiated for switch number(s) 1
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:Systems with incompatible software
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:have been added to the stack. The
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:storage devices on all of the stack
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:members have been scanned, and it has
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:been determined that the stack can be
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:repaired by issuing the following
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:command(s):
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW: archive download-sw /force-reload /overwrite
 /dest 1 flash1:c2960x-universalk9-mz.150-2.EX1.tar
*Mar 1 00:04:22.537:%IMAGEMGR-6-AUTO_ADVISE_SW:
```

For information about using the **archive download-sw** privileged EXEC command, see the *Working with Software Images* section.

Configuration Examples for Switch Stacks

Enabling the Persistent MAC Address Feature: Example

This example shows how to configure the persistent MAC address feature for a 7-minute time delay and to verify the configuration:

```
Switch(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.
  Switch(config)# end
  Switch# show switch
  Switch/Stack Mac Address : 0016.4727.a900
  Mac persistency wait time: 7 mins
                                             H/W   Current
  Switch#  Role   Mac Address     Priority Version  State
  ----------------------------------------------------------
  *1       Master 0016.4727.a900     1      P2B     Ready
```

Provisioning a New Member for a Switch Stack: Example

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:

show switch stack-ports summary Command Output: Example

Only Port 1 on stack member 2 is disabled.

```
Switch# show switch stack-ports summary
  Switch#/  Stack   Neighbor   Cable    Link   Link   Sync      #         In
   Port#     Port              Length    OK   Active   OK    Changes   Loopback
            Status                                          To LinkOK
  --------  ------  --------  --------  ----  ------  ----  ---------  --------
    1/1     OK         3      50 cm     Yes    Yes    Yes        1         No
    1/2     Down      None    3 m       Yes    No     Yes        1         No
    2/1     Down      None    3 m       Yes    No     Yes        1         No
    2/2     OK         3      50 cm     Yes    Yes    Yes        1         No
    3/1     OK         2      50 cm     Yes    Yes    Yes        1         No
    3/2     OK         1      50 cm     Yes    Yes    Yes        1         No
```

Table 20: show switch stack-ports summary Command Output

Field	Description
Switch#/Port#	Member number and its stack port number.
Stack Port Status	Status of the stack port. • Absent—No cable is detected on the stack port. • Down—A cable is detected, but either no connected neighbor is up, or the stack port is disabled. • OK—A cable is detected, and the connected neighbor is up.
Neighbor	Switch number of the active member at the other end of the stack cable.

Field	Description
Cable Length	Valid lengths are 50 cm, 1 m, or 3 m. If the switch cannot detect the cable length, the value is *no cable*. The cable might not be connected, or the link might be unreliable.
Link OK	Whether the stack cable is connected and functional. There may or may not be a neighbor connected on the other end. The *link partner* is a stack port on a neighbor switch. • No—There is no stack cable connected to this port or the stack cable is not functional. • Yes—There is a functional stack cable connected to this port.
Link Active	Whether a neighbor is connected on the other end of the stack cable. • No—No neighbor is detected on the other end. The port cannot send traffic over this link. • Yes—A neighbor is detected on the other end. The port can send traffic over this link.
Sync OK	Whether the link partner sends valid protocol messages to the stack port. • No—The link partner does not send valid protocol messages to the stack port. • Yes—The link partner sends valid protocol messages to the port.
# Changes to LinkOK	The relative stability of the link. If a large number of changes occur in a short period of time, link flapping can occur.
In Loopback	Whether a stack cable is attached to a stack port on the member. • No—At least one stack port on the member has an attached stack cable. • Yes—None of the stack ports on the member has an attached stack cable.

Additional References for Switch Stacks

Related Documents

Related Topic	Document Title
Cabling and powering on a switch stack.	

Error Message Decoder

Description	Link
To help you research and resolve system error messages in this release, use the Error Message Decoder tool.	https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi

Standards and RFCs

Standard/RFC	Title
None	—

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and , use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

Troubleshooting Managing Switch Stacks

Overview

This chapter provides links to documents authored by Cisco subject matter experts (SMEs). They aim to help you resolve technical issues without requiring a support ticket. If these documents are unable to resolve your issue, we recommend visiting the applicable Cisco Community. There is a wealth of information and advice available from fellow Cisco customers who may have experienced this issue already and provided a solution. If you are not able to find a resolution on the Community, it may be best that you raise a support ticket at Cisco Support. In cases where a support ticket has to be raised, these documents provide guidance about the data that should be collected and added to the support ticket. Specify the support document you referred, and TAC can create an improvement request with the document owner.

Support Articles

The support articles listed in this section were created based on specific software and hardware listed in the **Components Used** section of each article. This does not, however, mean that they are limited only to what is listed in the corresponding **Components Used** section. The support articles usually remain relevant for later versions of software and hardware too. However, at times, there could be some changes in the software or hardware that might cause certain commands to stop working, change syntax, and look different, or a GUI to change appearance from one release to another.

Note that these documents are owned and maintained by multiple teams within Cisco. If you identify a problem in any of these documents, use one of following options:

- Provide feedback using the feedback method described in the corresponding support article. The document owner will be notified, and will either update the article, or flag it for removal.
- Open a TAC case with Cisco Support. In addition, you can inform TAC about the document you referred to and how it was unable to resolve your issue. TAC can then create a document improvement request to be evaluated.

Support Articles

Configure a New Member Switch to the Stack Switch

https://techzone.cisco.com/t5/Technologies-Staging/Configure-a-New-Member-Switch-to-the-Stack-Switch/ta-p/1961246

Feedback Request

Your input helps. A key aspect to improving these support documents is customer feedback. Note that these documents are owned and maintained by multiple teams within Cisco. If you find an issue specific to the document (unclear, confusing, information missing, etc):

- Provide feedback using the **Feedback** button located at the right panel of the corresponding article. The document owner will be notified, and will either update the article, or flag it for removal.
- Include information regarding the section, area, or issue you had with the document and what could be improved. Provide as much detail as possible.

Disclaimer and Caution

The information in this document was created from the devices in a specific lab environment. All of the devices used in this document started with a cleared (default) configuration. If your network is live, ensure that you understand the potential impact of any command.

PART VIII

Clustering Switches

CHAPTER 9

Clustering Switches

Understanding Switch Clusters

A *switch cluster* is a set of up to 16 connected, cluster-capable Catalyst switches that are managed as a single entity. The Switch in the cluster use the Switch clustering technology so that you can configure and troubleshoot a group of different Catalyst desktop Switch platforms through a single IP address.

In a Switch cluster, 1 Switch must be the *cluster command* Switch and up to 15 other Switch can be *cluster member switches*. The total number of Switch in a cluster cannot exceed 16 Switch. The cluster command Switch is the single point of access used to configure, manage, and monitor the cluster member Switch. Cluster members can belong to only one cluster at a time.

Note A Switch cluster is different from a *switch stack*. A switch stack is a set of Catalyst 3750-X, Catalyst 3750-E, or Catalyst 3750 Switch connected through their stack ports.

The benefits of clustering Switch include:

- Management of Catalyst Switch regardless of their interconnection media and their physical locations. The Switch can be in the same location, or they can be distributed across a Layer 2 or Layer 3 (if your cluster is using a Catalyst 3560, Catalyst 3750, Catalyst 3560-E, Catalyst 3750-E, Catalyst 3560-X, or Catalyst 3750-X Switch as a Layer 3 router between the Layer 2 Switch in the cluster) network.
- Command-switch redundancy if a cluster command Switch fails. One or more Switch can be designated as *standby cluster command switches* to avoid loss of contact with cluster members. A *cluster standby group* is a group of standby cluster command Switch.
- Management of a variety of Catalyst Switch 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 cluster command Switch IP address.

The below table lists the Catalyst switches eligible for Switch clustering, including which ones can be cluster command switches and which ones can only be cluster member switches, and the required software versions.

Table 21: Switch Software and Cluster Capability

Switch	Cisco IOS Release	Cluster Capability
Catalyst 3750-X	12.2(53)SE2 or later	Member or command switch
Catalyst 3750-E	12.2(35)SE2 or later	Member or command switch
Catalyst 3750	12.1(11)AX or later	Member or command switch
Catalyst 3560-X	12.2(53)SE1 or later	Member or command switch
Catalyst 3560-E	12.2(35)SE2 or later	Member or command switch
Catalyst 3560	12.1(19)EA1b or later	Member or command switch
Catalyst 3550	12.1(4)EA1 or later	Member or command switch
Catalyst 2970	12.1(11)AX or later	Member or command switch
Catalyst 2960	12.2(25)FX or later	Member or command switch
Catalyst 2955	12.1(12c)EA1 or later	Member or command switch
Catalyst 2950	12.0(5.2)WC(1) or later	Member or command switch
Catalyst 2950 LRE	12.1(11)JY or later	Member or command switch
Catalyst 2940	12.1(13)AY or later	Member or command switch
Catalyst 3500 XL	12.0(5.1)XU or later	Member or command switch
Catalyst 2900 XL (8-MB switches)	12.0(5.1)XU or later	Member or command switch
Catalyst 2900 XL (4-MB switches)	11.2(8.5)SA6 (recommended)	Member switch only
Catalyst 1900 and 2820	9.00(-A or -EN) or later	Member switch only

Cluster Command Switch Characteristics

A cluster command Switch must meet these requirements:

- It is running a supported software release.
- It has an IP address.
- It has Cisco Discovery Protocol (CDP) Version 2 enabled (the default).
- It is not a command or cluster member Switch of another cluster.
- It is connected to the standby cluster command Switch through the management VLAN and to the cluster member Switch through a common VLAN.

Standby Cluster Command Switch Characteristics

A standby cluster command Switch must meet these requirements:

- It is running a supported software release.
- It has an IP address.

- It has CDP Version 2 enabled.
- It is connected to the command Switch and to other standby command Switch through its management VLAN.
- It is connected to all other cluster member Switch (except the cluster command and standby command Switch) through a common VLAN.
- It is redundantly connected to the cluster so that connectivity to cluster member Switch is maintained.
- It is not a command or member Switch of another cluster.

Note Standby cluster command Switch must be the same type of Switch as the cluster command Switch. For example, if the cluster command Switch is a Catalyst 3750-E Switch, the standby cluster command Switch must also be Catalyst 3750-E Switch. See the switch configuration guide of other cluster-capable Switch for their requirements on standby cluster command Switch.

Candidate Switch and Cluster Member Switch Characteristics

Candidate switches are cluster-capable Switch and Switch stacks that have not yet been added to a cluster. Cluster member Switch are switches and switch stacks that have actually been added to a Switch cluster. Although not required, a candidate or cluster member Switch can have its own IP address and password.

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 cluster member Switch of another cluster.
- If a cluster standby group exists, it is connected to every standby cluster command Switch through at least one common VLAN. The VLAN to each standby cluster command Switch can be different.
- The **ip http** server global configuration command must be configured on the Switch.
- It is connected to the cluster command Switch through at least one common VLAN.

Note Catalyst 1900, Catalyst 2820, Catalyst 2900 XL, Catalyst 2940, Catalyst 2950, and Catalyst 3500 XL candidate and cluster member Switch must be connected through their management VLAN to the cluster command switch and standby cluster command switches. For complete information about these Switch in a switch-cluster environment, see the software configuration guide for that specific switch. This requirement does not apply if you have a Catalyst 2960, Catalyst 2970, Catalyst 3550, Catalyst 3560, Catalyst 3560-E, Catalyst 3750, Catalyst 3750-E, Catalyst 3650-X, or Catalyst 3750-X cluster command switch. Candidate and cluster member Switch can connect through any VLAN in common with the cluster command switch.

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.

See the release notes for the list of Catalyst switches eligible for switch clustering, including which ones can be cluster command switches and which ones can only be cluster member switches, and for the required software versions and browser and Java plug-in configurations.

Automatic Discovery of Cluster Candidates and Members

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

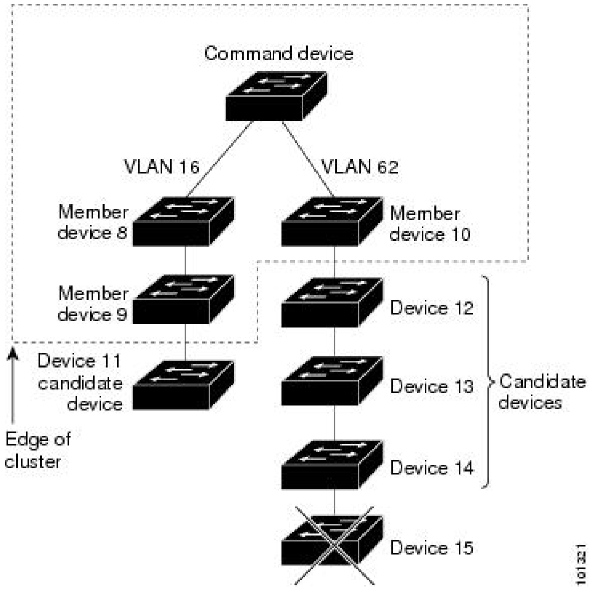
Note Do not disable CDP on the cluster command switch, on cluster members, or on any cluster-capable switches that you might want a cluster command switch to discover.

Discovery Through CDP Hops

By using CDP, a cluster 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 cluster member switches are connected to the cluster and to candidate switches. For example, cluster member switches 9 and 10 in the Figure are at the edge of the cluster.

In the Figure below, the cluster command switch has ports assigned to VLANs 16 and 62. The CDP hop count is three. The cluster 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 14: Discovery Through CDP Hops

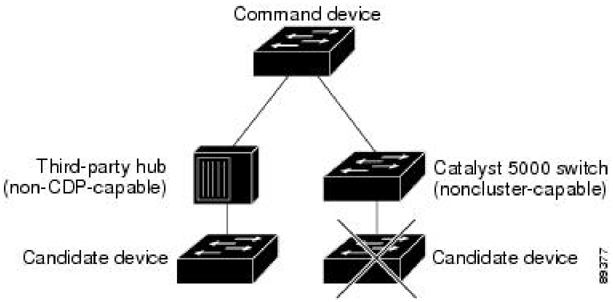


Discovery Through Non-CDP-Capable and Noncluster-Capable Devices

If a cluster 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 cluster command switch is connected to a *noncluster-capable Cisco device*, it cannot discover a cluster-enabled device connected beyond the noncluster-capable Cisco device.

Below figure shows that the cluster command switch discovers the switch that is connected to a third-party hub. However, the cluster command switch does not discover the switch that is connected to a Catalyst 5000 switch.

Figure 15: Discovery Through Non-CDP-Capable and Noncluster-Capable Devices



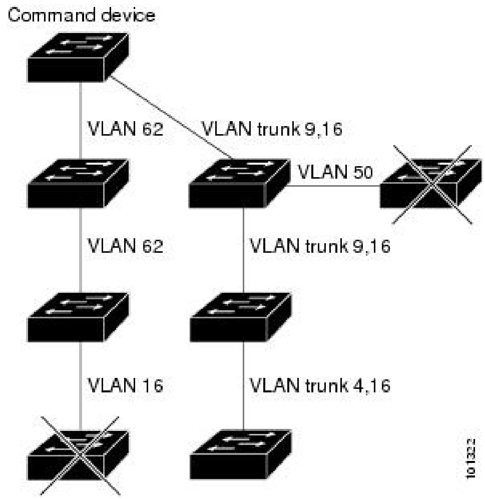
Discovery Through Different VLANs

If the cluster command switch is a Catalyst 3560-E, Catalyst 3750-E, Catalyst 3560-X, or Catalyst 3750-X switch, the cluster can have cluster member switches in different VLANs. As cluster member switches, they must be connected through at least one VLAN in common with the cluster command switch. The cluster command switch in the figure as ports assigned to VLANs 9, 16, and 62 and therefore discovers the switches in those VLANs. It does not discover the switch in VLAN 50. It also does not discover the switch in VLAN 16 in the first column because the cluster command switch has no VLAN connectivity to it.

Catalyst 2900 XL, Catalyst 2950, and Catalyst 3500 XL cluster member switches must be connected to the cluster command switch through their management VLAN.

Note For additional considerations about VLANs in switch stacks, see the section “Switch Clusters and Switch Stacks”.

Figure 16: Discovery Through Different VLANs



Discovery Through Different Management VLANs

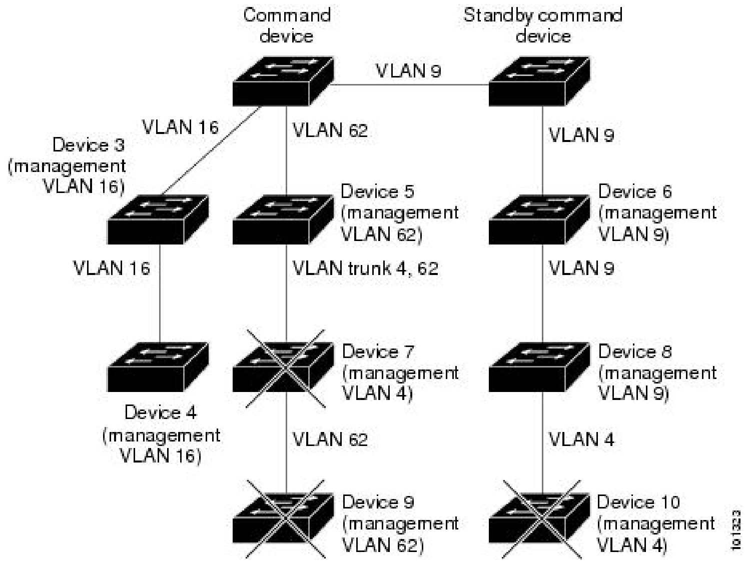
Catalyst 2960, Catalyst 2970, Catalyst 3550, Catalyst 3560, Catalyst 3560-E, Catalyst 3750, Catalyst 3750-E, Catalyst 3560-X, or Catalyst 3750-X cluster command switches can discover and manage cluster member switches in different VLANs and different management VLANs. As cluster member switches, they must be connected through at least one VLAN in common with the cluster command switch. They do not need to be connected to the cluster command switch through their management VLAN. The default management VLAN is VLAN 1.

Note If the switch cluster has a Catalyst 3750-E or Catalyst 3750-X switch or switch stack, that switch or switch stack must be the cluster command switch.

The cluster command switch and standby command switch in the figure (assuming they are Catalyst 2960 Catalyst 2970, Catalyst 3550, Catalyst 3560, Catalyst 3560-E, Catalyst 3750, Catalyst 3750-E, Catalyst 3560-X, or Catalyst 3750-X cluster command switches) have ports assigned to VLANs 9, 16, and 62. The management VLAN on the cluster command switch is VLAN 9. Each cluster 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 cluster command switch.
- Switch 9 because automatic discovery does not extend beyond a noncandidate device, which is switch 7.

Figure 17: Discovery Through Different Management VLANs with a Layer 3 Cluster Command Switch


Command device
Standby command device
VLAN 9
VLAN 16
VLAN 62
VLAN 9
Device 3 (management VLAN 16)
Device 5 (management VLAN 62)
Device 6 (management VLAN 9)
VLAN 16
VLAN trunk 4, 62
VLAN 9
Device 7 (management VLAN 4)
Device 8 (management VLAN 9)
Device 4 (management VLAN 16)
VLAN 62
VLAN 4
Device 9 (management VLAN 62)
Device 10 (management VLAN 4)
101323

Discovery of Newly Installed Switches

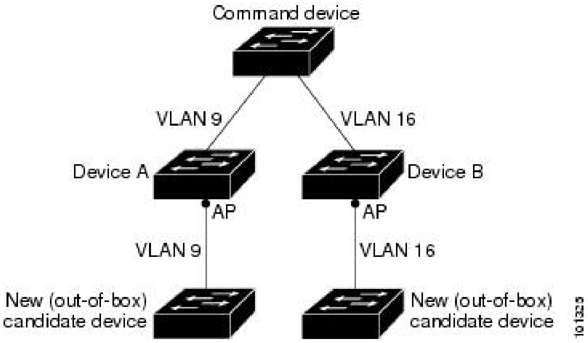
To join a cluster, the new, out-of-the-box switch must be connected to the cluster through one of its access ports. An access port (AP) carries the traffic of and belongs to only one VLAN. By default, the new switch and its access ports are assigned to VLAN 1.

When the new switch joins a cluster, its default 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 cluster command switch in the Figure belongs to VLANs 9 and 16. When new cluster-capable switches join the cluster:

- One cluster-capable switch and its access port are assigned to VLAN 9.
- The other cluster-capable switch and its access port are assigned to management VLAN 16.

Figure 18: Discovery of Newly Installed Switches


Command device
VLAN 9
VLAN 16
Device A
Device B
AP
AP
VLAN 9
VLAN 16
New (out-of-box) candidate device
New (out-of-box) candidate device
101325

HSRP and Standby Cluster Command Switches

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

- For a cluster command switch stack, a standby cluster command switch is necessary if the entire switch stack fails. However, if only the stack master in the command switch stack fails, the switch stack elects a new stack master and resumes its role as the cluster command switch stack.
- For a cluster command switch that is a standalone switch, configure a standby cluster command switch to take over if the primary cluster command switch fails.

A *cluster standby group* is a group of command-capable switches that meet the requirements described in the “Standby Cluster Command Switch Characteristics” section. Only one cluster standby group can be assigned per cluster.

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 cluster command switch* (AC). The switch with the next highest priority is the *standby cluster command switch* (SC). The other switches in the cluster standby group are the *passive cluster command switches* (PC). If the active cluster command switch and the standby cluster command switch become disabled *at the same time*, the passive cluster command switch with the highest priority becomes the active cluster command switch. The HSRP **standby priority** interface configuration 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 three 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.

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 a specific VLAN or routed port on the active cluster command switch. The active cluster command switch receives traffic destined for the virtual IP address. To manage the cluster, you must access the active cluster command switch through the virtual IP address, not through the command-switch IP address. This is in case the IP address of the active cluster command switch is different from the virtual IP address of the cluster standby group.

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

Other Considerations for Cluster Standby Groups

These requirements also apply:

- Standby cluster command switches must be the same type of switches as the cluster command switch. For example, if the cluster command switch is a Catalyst 3750-E or Catalyst 3750-X switch, the standby cluster command switches must also be Catalyst 3750-E or Catalyst 3750-X switches. See the switch configuration guide of other cluster-capable switches for their requirements on standby cluster command switches.

  If your switch cluster has a Catalyst 3750-X switch or a switch stack, it should be the cluster command switch. If not, when the cluster has a Catalyst 3750-E switch or switch stack, that switch should be the cluster command switch.

- Only one cluster standby group can be assigned to a cluster. You can have more than one router-redundancy standby group.

  An HSRP group can be both a cluster standby group and a router-redundancy group. However, if a router-redundancy group becomes a cluster standby group, router redundancy becomes disabled on that group. You can re-enable it by using the CLI.

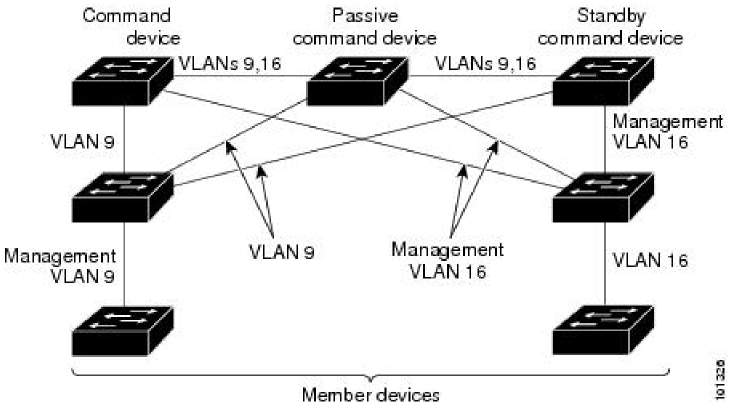
- All standby-group members must be members of the cluster.

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

- Each standby-group member (Figure below) must be connected to the cluster command switch through the same VLAN. In this example, the cluster command switch and standby cluster command switches are Catalyst 3560-E, Catalyst 3750-E, Catalyst 3560-X, or Catalyst 3750-X cluster command switches. Each standby-group member must also be redundantly connected to each other through at least one VLAN in common with the switch cluster.

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

Figure 19: VLAN Connectivity between Standby-Group Members and Cluster Members



Automatic Recovery of Cluster Configuration

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

Automatic discovery has these limitations:

- This limitation applies only to clusters that have Catalyst 2950, Catalyst 2960, Catalyst 2970, Catalyst 3550, Catalyst 3560, Catalyst 3560-E, Catalyst 3560-X, Catalyst 3750, Catalyst 3750-E, and Catalyst 3750-X command and standby cluster command switches: If the active cluster command switch and standby cluster command switch become disabled *at the same time*, the passive cluster command switch with the highest priority becomes the active cluster command switch. However, because it was a passive standby cluster command switch, the previous cluster command switch *did not* forward cluster-configuration information to it. The active cluster command switch only forwards cluster-configuration information to the standby cluster command switch. You must therefore rebuild the cluster.
- This limitation applies to all clusters: If the active cluster command switch fails and there are more than two switches in the cluster standby group, the new cluster command switch does not discover any Catalyst 1900, Catalyst 2820, and Catalyst 2916M XL cluster member switches. You must re-add these cluster member switches to the cluster.
- This limitation applies to all clusters: If the active cluster command switch fails and becomes active again, it does not discover any Catalyst 1900, Catalyst 2820, and Catalyst 2916M XL cluster member switches. You must again add these cluster member switches to the cluster.

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

IP Addresses

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

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

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

Hostnames

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

If a switch joins a cluster and it does not have a hostname, the cluster command switch appends a unique member number to its own hostname 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 cluster command switch named *eng-cluster* could name the fifth cluster member *eng-cluster-5*.

If a switch has a hostname, it retains that name when it joins a cluster and when it leaves the cluster.

If a switch received its hostname from the cluster command switch, was removed from a cluster, was then added to a new cluster, and kept the same member number (such as *5*), the switch overwrites the old hostname (such as *eng-cluster-5*) with the hostname of the cluster 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 cluster member switch inherits a null password. Cluster 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 cluster 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 password considerations specific to the Catalyst 1900 and Catalyst 2820 switches, see the installation and configuration guides for those switches.

SNMP Community Strings

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

The switches support an unlimited number of community strings and string lengths.

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

TACACS+ and RADIUS

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 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.

LRE Profiles

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.

Using the CLI to Manage Switch Clusters

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

The Telnet session accesses the member-switch CLI at the same privilege level as on the cluster command switch. The Cisco IOS commands then operate as usual.

Note The CLI supports creating and maintaining switch clusters with up to 16 switch stacks.

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 cluster command switch is at privilege level 15. If the cluster 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 cluster member switches running standard and Enterprise Edition Software as follows:

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

- If the command-switch privilege level is 15, the cluster 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, see 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". On Catalyst 1900 and Catalyst 2820 switches, SNMP is enabled by default.

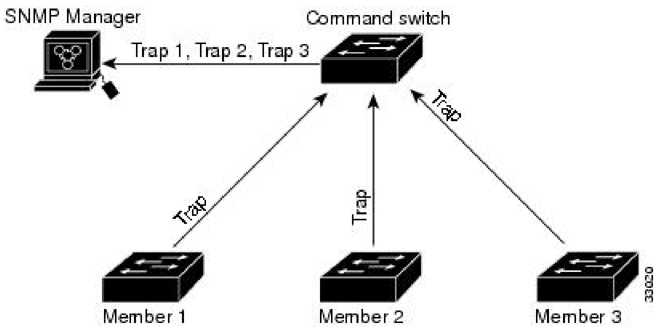
When you create a cluster, the cluster command switch manages the exchange of messages between cluster member switches and an SNMP application. The cluster software on the cluster command switch appends the cluster member switch number (*@esN*, where N is the switch number) to the first configured read-write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

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

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

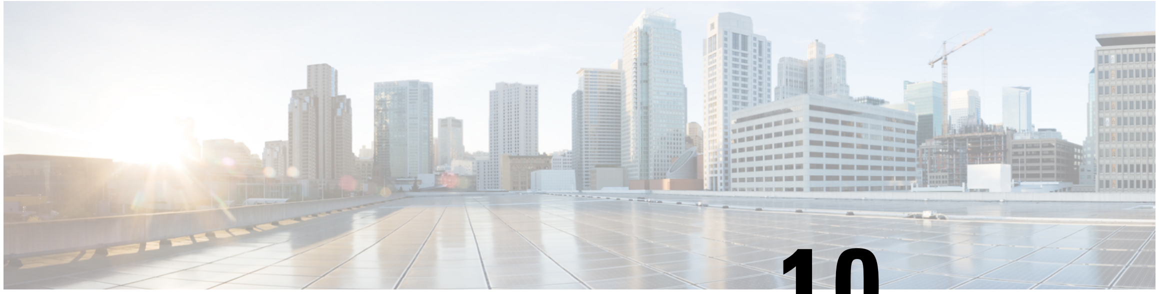
If a cluster member switch has its own IP address and community strings, they can be used in addition to the access provided by the cluster command switch.

Figure 20: SNMP Management for a Cluster



PART IX

Configuring SDM Templates



CHAPTER 10

Configuring SDM Templates

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Information About Configuring SDM Templates

Understanding the SDM Templates

You can use SDM templates to configure system resources in the switch to optimize support for specific features, depending on how the switch is used in the network. You can select a template to provide maximum system usage for some functions or use the default template to balance resources.

To allocate ternary content addressable memory (TCAM) resources for different usages, the switch SDM templates prioritize system resources to optimize support for certain features.

Configuring the Switch SDM Template

Default SDM Template

The default template is the default Switch Database Management (SDM) desktop template.

SDM Template Configuration Guidelines

- When you select and configure SDM templates, you must reload the switch for the configuration to take effect.
- If you try to configure IPv6 features without first selecting a dual IPv4 and IPv6 template, a warning message appears.
- Using the dual stack templates results in less TCAM capacity allowed for each resource, so do not use it if you plan to forward only IPv4 traffic.

Setting the SDM Template

Follow these steps to use the SDM template to maximize feature usage:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **end**
4. **reload**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 4	**reload** **Example:** `Switch# reload`	Reloads the operating system.

Displaying the SDM Templates

Use the **show sdm prefer** privileged EXEC command with no parameters to display the active template.

To display the resource numbers supported by the specified template, use the **show sdm prefer [access | default | dual-ipv4-and-ipv6 {default | vlan} | indirect-ipv4-and-ipv6-routing | routing | vlan]** privileged EXEC command.

Note On Switch running the LAN Base feature set, routing values shown in all templates are not valid.

Configuration Examples for SDM Templates

Examples: Configuring SDM Templates

Examples: Displaying SDM Templates

This is an example output showing the advanced template information:

```
Switch# show sdm prefer

Showing SDM Template Info

This is the Advanced template.
  Number of VLANs:                                 4094
  Unicast MAC addresses:                           32768
  Overflow Unicast MAC addresses:                  512
  IGMP and Multicast groups:                       8192
  Overflow IGMP and Multicast groups:              512
  Directly connected routes:                       32768
  Indirect routes:                                 8192
  Security Access Control Entries:                 3072
  QoS Access Control Entries:                      2816
  Policy Based Routing ACEs:                       1024
  Netflow ACEs:                                    1024
  Input Microflow policer ACEs:                    256
  Output Microflow policer ACEs:                   256
  Flow SPAN ACEs:                                  256
  Tunnels:                                         256
  Control Plane Entries:                           512
  Input Netflow flows:                             8192
  Output Netflow flows:                            16384
These numbers are typical for L2 and IPv4 features.
Some features such as IPv6, use up double the entry size;
so only half as many entries can be created.


Switch#
```

This is an example output showing the VLAN template information:

```
Switch# show sdm prefer vlan
```

```
Showing SDM Template Info

This is the VLAN template for a typical Layer 2 network.
  Number of VLANs:                                 4094
  Unicast MAC addresses:                           32768
  Overflow Unicast MAC addresses:                  512
  IGMP and Multicast groups:                       8192
  Overflow IGMP and Multicast groups:              512
  Directly connected routes:                       32768
  Indirect routes:                                 8192
  Security Access Control Entries:                 3072
  QoS Access Control Entries:                      3072
  Policy Based Routing ACEs:                       0
  Netflow ACEs:                                    1024
  Input Microflow policer ACEs:                    0
  Output Microflow policer ACEs:                   0
  Flow SPAN ACEs:                                  256
  Tunnels:                                         0
  Control Plane Entries:                           512
  Input Netflow flows:                             16384
  Output Netflow flows:                            8192
These numbers are typical for L2 and IPv4 features.
Some features such as IPv6, use up double the entry size;
so only half as many entries can be created.

Switch#
```

Additional References for SDM Templates

Related Documents

Related Topic	Document Title
Command Reference	

Standards and RFCs

Standard/RFC	Title
None	—

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

PART X

Configuring Switch-Based Authentication

CHAPTER 11

Configuring Switch-Based Authentication

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

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Preventing Unauthorized Access

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 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 ports 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.

- 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.

- You can also enable the login enhancements feature, which logs both failed and unsuccessful login attempts. Login enhancements can also be configured to block future login attempts after a set number of unsuccessful attempts are made. For more information, see the Cisco IOS Login Enhancements documentation.

Related Topics

Configuring Username and Password Pairs, on page 222

TACACS+ and Switch Access, on page 230

Setting a Telnet Password for a Terminal Line, on page 220

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Restrictions for Controlling Switch Access with Passwords and Privileges

The following are the restrictions for controlling switch access with passwords and privileges:

- Disabling password recovery will not work if you have set the switch to boot up manually by using the **boot manual** global configuration command. This command produces the boot loader prompt (*switch:*) after the switch is power cycled.

Related Topics

Disabling Password Recovery, on page 219

Password Recovery, on page 214

Information About Passwords and Privilege Levels

Default Password and Privilege Level Configuration

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.

This table shows the default password and privilege level configuration.

Table 22: 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.

Additional Password Security

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.

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.

Related Topics

Protecting Enable and Enable Secret Passwords with Encryption, on page 217

Example: Protecting Enable and Enable Secret Passwords with Encryption, on page 228

Password Recovery

By default, any end user with physical access to the switch can recover from a lost password by interrupting the boot process while the switch is powering on and then by entering a new password.

The password-recovery disable feature protects access to the switch password by disabling part of this functionality. When this feature is enabled, the end user can interrupt the boot process only by agreeing to set the system back to the default configuration. With password recovery disabled, you can still interrupt the boot process and change the password, but the configuration file (config.text) and the VLAN database file (vlan.dat) are deleted.

If you disable password recovery, we recommend that you keep a backup copy of the configuration file on a secure server in case the end user interrupts the boot process and sets the system back to default values. Do not keep a backup copy of the configuration file on the switch. If the switch is operating in VTP transparent mode, we recommend that you also keep a backup copy of the VLAN database file on a secure server. When the switch is returned to the default system configuration, you can download the saved files to the switch by using the Xmodem protocol.

To re-enable password recovery, use the **service password-recovery** global configuration command.

Related Topics

Disabling Password Recovery, on page 219

Restrictions for Controlling Switch Access with Passwords and Privileges, on page 213

Terminal Line Telnet Configuration

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 did not configure this password during the setup program, you can configure it when you set a Telnet password for a terminal line.

Related Topics

Setting a Telnet Password for a Terminal Line, on page 220

Example: Setting a Telnet Password for a Terminal Line, on page 228

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 ports 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.

Related Topics

Configuring Username and Password Pairs, on page 222

Privilege Levels

Cisco devices use privilege levels to provide password security for different levels of switch operation. By default, the Cisco IOS software operates in two modes (privilege levels) of password security: user EXEC (Level 1) and privileged EXEC (Level 15). 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.

Privilege Levels on Lines

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.

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.

Command Privilege Levels

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.

Related Topics

Setting the Privilege Level for a Command, on page 224

Example: Setting the Privilege Level for a Command, on page 228

Changing the Default Privilege Level for Lines, on page 225

Logging into and Exiting a Privilege Level, on page 227

How to Control Switch Access with Passwords and Privilege Levels

Setting or Changing a Static Enable Password

The enable password controls access to the privileged EXEC mode. Follow these steps to set or change a static enable password:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **enable password** *password*
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**enable password** *password* **Example:** `Switch(config)# enable password secret321`	Defines a new password or changes an existing password for access to privileged EXEC mode. By default, no password is defined. For *password*, 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 Crtl-v when you create the password; for example, to create the password abc?123, do this: **a.** Enter **abc**. **b.** Enter **Crtl-v**.

	Command or Action	Purpose
		c. 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 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Related Topics

Example: Setting or Changing a Static Enable Password, on page 227

Protecting Enable and Enable Secret Passwords with Encryption

Follow these steps to establish an encrypted password that users must enter to access privileged EXEC mode (the default) or any privilege level you specify:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. Use one of the following:
   - `enable password [level` *level*`]` {*password encryption-type encrypted-password*}
   - `enable secret [level` *level*`]` {*password encryption-type encrypted-password*}
4. **service password-encryption**
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch>` **`enable`**	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch#` **`configure terminal`**	Enters global configuration mode.
Step 3	Use one of the following: • `enable password [level` *level*] {*password encryption-type encrypted-password*} • `enable secret [level` *level*] {*password encryption-type encrypted-password*} **Example:** `Switch(config)#` **`enable password example102`** or `Switch(config)#` **`enable secret level 1 password secret123sample`**	• Defines a new password or changes an existing password for access to privileged EXEC mode. • Defines a secret password, which is saved using a nonreversible encryption method. • (Optional) For *level*, 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 *password*, 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 *encryption-type*, only type 5, a Cisco proprietary encryption algorithm, is available. If you specify an encryption type, you must provide an encrypted password—an encrypted password that you copy from another switch configuration. **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.
Step 4	**service password-encryption** **Example:** `Switch(config)#` **`service password-encryption`**	(Optional) Encrypts the password when the password is defined or when the configuration is written. Encryption prevents the password from being readable in the configuration file.

	Command or Action	Purpose

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Related Topics

Additional Password Security, on page 214

Example: Protecting Enable and Enable Secret Passwords with Encryption, on page 228

Disabling Password Recovery

Follow these steps to disable password recovery to protect the security of your switch:

Before you begin

If you disable password recovery, we recommend that you keep a backup copy of the configuration file on a secure server in case the end user interrupts the boot process and sets the system back to default values. Do not keep a backup copy of the configuration file on the switch. If the switch is operating in VTP transparent mode, we recommend that you also keep a backup copy of the VLAN database file on a secure server. When the switch is returned to the default system configuration, you can download the saved files to the switch by using the Xmodem protocol.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **system disable password recovery switch** {*all* | *<1-9>*}
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:**	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
	`Switch> enable`	
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**system disable password recovery switch** {*all* | *<1-9>*} **Example:** `Switch(config)# system disable password recovery switch all`	Disables password recovery. • *all* - Sets the configuration on switches in stack. • *<1-9>* - Sets the configuration on the Switch Number selected. This setting is saved in an area of the flash memory that is accessible by the boot loader and the Cisco IOS image, but it is not part of the file system and is not accessible by any user.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

What to do next

To remove **disable password recovery**, use the **no system disable password recovery switch all** global configuration command.

Related Topics

Password Recovery, on page 214

Restrictions for Controlling Switch Access with Passwords and Privileges, on page 213

Setting a Telnet Password for a Terminal Line

Beginning in user EXEC mode, follow these steps to set a Telnet password for the connected terminal line:

Before you begin

- Attach a PC or workstation with emulation software to the switch console port, or attach a PC to the Ethernet management 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.

SUMMARY STEPS

1. **enable**

2. **configure terminal**
3. **line vty 0 15**
4. **password** *password*
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	**Note** If a password is required for access to privileged EXEC mode, you will be prompted for it. Enters privileged EXEC mode.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**line vty 0 15** **Example:** `Switch(config)# line vty 0 15`	Configures the number of Telnet sessions (lines), and enters 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 4	**password** *password* **Example:** `Switch(config-line)# password abcxyz543`	Sets a Telnet password for the line or lines. For *password*, 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 5	**end**
	Example:
	`Switch(config-line)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:**	(Optional) Saves your entries in the configuration file.

	Command or Action	Purpose
	`Switch# copy running-config startup-config`	

Related Topics

Information about Passwords and Privilege Levels
Preventing Unauthorized Access, on page 212
Terminal Line Telnet Configuration, on page 214
Example: Setting a Telnet Password for a Terminal Line, on page 228

Configuring Username and Password Pairs

Follow these steps to configure username and password pairs:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **username** *name* [**privilege** *level*] {**password** *encryption-type password*}
4. Use one of the following:
   - **line console 0**
   - **line vty 0 15**
5. **login local**
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**username** *name* [**privilege** *level*] {**password** *encryption-type password*} **Example:**	Sets the username, privilege level, and password for each user.

	Command or Action	Purpose

	`Switch(config)# username adamsample privilege 1 password secret456`
	`Switch(config)# username 111111111111 mac attribute`
		• For *name*, specify the user ID as one word or the MAC address. Spaces and quotation marks are not allowed.
		• You can configure a maximum of 12000 clients each, for both username and MAC filter.
		• (Optional) For *level*, 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 *encryption-type*, enter 0 to specify that an unencrypted password will follow. Enter 7 to specify that a hidden password will follow.
		• For *password*, 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 4	Use one of the following:
	• **line console 0**
	• **line vty 0 15**
	Example:
	`Switch(config)# line console 0`
	or
	`Switch(config)# line vty 15`
		Enters line configuration mode, and configures the console port (line 0) or the VTY lines (line 0 to 15).

Step 5	**login local** **Example:** `Switch(config-line)# login local`	Enables local password checking at login time. Authentication is based on the username specified in Step 3.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.

	Command or Action	Purpose
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Related Topics

Information about Passwords and Privilege Levels
Preventing Unauthorized Access, on page 212
Username and Password Pairs, on page 215

Setting the Privilege Level for a Command

Follow these steps to set the privilege level for a command:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **privilege** *mode* **level** *level command*
4. **enable password level** *level password*
5. **end**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**privilege** *mode* **level** *level command* **Example:** `Switch(config)# privilege exec level 14 configure`	Sets the privilege level for a command. • For *mode*, enter **configure** for global configuration mode, **exec** for EXEC mode, **interface** for interface configuration mode, or **line** for line configuration mode.

	Command or Action	Purpose
		• For *level*, 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 *command*, specify the command to which you want to restrict access.
Step 4	**enable password level** *level password* **Example:** `Switch(config)# enable password level 14 SecretPswd14`	Specifies the password to enable the privilege level. • For *level*, the range is from 0 to 15. Level 1 is for normal user EXEC mode privileges. • For *password*, 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 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Related Topics

Privilege Levels, on page 215
Example: Setting the Privilege Level for a Command, on page 228

Changing the Default Privilege Level for Lines

Follow these steps to change the default privilege level for the specified line:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **line vty** *line*
4. **privilege level** *level*
5. **end**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**line vty** *line* **Example:** `Switch(config)# line vty 10`	Selects the virtual terminal line on which to restrict access.
Step 4	**privilege level** *level* **Example:** `Switch(config)# privilege level 15`	Changes the default privilege level for the line. For *level*, 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 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

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.

Related Topics

Privilege Levels, on page 215

Logging into and Exiting a Privilege Level

Beginning in user EXEC mode, follow these steps to log into a specified privilege level and exit a specified privilege level.

SUMMARY STEPS

1. **enable** *level*
2. **disable** *level*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** *level* **Example:** `Switch> enable 15`	Logs in to a specified privilege level. Following the example, Level 15 is privileged EXEC mode. For *level*, the range is 0 to 15.
Step 2	**disable** *level* **Example:** `Switch# disable 1`	Exits to a specified privilege level. Following the example, Level 1 is user EXEC mode. For *level*, the range is 0 to 15.

Related Topics

Privilege Levels, on page 215

Monitoring Switch Access

Table 23: Commands for Displaying DHCP Information

show privilege	Displays the privilege level configuration.

Configuration Examples for Setting Passwords and Privilege Levels

Example: Setting or Changing a Static Enable Password

This example shows how to change the enable password to *l1u2c3k4y5*. The password is not encrypted and provides access to level 15 (traditional privileged EXEC mode access):

```
Switch(config)# enable password l1u2c3k4y5
```

Related Topics

Setting or Changing a Static Enable Password, on page 216

Example: Protecting Enable and Enable Secret Passwords with Encryption

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

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

Related Topics

Protecting Enable and Enable Secret Passwords with Encryption, on page 217

Additional Password Security, on page 214

Example: Setting a Telnet Password for a Terminal Line

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

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

Related Topics

Setting a Telnet Password for a Terminal Line, on page 220

Terminal Line Telnet Configuration, on page 214

Example: Setting the Privilege Level for a 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
```

Related Topics

Setting the Privilege Level for a Command, on page 224

Privilege Levels, on page 215

Additional References

Error Message Decoder

Description	Link
To help you research and resolve system error messages in this release, use the Error Message Decoder tool.	https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Prerequisites for TACACS+

The following are the prerequisites for set up and configuration of switch access with TACACS+ (must be performed in the order presented):

1. Configure the switches with the TACACS+ server addresses.
2. Set an authentication key.
3. Configure the key from Step 2 on the TACACS+ servers.
4. Enable authentication, authorization, and accounting (AAA).
5. Create a login authentication method list.
6. Apply the list to the terminal lines.
7. Create an authorization and accounting method list.

The following are the prerequisites for controlling switch access with TACACS+:

- You must have access to a configured TACACS+ server to configure TACACS+ features on your switch. Also, you must have access to TACACS+ services maintained in a database on a TACACS+ daemon typically running on a LINUX or Windows workstation.
- You need a system running the TACACS+ daemon software to use TACACS+ on your switch.
- To use TACACS+, it must be enabled.

- Authorization must be enabled on the switch to be used.
- Users must first successfully complete TACACS+ authentication before proceeding to TACACS+ authorization.
- To use any of the AAA commands listed in this section or elsewhere, you must first enable AAA with the **aaa new-model** command.
- 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.
- 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 port 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 ports except those that have a named method list explicitly defined. A defined method list overrides the default method list.
- 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+.

Related Topics

TACACS+ Overview, on page 231
TACACS+ Operation, on page 232
How to Configure Switch Access with TACACS+
Method List
Configuring TACACS+ Login Authentication, on page 235
TACACS+ Login Authentication, on page 233
Configuring TACACS+ Authorization for Privileged EXEC Access and Network Services, on page 238
TACACS+ Authorization for Privileged EXEC Access and Network Services, on page 233

Information About TACACS+

TACACS+ and Switch Access

This section describes TACACS+. TACACS+ provides detailed accounting information and flexible administrative control over the authentication and authorization processes. It is facilitated through authentication, authorization, accounting (AAA) and can be enabled only through AAA commands.

Note Beginning with Cisco IOS Release 15.2(7)E3, the legacy command **tacacs-server** is deprecated. Use the **tacacs server** command if the software running on your device is Cisco IOS Release 15.2(7)E3 or later releases.

Related Topics

Information about Passwords and Privilege Levels

Preventing Unauthorized Access, on page 212
Configuring the Switch for Local Authentication and Authorization, on page 287
SSH Servers, Integrated Clients, and Supported Versions, on page 292

TACACS+ Overview

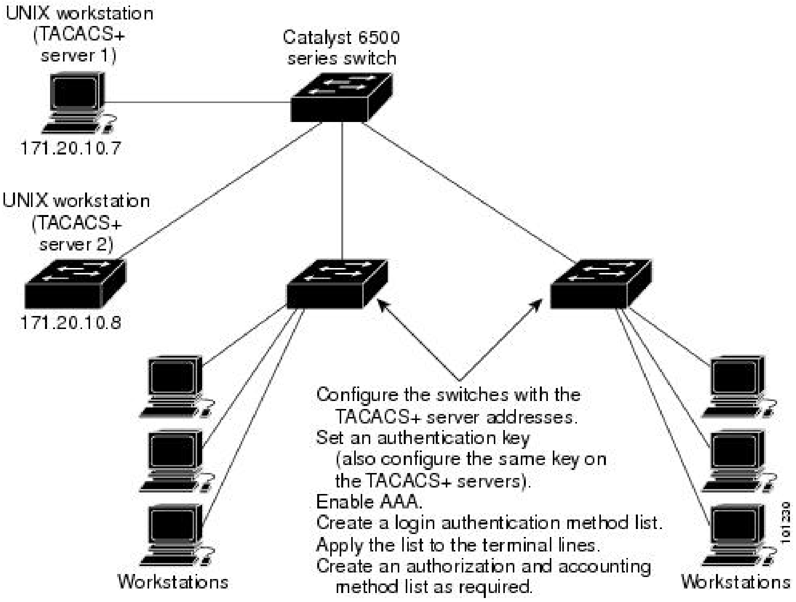
TACACS+ is a security application that provides centralized validation of users attempting to gain access to your switch.

TACACS+ services are maintained in a database on a TACACS+ daemon typically running on a LINUX or Windows workstation. You should have access to and should configure a TACACS+ server before you configure 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.

Figure 21: Typical TACACS+ Network Configuration


UNIX workstation (TACACS+ server 1)
171.20.10.7
Catalyst 6500 series switch
UNIX workstation (TACACS+ server 2)
171.20.10.8
Configure the switches with the TACACS+ server addresses.
Set an authentication key (also configure the same key on the TACACS+ servers).
Enable AAA.
Create a login authentication method list.
Apply the list to the terminal lines.
Create an authorization and accounting method list as required.
Workstations
Workstations
101230

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.

Related Topics

Prerequisites for TACACS+, on page 229

TACACS+ Operation

When a user attempts a simple ASCII login by authenticating to a switch 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. 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 and the services that the user can access:

   - Telnet, Secure Shell (SSH), rlogin, or privileged EXEC services
   - Connection parameters, including the host or client IP address, access list, and user timeouts

Related Topics

Prerequisites for TACACS+, on page 229

TACACS+ Configuration Options

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.

Related Topics

Identifying the TACACS+ Server Host and Setting the Authentication Key, on page 234

TACACS+ Login Authentication

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.

Related Topics

Configuring TACACS+ Login Authentication, on page 235

Prerequisites for TACACS+, on page 229

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.

Related Topics

Configuring TACACS+ Authorization for Privileged EXEC Access and Network Services, on page 238

Prerequisites for TACACS+, on page 229

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.

Related Topics

Starting TACACS+ Accounting, on page 239

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.

How to Configure TACACS+

Identifying the TACACS+ Server Host and Setting the Authentication Key

Follow these steps to identify the TACACS+ server host and set the authentication key:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **aaa new-model**
4. **aaa group server tacacs+** *group-name*
5. **server** *ip-address*
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**aaa new-model** **Example:**	Enables AAA.

	Command or Action	Purpose
	`Switch(config)# aaa new-model`	
Step 4	**aaa group server tacacs+** *group-name* **Example:** `Switch(config)# aaa group server tacacs+ your_server_group`	(Optional) Defines the AAA server-group with a group name. This command puts the Switch in a server group subconfiguration mode.
Step 5	**server** *ip-address* **Example:** `Switch(config)# server 10.1.2.3`	(Optional) Associates 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 3.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Related Topics

TACACS+ Configuration Options, on page 233

Configuring TACACS+ Login Authentication

Follow these steps to configure TACACS+ login authentication:

Before you begin

To configure AAA authentication, you define a named list of authentication methods and then apply that list to various ports.

Note To secure the switch for HTTP access by using AAA methods, you must configure the switch with the **ip http authentication aaa** global configuration command. Configuring AAA authentication does not secure the switch for HTTP access by using AAA methods.

For more information about the **ip http authentication** command, see the *Cisco IOS Security Command Reference, Release 12.4*.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **aaa new-model**
4. **aaa authentication login** {**default** | *list-name*} *method1* [*method2...*]
5. **line** [**console** | **tty** | **vty**] *line-number* [*ending-line-number*]
6. **login authentication** {**default** | *list-name*}
7. **end**
8. **show running-config**
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**aaa new-model** **Example:** `Switch(config)# aaa new-model`	Enables AAA.
Step 4	**aaa authentication login** {**default** | *list-name*} *method1* [*method2...*] **Example:** `Switch(config)# aaa authentication login default tacacs+ local`	Creates a login authentication method list. • To create a default list that is used when a named list is *not* 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 ports.

	Command or Action	Purpose
		• For *list-name*, specify a character string to name the list you are creating. • For *method1...*, 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. Select one of these methods: • *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. • *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 5	**line** [**console** | **tty** | **vty**] *line-number* [*ending-line-number*] **Example:** `Switch(config)# line 2 4`	Enters line configuration mode, and configures the lines to which you want to apply the authentication list.

Step 6	**login authentication** {**default** | *list-name*}
	Example:
	`Switch(config-line)# login authentication default`
		Applies the authentication list to a line or set of lines.
		• If you specify **default**, use the default list created with the **aaa authentication login** command.
		• For *list-name*, specify the list created with the **aaa authentication login** command.

Step 7	**end** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Switch(config-line)# end`	
Step 8	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 9	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Related Topics

TACACS+ Login Authentication, on page 233

Prerequisites for TACACS+, on page 229

Configuring TACACS+ Authorization for Privileged EXEC Access and Network Services

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.

Note Authorization is bypassed for authenticated users who log in through the CLI even if authorization has been configured.

Follow these steps to specify TACACS+ authorization for privileged EXEC access and network services:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **aaa authorization network tacacs+**
4. **aaa authorization exec tacacs+**
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable**	Enables privileged EXEC mode.

	Command or Action	Purpose
	Example: `Switch> enable`	• Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**aaa authorization network tacacs+** **Example:** `Switch(config)# aaa authorization network tacacs+`	Configures the switch for user TACACS+ authorization for all network-related service requests.
Step 4	**aaa authorization exec tacacs+** **Example:** `Switch(config)# aaa authorization exec tacacs+`	Configures the switch for user TACACS+ authorization if the user has privileged EXEC access. The **exec** keyword might return user profile information (such as **autocommand** information).

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Related Topics

TACACS+ Authorization for Privileged EXEC Access and Network Services, on page 233

Prerequisites for TACACS+, on page 229

Starting TACACS+ Accounting

Follow these steps to start TACACS+ Accounting:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **aaa accounting network start-stop tacacs+**
4. **aaa accounting exec start-stop tacacs+**
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**aaa accounting network start-stop tacacs+** **Example:** `Switch(config)# aaa accounting network start-stop tacacs+`	Enables TACACS+ accounting for all network-related service requests.
Step 4	**aaa accounting exec start-stop tacacs+** **Example:** `Switch(config)# aaa accounting exec start-stop tacacs+`	Enables 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 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.

	Command or Action	Purpose
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

To establish a session with a router if the AAA server is unreachable, use the **aaa accounting system guarantee-first** command. It guarantees system accounting as the first record, which is the default condition. In some situations, users might be prevented from starting a session on the console or terminal connection until after the system reloads, which can take more than 3 minutes.

To establish a console or Telnet session with the router if the AAA server is unreachable when the router reloads, use the **no aaa accounting system guarantee-first** command.

Related Topics

TACACS+ Accounting, on page 233

Establishing a Session with a Router if the AAA Server is Unreachable

To establishing a session with a router if the AAA server is unreachable, use the **aaa accounting system guarantee-first** command. It guarantees system accounting as the first record, which is the default condition. In some situations, users might be prevented from starting a session on the console or terminal connection until after the system reloads, which can take more than 3 minutes.

To establish a console or Telnet session with the router if the AAA server is unreachable when the router reloads, use the **no aaa accounting system guarantee-first** command.

Monitoring TACACS+

Table 24: Commands for Displaying TACACS+ Information

Command	Purpose
show tacacs	Displays TACACS+ server statistics.

Additional References for TACACS+

Related Documents

Related Topic	Document Title
Cisco security commands	• Cisco IOS Security Command Reference: Commands A to C • Cisco IOS Security Command Reference: Commands D to L • Cisco IOS Security Command Reference: Commands M to R • Cisco IOS Security Command Reference: Commands S to Z
IPv6 commands	Cisco IOS IPv6 Command Reference

MIBs

MIB	MIBs Link
	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

Feature Information for TACACS+

Release	Feature Information
Cisco IOS 12.2(58)SE	TACACS+ support for IPv6.

Release	Feature Information
Cisco IOS 12.2(54)SG Cisco IOS 15.2(1)E	The Per VRF for TACACS+ Servers feature allows per virtual route forwarding (per VRF) to be configured for authentication, authorization, and accounting (AAA) on TACACS+ servers. The following commands were introduced or modified: **ip tacacs source-interface**, **ip vrf forwarding (server-group)**, **server-private (TACACS+)**.

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Prerequisites for Configuring RADIUS

This section lists the prerequisites for controlling Switch access with RADIUS.

General:

- RADIUS and Authentication, Authorization, and Accounting (AAA) must be enabled to use any of the configuration commands in this chapter.
- RADIUS is facilitated through AAA and can be enabled only through AAA commands.
- Use the **aaa new-model** global configuration command to enable AAA.
- Use the **aaa authentication** global configuration command to define method lists for RADIUS authentication.
- Use **line** and **interface** commands to enable the defined method lists to be used.
- 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.
- You should have access to and should configure a RADIUS server before configuring RADIUS features on your Switch.
- 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, see the RADIUS server documentation.

- To use the Change-of-Authorization (CoA) interface, a session must already exist on the switch. CoA can be used to identify a session and enforce a disconnect request. The update affects only the specified session.

For RADIUS operation:

- Users must first successfully complete RADIUS authentication before proceeding to RADIUS authorization, if it is enabled.

Related Topics

RADIUS and Switch Access, on page 244

RADIUS Operation, on page 246

Restrictions for Configuring RADIUS

This topic covers restrictions for controlling Switch access with RADIUS.

General:

- To prevent a lapse in security, you cannot configure RADIUS through a network management application.

RADIUS is not suitable in the following 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.

Related Topics

RADIUS Overview, on page 245

Information about RADIUS

RADIUS and Switch Access

This section describes how to enable and configure RADIUS. RADIUS provides detailed accounting information and flexible administrative control over the authentication and authorization processes.

Related Topics

Prerequisites for Configuring RADIUS, on page 243

Configuring the Switch for Local Authentication and Authorization, on page 287

SSH Servers, Integrated Clients, and Supported Versions, on page 292

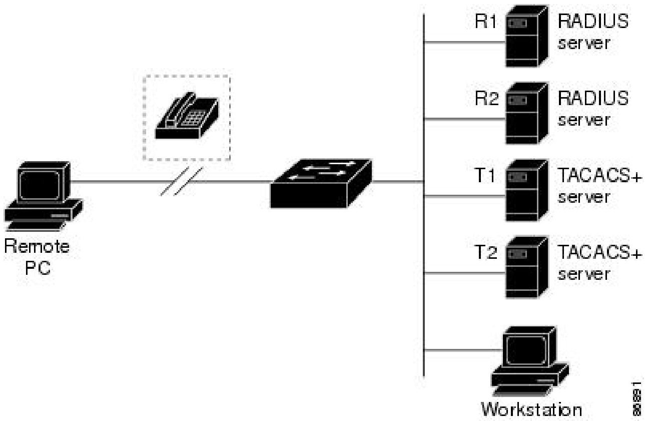
RADIUS Overview

RADIUS is a distributed client/server system that secures networks against unauthorized access. RADIUS clients run on supported Cisco routers and switches. Clients send authentication requests to a central RADIUS server, which contains all user authentication and network service access information.

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 validates 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: Transitioning from RADIUS to TACACS+ Services below.
- 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 *Configuring IEEE 802.1x Port-Based Authentication* chapter.
- 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.

Figure 22: Transitioning from RADIUS to TACACS+ Services



Related Topics

Restrictions for Configuring RADIUS, on page 244

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 the following responses from the RADIUS server:
    - ACCEPT—The user is authenticated.
    - REJECT—The user is either not authenticated and is prompted to re-enter the username and password, or access is denied.
    - CHALLENGE—A challenge requires additional data from the user.
    - 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. The additional data included with the ACCEPT or REJECT packets includes these items:

- Telnet, SSH, rlogin, or privileged EXEC services
- Connection parameters, including the host or client IP address, access list, and user timeouts

Related Topics

Prerequisites for Configuring RADIUS, on page 243

RADIUS Change of Authorization

The RADIUS Change of Authorization (CoA) provides a mechanism to change the attributes of an authentication, authorization, and accounting (AAA) session after it is authenticated. When a policy changes for a user or user group in AAA, administrators can send RADIUS CoA packets from the AAA server such as a Cisco Secure Access Control Server (ACS) to reinitialize authentication and apply the new policy. This section provides an overview of the RADIUS interface including available primitives and how they are used during a CoA.

- Change-of-Authorization Requests
- CoA Request Response Code
- CoA Request Commands
- Session Reauthentication
- Stacking Guidelines for Session Termination

A standard RADIUS interface is typically used in a pulled model where the request originates from a network attached device and the response come from the queried servers. Catalyst switches support the RADIUS CoA extensions defined in RFC 5176 that are typically used in a pushed model and allow for the dynamic reconfiguring of sessions from external AAA or policy servers.

The switch supports these per-session CoA requests:

- Session reauthentication
- Session termination
- Session termination with port shutdown
- Session termination with port bounce

This feature is integrated with Cisco Identity Services Engine, and Cisco Secure Access Control Server (ACS) 5.1.

The RADIUS interface is enabled by default on Catalyst switches. However, some basic configuration is required for the following attributes:

- Security and Password—refer to the “Preventing Unauthorized Access to Your Switch” section in this guide.
- Accounting—refer to the “Starting RADIUS Accounting” section in the Configuring Switch-Based Authentication chapter in this guide.

Cisco IOS software supports the RADIUS CoA extensions defined in RFC 5176 that are typically used in a push model to allow the dynamic reconfiguring of sessions from external AAA or policy servers. Per-session CoA requests are supported for session identification, session termination, host reauthentication, port shutdown, and port bounce. This model comprises one request (CoA-Request) and two possible response codes:

- CoA acknowledgement (ACK) [CoA-ACK]
- CoA nonacknowledgement (NAK) [CoA-NAK]

The request is initiated from a CoA client (typically a AAA or policy server) and directed to the device that acts as a listener.

The table below shows the RADIUS CoA commands and vendor-specific attributes (VSAs) supported by Identity-Based Networking Services. All CoA commands must include the session identifier between the device and the CoA client.

Table 25: RADIUS CoA Commands Supported by Identity-Based Networking Services

CoA Command	**Cisco VSA**
Activate service	Cisco:Avpair=“subscriber:command=activate-service” Cisco:Avpair=“subscriber:service-name=<*service-name*>” Cisco:Avpair=“subscriber:precedence=<*precedence-number*>” Cisco:Avpair=“subscriber:activation-mode=replace-all”
Deactivate service	Cisco:Avpair=“subscriber:command=deactivate-service” Cisco:Avpair=“subscriber:service-name=<*service-name*>”
Bounce host port	Cisco:Avpair=“subscriber:command=bounce-host-port”
Disable host port	Cisco:Avpair=“subscriber:command=disable-host-port”
Session query	Cisco:Avpair=“subscriber:command=session-query”

CoA Command	Cisco VSA
Session reauthenticate	Cisco:Avpair="subscriber:command=reauthenticate" Cisco:Avpair="subscriber:reauthenticate-type=last" or Cisco:Avpair="subscriber:reauthenticate-type=rerun"
Session terminate	This is a standard disconnect request and does not require a VSA.
Interface template	Cisco:AVpair="interface-template-name=<*interfacetemplate*>"

Change-of-Authorization Requests

Change of Authorization (CoA) requests, as described in RFC 5176, are used in a push model to allow for session identification, host reauthentication, and session termination. The model is comprised of one request (CoA-Request) and two possible response codes:

- CoA acknowledgment (ACK) [CoA-ACK]
- CoA non-acknowledgment (NAK) [CoA-NAK]

The request is initiated from a CoA client (typically a RADIUS or policy server) and directed to the switch that acts as a listener.

RFC 5176 Compliance

The Disconnect Request message, which is also referred to as Packet of Disconnect (POD), is supported by the switch for session termination.

This table shows the IETF attributes are supported for this feature.

Table 26: Supported IETF Attributes

Attribute Number	Attribute Name
24	State
31	Calling-Station-ID
44	Acct-Session-ID
80	Message-Authenticator
101	Error-Cause

This table shows the possible values for the Error-Cause attribute.

Table 27: Error-Cause Values

Value	Explanation
201	Residual Session Context Removed
202	Invalid EAP Packet (Ignored)

Value	Explanation
401	Unsupported Attribute
402	Missing Attribute
403	NAS Identification Mismatch
404	Invalid Request
405	Unsupported Service
406	Unsupported Extension
407	Invalid Attribute Value
501	Administratively Prohibited
502	Request Not Routable (Proxy)
503	Session Context Not Found
504	Session Context Not Removable
505	Other Proxy Processing Error
506	Resources Unavailable
507	Request Initiated
508	Multiple Session Selection Unsupported

CoA Request Response Code

The CoA Request response code can be used to convey a command to the switch.

The packet format for a CoA Request Response code as defined in RFC 5176 consists of the following fields: Code, Identifier, Length, Authenticator, and Attributes in the Type:Length:Value (TLV) format. The Attributes field is used to carry Cisco vendor-specific attributes (VSAs).

Related Topics

CoA Request Commands, on page 251

Session Identification

For disconnect and CoA requests targeted at a particular session, the switch locates the session based on one or more of the following attributes:

- Acct-Session-Id (IETF attribute #44)
- Audit-Session-Id (Cisco VSA)
- Calling-Station-Id (IETF attribute #31 which contains the host MAC address)
- IPv6 Attributes, which can be one of the following:

  - Framed-IPv6-Prefix (IETF attribute #97) and Framed-Interface-Id (IETF attribute #96), which together create a full IPv6 address per RFC 3162
  - Framed-IPv6-Address

- Plain IP Address (IETF attribute #8)

Unless all session identification attributes included in the CoA message match the session, the switch returns a Disconnect-NAK or CoA-NAK with the “Invalid Attribute Value” error-code attribute.

If more than one session identification attribute is included in the message, all the attributes must match the session or the switch returns a Disconnect- negative acknowledgment (NAK) or CoA-NAK with the error code “Invalid Attribute Value.”

The packet format for a CoA Request code as defined in RFC 5176 consists of the fields: Code, Identifier, Length, Authenticator, and Attributes in Type:Length:Value (TLV) format.

```
 0                   1                   2                   3
 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|     Code      |  Identifier   |            Length             |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                                                               |
|                         Authenticator                         |
|                                                               |
|                                                               |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|  Attributes ...
+-+-+-+-+-+-+-+-+-+-+-+-+-
```

The attributes field is used to carry Cisco vendor-specific attributes (VSAs).

For CoA requests targeted at a particular enforcement policy, the device returns a CoA-NAK with the error code “Invalid Attribute Value” if any of the above session identification attributes are included in the message.

Related Topics

CoA Disconnect-Request, on page 252
CoA Request: Disable Host Port, on page 252
CoA Request: Bounce-Port, on page 252

CoA ACK Response Code

If the authorization state is changed successfully, a positive acknowledgment (ACK) is sent. The attributes returned within CoA ACK will vary based on the CoA Request and are discussed in individual CoA Commands.

CoA NAK Response Code

A negative acknowledgment (NAK) indicates a failure to change the authorization state and can include attributes that indicate the reason for the failure. Use **show** commands to verify a successful CoA.

CoA Request Commands

Table 28: CoA Commands Supported on the switch

Command [2]	Cisco VSA
Reauthenticate host	Cisco:Avpair="subscriber:command=reauthenticate"
Terminate session	This is a standard disconnect request that does not require a VSA.
Bounce host port	Cisco:Avpair="subscriber:command=bounce-host-port"
Disable host port	Cisco:Avpair="subscriber:command=disable-host-port"

[2] All CoA commands must include the session identifier between the switch and the CoA client.

Related Topics

CoA Request Response Code, on page 249

Session Reauthentication

The AAA server typically generates a session reauthentication request when a host with an unknown identity or posture joins the network and is associated with a restricted access authorization profile (such as a guest VLAN). A reauthentication request allows the host to be placed in the appropriate authorization group when its credentials are known.

To initiate session authentication, the AAA server sends a standard CoA-Request message which contains a Cisco VSA in this form: *Cisco:Avpair="subscriber:command=reauthenticate"* and one or more session identification attributes.

The current session state determines the switch response to the message. If the session is currently authenticated by IEEE 802.1x, the switch responds by sending an EAPoL (Extensible Authentication Protocol over Lan) -RequestId message to the server.

If the session is currently authenticated by MAC authentication bypass (MAB), the switch sends an access-request to the server, passing the same identity attributes used for the initial successful authentication.

If session authentication is in progress when the switch receives the command, the switch terminates the process, and restarts the authentication sequence, starting with the method configured to be attempted first.

If the session is not yet authorized, or is authorized via guest VLAN, or critical VLAN, or similar policies, the reauthentication message restarts the access control methods, beginning with the method configured to be attempted first. The current authorization of the session is maintained until the reauthentication leads to a different authorization result.

Session Termination

There are three types of CoA requests that can trigger session termination. A CoA Disconnect-Request terminates the session, without disabling the host port. This command causes re-initialization of the authenticator state machine for the specified host, but does not restrict that host access to the network.

To restrict a host's access to the network, use a CoA Request with the Cisco:Avpair="subscriber:command=disable-host-port" VSA. This command is useful when a host is known to be causing problems on the network, and you need to immediately block network access for the host. When you want to restore network access on the port, re-enable it using a non-RADIUS mechanism.

When a device with no supplicant, such as a printer, needs to acquire a new IP address (for example, after a VLAN change), terminate the session on the host port with port-bounce (temporarily disable and then re-enable the port).

CoA Disconnect-Request

This command is a standard Disconnect-Request. If the session cannot be located, the switch returns a Disconnect-NAK message with the “Session Context Not Found” error-code attribute. If the session is located, the switch terminates the session. After the session has been completely removed, the switch returns a Disconnect-ACK.

If the switch fails-over to a standby switch before returning a Disconnect-ACK to the client, the process is repeated on the new active switch when the request is re-sent from the client. If the session is not found following re-sending, a Disconnect-ACK is sent with the “Session Context Not Found” error-code attribute.

Related Topics

Session Identification, on page 249

CoA Request: Disable Host Port

The RADIUS server CoA disable port command administratively shuts down the authentication port that is hosting a session, resulting in session termination. This command is useful when a host is known to cause problems on the network and network access needs to be immediately blocked for the host. To restore network access on the port, reenable it using a non-RADIUS mechanism. This command is carried in a standard CoA-Request message that has this new vendor-specific attribute (VSA):

Cisco:Avpair="subscriber:command=disable-host-port"

Because this command is session-oriented, it must be accompanied by one or more of the session identification attributes described in the “Session Identification” section. If the session cannot be located, the switch returns a CoA-NAK message with the “Session Context Not Found” error-code attribute. If the session is located, the switch disables the hosting port and returns a CoA-ACK message.

If the switch fails before returning a CoA-ACK to the client, the process is repeated on the new active switch when the request is re-sent from the client. If the switch fails after returning a CoA-ACK message to the client but before the operation has completed, the operation is restarted on the new active switch.

Note A Disconnect-Request failure following command re-sending could be the result of either a successful session termination before change-over (if the Disconnect-ACK was not sent) or a session termination by other means (for example, a link failure) that occurred after the original command was issued and before the standby switch became active.

Related Topics

Session Identification, on page 249

CoA Request: Bounce-Port

A RADIUS server CoA bounce port sent from a RADIUS server can cause a link flap on an authentication port, which triggers DHCP renegotiation from one or more hosts connected to this port. This incident can occur when there is a VLAN change and the endpoint is a device (such as a printer) that does not have a mechanism to detect a change on this authentication port. The CoA bounce port is carried in a standard CoA-Request message that contains the following VSA:

Cisco:Avpair="subscriber:command=bounce-host-port"

Because this command is session-oriented, it must be accompanied by one or more of the session identification attributes. If the session cannot be located, the switch returns a CoA-NAK message with the "Session Context Not Found" error-code attribute. If the session is located, the switch disables the hosting port for a period of 10 seconds, re-enables it (port-bounce), and returns a CoA-ACK.

If the switch fails before returning a CoA-ACK to the client, the process is repeated on the new active switch when the request is re-sent from the client. If the switch fails after returning a CoA-ACK message to the client but before the operation has completed, the operation is re-started on the new active switch.

Related Topics

Session Identification, on page 249

RADIUS Server Host

Switch-to-RADIUS-server communication involves several components:

- Hostname or IP address
- Authentication destination port
- Accounting destination port
- Key string
- Timeout period
- Retransmission value

You identify RADIUS security servers by their hostname or IP address, hostname 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 %RADIUS-4-RADIUS_DEAD message appears, and then 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.

Related Topics

Identifying the RADIUS Server Host, on page 267
Defining AAA Server Groups, on page 272
Configuring Settings for All RADIUS Servers, on page 276
Configuring RADIUS Login Authentication, on page 269

RADIUS Login Authentication

To configure AAA authentication, you define a named list of authentication methods and then apply that list to various ports. 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 port before any of the defined authentication methods are performed. The only exception is the default method list. The default method list is automatically applied to all ports 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.

Related Topics

Configuring RADIUS Login Authentication, on page 269

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. This unique identifier enables RADIUS requests to be sent to different UDP ports on a server at the same IP address. 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. If the first host entry fails to provide accounting services, the network access server tries the second host entry configured on the same device for accounting services. (The RADIUS host entries are tried in the order in which they are configured.)

Related Topics

Defining AAA Server Groups, on page 272

Example: Using Two Different RADIUS Group Servers, on page 284

AAA Authorization

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.

Related Topics

Configuring RADIUS Authorization for User Privileged Access and Network Services, on page 273

RADIUS Accounting

The AAA accounting feature tracks the services that users are using and the amount of network resources that they are consuming. When you enable AAA accounting, 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. You can then analyze the data for network management, client billing, or auditing.

Related Topics

Starting RADIUS Accounting, on page 275

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 attributevalue (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, the following AV pair causes Cisco's “multiple named IP address pools” feature to be activated during IP authorization (during PPP's Internet Protocol Control Protocol (IPCP) address assignment):

```
cisco-avpair= ”ip:addr-pool=first‟
```

If you insert an “*”, the AV pair “ip:addr-pool=first” becomes optional. Note that any AV pair can be made optional:

```
cisco-avpair= ”ip:addr-pool*first‟
```

The following example shows how to cause a user logging in from a network access server to have immediate access to EXEC commands:

```
cisco-avpair= ”shell:priv-lvl=15‟
```

Other vendors have their own unique vendor-IDs, options, and associated VSAs. For more information about vendor-IDs and VSAs, see RFC 2138, “Remote Authentication Dial-In User Service (RADIUS).”

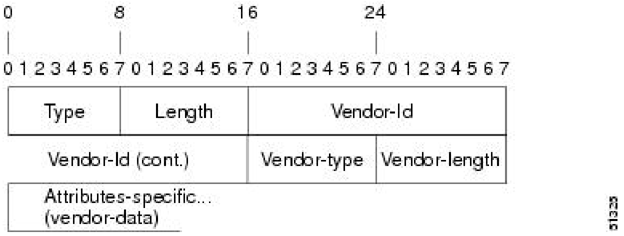
Attribute 26 contains the following three elements:

- Type
- Length
- String (also known as data)
    - Vendor-Id

- Vendor-Type
- Vendor-Length
- Vendor-Data

The figure below shows the packet format for a VSA encapsulated “behind” attribute 26.

Figure 23: VSA Encapsulated Behind Attribute 26



Note It is up to the vendor to specify the format of their VSA. The Attribute-Specific field (also known as Vendor-Data) is dependent on the vendor's definition of that attribute.

The table below describes significant fields listed in the Vendor-Specific RADIUS IETF Attributes table (second table below), which lists supported vendor-specific RADIUS attributes (IETF attribute 26).

Table 29: Vendor-Specific Attributes Table Field Descriptions

Field	Description
Number	All attributes listed in the following table are extensions of IETF attribute 26.
Vendor-Specific Command Codes	A defined code used to identify a particular vendor. Code 9 defines Cisco VSAs, 311 defines Microsoft VSAs, and 529 defines Ascend VSAs.
Sub-Type Number	The attribute ID number. This number is much like the ID numbers of IETF attributes, except it is a “second layer” ID number encapsulated behind attribute 26.
Attribute	The ASCII string name of the attribute.
Description	Description of the attribute.

Table 30: Vendor-Specific RADIUS IETF Attributes

Number	Vendor-Specific Company Code	Sub-Type Number	Attribute	Description
MS-CHAP Attributes				

Number	Vendor-Specific Company Code	Sub-Type Number	Attribute	Description
26	311	1	MSCHAP-Response	Contains the response value provided by a PPP MS-CHAP user in response to the challenge. It is only used in Access-Request packets. This attribute is identical to the PPP CHAP Identifier. (RFC 2548
26	311	11	MSCHAP-Challenge	Contains the challenge sent by a network access server to an MS-CHAP user. It can be used in both Access-Request and Access-Challenge packets. (RFC 2548)
VPDN Attributes				
26	9	1	l2tp-cm-local-window-size	Specifies the maximum receive window size for L2TP control messages. This value is advertised to the peer during tunnel establishment.
26	9	1	l2tp-drop-out-of-order	Respects sequence numbers on data packets by dropping those that are received out of order. This does not ensure that sequence numbers will be sent on data packets, just how to handle them if they are received.
26	9	1	l2tp-hello-interval	Specifies the number of seconds for the hello keepalive interval. Hello packets are sent when no data has been sent on a tunnel for the number of seconds configured here.
26	9	1	l2tp-hidden-avp	When enabled, sensitive AVPs in L2TP control messages are scrambled or hidden.

Number	Vendor-Specific Company Code	Sub-Type Number	Attribute	Description
26	9	1	l2tp-nosession-timeout	Specifies the number of seconds that a tunnel will stay active with no sessions before timing out and shutting down.
26	9	1	tunnel-tos-reflect	Copies the IP ToS field from the IP header of each payload packet to the IP header of the tunnel packet for packets entering the tunnel at the LNS.
26	9	1	l2tp-tunnel-authen	If this attribute is set, it performs L2TP tunnel authentication.
26	9	1	l2tp-tunnel-password	Shared secret used for L2TP tunnel authentication and AVP hiding.
26	9	1	l2tp-udp-checksum	This is an authorization attribute and defines whether L2TP should perform UDP checksums for data packets. Valid values are “yes” and “no.” The default is no.
Store and Forward Fax Attributes				
26	9	3	Fax-Account-Id-Origin	Indicates the account ID origin as defined by system administrator for the **mmoip aaa receive-id** or the **mmoip aaa send-id** commands.
26	9	4	Fax-Msg-Id=	Indicates a unique fax message identification number assigned by Store and Forward Fax.
26	9	5	Fax-Pages	Indicates the number of pages transmitted or received during this fax session. This page count includes cover pages.

Number	Vendor-Specific Company Code	Sub-Type Number	Attribute	Description
26	9	6	Fax-Coverpage-Flag	Indicates whether or not a cover page was generated by the off-ramp gateway for this fax session. True indicates that a cover page was generated; false means that a cover page was not generated.
26	9	7	Fax-Modem-Time	Indicates the amount of time in seconds the modem sent fax data (x) and the amount of time in seconds of the total fax session (y), which includes both fax-mail and PSTN time, in the form x/y. For example, 10/15 means that the transfer time took 10 seconds, and the total fax session took 15 seconds.
26	9	8	Fax-Connect-Speed	Indicates the modem speed at which this fax-mail was initially transmitted or received. Possible values are 1200, 4800, 9600, and 14400.
26	9	9	Fax-Recipient-Count	Indicates the number of recipients for this fax transmission. Until e-mail servers support Session mode, the number should be 1.
26	9	10	Fax-Process-Abort-Flag	Indicates that the fax session was cancelled or successful. True means that the session was cancelled; false means that the session was successful.
26	9	11	Fax-Dsn-Address	Indicates the address to which DSNs will be sent.

Number	Vendor-Specific Company Code	Sub-Type Number	Attribute	Description
26	9	12	Fax-Dsn-Flag	Indicates whether or not DSN has been enabled. True indicates that DSN has been enabled; false means that DSN has not been enabled.
26	9	13	Fax-Mdn-Address	Indicates the address to which MDNs will be sent.
26	9	14	Fax-Mdn-Flag	Indicates whether or not message delivery notification (MDN) has been enabled. True indicates that MDN had been enabled; false means that MDN had not been enabled.
26	9	15	Fax-Auth-Status	Indicates whether or not authentication for this fax session was successful. Possible values for this field are success, failed, bypassed, or unknown.
26	9	16	Email-Server-Address	Indicates the IP address of the e-mail server handling the on-ramp fax-mail message.
26	9	17	Email-Server-Ack-Flag	Indicates that the on-ramp gateway has received a positive acknowledgment from the e-mail server accepting the fax-mail message.
26	9	18	Gateway-Id	Indicates the name of the gateway that processed the fax session. The name appears in the following format: hostname.domain-name.
26	9	19	Call-Type	Describes the type of fax activity: fax receive or fax send.

Number	Vendor-Specific Company Code	Sub-Type Number	Attribute	Description
26	9	20	Port-Used	Indicates the slot/port number of the Cisco AS5300 used to either transmit or receive this fax-mail.
26	9	21	Abort-Cause	If the fax session cancels, indicates the system component that signaled the cancel operation. Examples of system components that could trigger a cancel operation are FAP (Fax Application Process), TIFF (the TIFF reader or the TIFF writer), fax-mail client, fax-mail server, ESMTP client, or ESMTP server.
H323 Attributes				
26	9	23	Remote-Gateway-ID (h323-remote-address)	Indicates the IP address of the remote gateway.
26	9	24	Connection-ID (h323-conf-id)	Identifies the conference ID.
26	9	25	Setup-Time (h323-setup-time)	Indicates the setup time for this connection in Coordinated Universal Time (UTC) formerly known as Greenwich Mean Time (GMT) and Zulu time.
26	9	26	Call-Origin (h323-call-origin)	Indicates the origin of the call relative to the gateway. Possible values are originating and terminating (answer).
26	9	27	Call-Type (h323-call-type)	Indicates call leg type. Possible values are **telephony** and **VoIP**.
26	9	28	Connect-Time (h323-connect-time)	Indicates the connection time for this call leg in UTC.

Number	Vendor-Specific Company Code	Sub-Type Number	Attribute	Description
26	9	29	Disconnect-Time (h323-disconnect-time)	Indicates the time this call leg was disconnected in UTC.
26	9	30	Disconnect-Cause (h323-disconnect-cause)	Specifies the reason a connection was taken offline per Q.931 specification.
26	9	31	Voice-Quality (h323-voice-quality)	Specifies the impairment factor (ICPIF) affecting voice quality for a call.
26	9	33	Gateway-ID (h323-gw-id)	Indicates the name of the underlying gateway.
Large Scale Dialout Attributes				
26	9	1	callback-dialstring	Defines a dialing string to be used for callback.
26	9	1	data-service	No description available.
26	9	1	dial-number	Defines the number to dial.
26	9	1	force-56	Determines whether the network access server uses only the 56 K portion of a channel, even when all 64 K appear to be available.
26	9	1	map-class	Allows the user profile to reference information configured in a map class of the same name on the network access server that dials out.
26	9	1	send-auth	Defines the protocol to use (PAP or CHAP) for username-password authentication following CLID authentication.

Number	Vendor-Specific Company Code	Sub-Type Number	Attribute	Description
26	9	1	send-name	PPP name authentication. To apply for PAP, do not configure the **ppp pap sent-name password** command on the interface. For PAP, “preauth:send-name” and “preauth:send-secret” will be used as the PAP username and PAP password for outbound authentication. For CHAP, “preauth:send-name” will be used not only for outbound authentication, but also for inbound authentication. For a CHAP inbound case, the NAS will use the name defined in “preauth:send-name” in the challenge packet to the caller box. **Note** The send-name attribute has changed over time: Initially, it performed the functions now provided by both the send-name and remote-name attributes. Because the remote-name attribute has been added, the send-name attribute is restricted to its current behavior.

Number	Vendor-Specific Company Code	Sub-Type Number	Attribute	Description
26	9	1	send-secret	PPP password authentication. The vendor-specific attributes (VSAs) “preauth:send-name” and “preauth:send-secret” will be used as the PAP username and PAP password for outbound authentication. For a CHAP outbound case, both “preauth:send-name” and “preauth:send-secret” will be used in the response packet.
26	9	1	remote-name	Provides the name of the remote host for use in large-scale dial-out. Dialer checks that the large-scale dial-out remote name matches the authenticated name, to protect against accidental user RADIUS misconfiguration. (For example, dialing a valid phone number but connecting to the wrong device.)
Miscellaneous Attributes				

Number	Vendor-Specific Company Code	Sub-Type Number	Attribute	Description
26	9	2	Cisco-NAS-Port	Specifies additional vendor specific attribute (VSA) information for NAS-Port accounting. To specify additional NAS-Port information in the form an Attribute-Value Pair (AVPair) string, use the **radius-server vsa send** global configuration command. **Note** This VSA is typically used in Accounting, but may also be used in Authentication (Access-Request) packets.
26	9	1	min-links	Sets the minimum number of links for MLP.
26	9	1	proxyacl#<n>	Allows users to configure the downloadable user profiles (dynamic ACLs) by using the authentication proxy feature so that users can have the configured authorization to permit traffic going through the configured interfaces.

Number	Vendor-Specific Company Code	Sub-Type Number	Attribute	Description
26	9	1	spi	Carries the authentication information needed by the home agent to authenticate a mobile node during registration. The information is in the same syntax as the **ip mobile secure host <addr>** configuration command. Basically it contains the rest of the configuration command that follows that string, verbatim. It provides the Security Parameter Index (SPI), key, authentication algorithm, authentication mode, and replay protection timestamp range.

Related Topics

Configuring the Switch to Use Vendor-Specific RADIUS Attributes, on page 278

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.

Related Topics

Configuring the Switch for Vendor-Proprietary RADIUS Server Communication, on page 279

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.

How to Configure RADIUS

Identifying the RADIUS Server Host

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**.

You can configure the Switch to use AAA server groups to group existing server hosts for authentication. For more information, see Related Topics below.

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, see the RADIUS server documentation.

Follow these steps to configure per-server RADIUS server communication.

Before you begin

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 Related Topics below.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **radius-server host** {*hostname* | *ip-address*} [**auth-port** *port-number*] [**acct-port** *port-number*] [**timeout** *seconds*] [**retransmit** *retries*] [**key** *string*]
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 3	**radius-server host** {*hostname* | *ip-address*} [**auth-port** *port-number*] [**acct-port** *port-number*] [**timeout** *seconds*] [**retransmit** *retries*] [**key** *string*] **Example:** `Switch(config)# radius-server host 172.29.36.49 auth-port 1612 key rad1`	Specifies the IP address or hostname of the remote RADIUS server host. • (Optional) For **auth-port** *port-number*, specify the UDP destination port for authentication requests. • (Optional) For **acct-port** *port-number*, specify the UDP destination port for accounting requests. • (Optional) For **timeout** *seconds*, 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** *retries*, 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** *string*, specify the authentication and encryption key used between the Switch and the RADIUS daemon running on the RADIUS server. **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. 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.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

	Command or Action	Purpose
Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Related Topics

RADIUS Server Host, on page 253

Defining AAA Server Groups, on page 272

Configuring Settings for All RADIUS Servers, on page 276

Configuring RADIUS Login Authentication

Follow these steps to configure RADIUS login authentication:

Before you begin

To secure the switch for HTTP access by using AAA methods, you must configure the switch with the **ip http authentication aaa** global configuration command. Configuring AAA authentication does not secure the switch for HTTP access by using AAA methods.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **aaa new-model**
4. **aaa authentication login** {**default** | *list-name*} *method1* [*method2...*]
5. **line** [**console** | **tty** | **vty**] *line-number* [*ending-line-number*]
6. **login authentication** {**default** | *list-name*}
7. **end**
8. **show running-config**
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:**	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
	`Switch> enable`	
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**aaa new-model** **Example:** `Switch(config)# aaa new-model`	Enables AAA.
Step 4	**aaa authentication login** {**default** | *list-name*} *method1* [*method2...*] **Example:** `Switch(config)# aaa authentication login default local`	Creates a login authentication method list. • To create a default list that is used when a named list is *not* 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 ports. • For *list-name*, specify a character string to name the list you are creating. • For *method1...*, 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. Select one of these methods: • *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. • *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.

	Command or Action	Purpose
		• *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 5	**line** [**console** | **tty** | **vty**] *line-number* [*ending-line-number*] **Example:** `Switch(config)# line 1 4`	Enters line configuration mode, and configure the lines to which you want to apply the authentication list.

Step 6	**login authentication** {**default** | *list-name*}
	Example:
	`Switch(config)# login authentication default`
		Applies the authentication list to a line or set of lines.
		• If you specify **default**, use the default list created with the **aaa authentication login** command.
		• For *list-name*, specify the list created with the **aaa authentication login** command.

Step 7	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 8	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 9	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Related Topics

RADIUS Login Authentication, on page 254

RADIUS Server Host, on page 253

Defining AAA Server Groups

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.

Follow these steps to define AAA server groups:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **radius server** *name*
4. **address** {**ipv4** | **ipv6**} {*ip-address* | *hostname*} **auth-port** *port-number* **acct-port** *port-number*
5. **key** *string*
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**radius server** *name* **Example:** `Switch(config)# radius server ISE`	Specifies the name of the RADIUS server configuration for Protected Access Credential (PAC) provisioning and enters RADIUS server configuration mode. The switch also supports RADIUS for IPv6.
Step 4	**address** {**ipv4** | **ipv6**} {*ip-address* | *hostname*} **auth-port** *port-number* **acct-port** *port-number* **Example:** `Switch(config-radius-server)# address ipv4 10.1.1.1 auth-port 1645 acct-port 1646`	Configures the IPv4 address for the RADIUS server accounting and authentication parameters.

	Command or Action	Purpose
Step 5	**key** *string* **Example:** `Switch(config-radius-server)# key cisco123`	Specifies the authentication and encryption key for all RADIUS communications between the device and the RADIUS server.

Step 6	**end**
	Example:
	`Switch(config-radius-server)# end`
		Exits RADIUS server configuration mode and returns to privileged EXEC mode.

Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Related Topics

Identifying the RADIUS Server Host, on page 267
RADIUS Server Host, on page 253
AAA Server Groups, on page 254
Example: Using Two Different RADIUS Group Servers, on page 284

Configuring RADIUS Authorization for User Privileged Access and Network Services

Note Authorization is bypassed for authenticated users who log in through the CLI even if authorization has been configured.

Follow these steps to configure RADIUS authorization for user priviledged access and network services:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **aaa authorization network radius**
4. **aaa authorization exec radius**

5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**aaa authorization network radius** **Example:** `Switch(config)# aaa authorization network radius`	Configures the switch for user RADIUS authorization for all network-related service requests.
Step 4	**aaa authorization exec radius** **Example:** `Switch(config)# aaa authorization exec radius`	Configures the switch for user RADIUS authorization if the user has privileged EXEC access. The **exec** keyword might return user profile information (such as **autocommand** information).

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

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.

Related Topics

AAA Authorization, on page 254

Starting RADIUS Accounting

Follow these steps to start RADIUS accounting:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **aaa accounting network start-stop radius**
4. **aaa accounting exec start-stop radius**
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**aaa accounting network start-stop radius** **Example:** `Switch(config)# aaa accounting network start-stop radius`	Enables RADIUS accounting for all network-related service requests.

	Command or Action	Purpose
Step 4	**aaa accounting exec start-stop radius** **Example:** `Switch(config)# aaa accounting exec start-stop radius`	Enables 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 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Related Topics

RADIUS Accounting, on page 255

Configuring Settings for All RADIUS Servers

Beginning in privileged EXEC mode, follow these steps to configure settings for all RADIUS servers:

SUMMARY STEPS

1. **configure terminal**
2. **radius-server key** *string*
3. **radius-server retransmit** *retries*
4. **radius-server timeout** *seconds*
5. **radius-server deadtime** *minutes*
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 2	**radius-server key** *string*
	Example:
	`Switch(config)# radius-server key your_server_key`
	`Switch(config)# key your_server_key`
		Specifies 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** *retries* **Example:** `Switch(config)#  radius-server retransmit 5`	Specifies the number of times the switch sends each RADIUS request to the server before giving up. The default is 3; the range 1 to 1000.
Step 4	**radius-server timeout** *seconds* **Example:** `Switch(config)#  radius-server timeout 3`	Specifies 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** *minutes* **Example:** `Switch(config)#  radius-server deadtime 0`	When a RADIUS server is not responding to authentication requests, this command specifies a time to stop the request on that server. This avoids 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**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.

	Command or Action	Purpose
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Related Topics

Identifying the RADIUS Server Host, on page 267

RADIUS Server Host, on page 253

Configuring the Switch to Use Vendor-Specific RADIUS Attributes

Follow these steps to configure the switch to use vendor-specific RADIUS attributes:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **radius-server vsa send** [**accounting** | **authentication**]
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**radius-server vsa send** [**accounting** | **authentication**] **Example:** `Switch(config)# radius-server vsa send accounting`	Enables the switch to recognize and use VSAs as defined by RADIUS IETF attribute 26. • (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.

	Command or Action	Purpose
		If you enter this command without keywords, both accounting and authentication vendor-specific attributes are used.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Related Topics

Vendor-Specific RADIUS Attributes, on page 255

Configuring the Switch for Vendor-Proprietary RADIUS Server Communication

Follow these steps to configure the switch to use vendor-proprietary RADIUS server communication:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **radius-server host** {*hostname* | *ip-address*} **non-standard**
4. **radius-server key** *string*
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:**	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
	`Switch> enable`	
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**radius-server host** {*hostname* | *ip-address*} **non-standard**
	Example:
	`Switch(config)# radius-server host 172.20.30.15`
	`non-standard`
		Specifies the IP address or hostname of the remote RADIUS server host and identifies that it is using a vendor-proprietary implementation of RADIUS.

Step 4	**radius-server key** *string* **Example:** `Switch(config)# radius-server key rad124`	Specifies 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 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Related Topics

Vendor-Proprietary RADIUS Server Communication, on page 266

Configuring CoA on the Switch

Follow these steps to configure CoA on a switch. This procedure is required.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **aaa new-model**
4. **aaa server radius dynamic-author**
5. **client** {*ip-address* | *name*} [**vrf** *vrfname*] [**server-key** *string*]
6. **server-key** [**0** | **7**] *string*
7. **port** *port-number*
8. **auth-type** {**any** | **all** | **session-key**}
9. **ignore session-key**
10. **ignore server-key**
11. **authentication command bounce-port ignore**
12. **authentication command disable-port ignore**
13. **end**
14. **show running-config**
15. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**aaa new-model** **Example:** `Switch(config)# aaa new-model`	Enables AAA.
Step 4	**aaa server radius dynamic-author** **Example:** `Switch(config)# aaa server radius dynamic-author`	Configures the switch as an authentication, authorization, and accounting (AAA) server to facilitate interaction with an external policy server.

	Command or Action	Purpose
Step 5	**client** {*ip-address* | *name*} [**vrf** *vrfname*] [**server-key** *string*]	Enters dynamic authorization local server configuration mode and specifies a RADIUS client from which a device will accept CoA and disconnect requests.
Step 6	**server-key** [**0** | **7**] *string* **Example:** `Switch(config-sg-radius)# server-key your_server_key`	Configures the RADIUS key to be shared between a device and RADIUS clients.
Step 7	**port** *port-number* **Example:** `Switch(config-sg-radius)# port 25`	Specifies the port on which a device listens for RADIUS requests from configured RADIUS clients.

Step 8	**auth-type** {**any** | **all** | **session-key**}
	Example:
	`Switch(config-sg-radius)# auth-type any`
		Specifies the type of authorization the switch uses for RADIUS clients.
		The client must match all the configured attributes for authorization.

Step 9	**ignore session-key**	(Optional) Configures the switch to ignore the session-key. For more information about the **ignore** command, see the *Cisco IOS Intelligent Services Gateway Command Reference* on Cisco.com.
Step 10	**ignore server-key** **Example:** `Switch(config-sg-radius)# ignore server-key`	(Optional) Configures the switch to ignore the server-key. For more information about the **ignore** command, see the *Cisco IOS Intelligent Services Gateway Command Reference* on Cisco.com.
Step 11	**authentication command bounce-port ignore** **Example:** `Switch(config-sg-radius)# authentication command bounce-port ignore`	(Optional) Configures the switch to ignore a CoA request to temporarily disable the port hosting a session. The purpose of temporarily disabling the port is to trigger a DHCP renegotiation from the host when a VLAN change occurs and there is no supplicant on the endpoint to detect the change.
Step 12	**authentication command disable-port ignore** **Example:** `Switch(config-sg-radius)# authentication command disable-port ignore`	(Optional) Configures the switch to ignore a nonstandard command requesting that the port hosting a session be administratively shut down. Shutting down the port results in termination of the session. Use standard CLI or SNMP commands to re-enable the port.

	Command or Action	Purpose

Step 13	**end**
	Example:
	`Switch(config-sg-radius)# end`
		Returns to privileged EXEC mode.

Step 14	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 15	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Monitoring CoA Functionality

Table 31: Privileged EXEC show Commands

Command	Purpose
show aaa attributes protocol radius	Displays AAA attributes of RADIUS commands.

Table 32: Global Troubleshooting Commands

Command	Purpose
debug radius	Displays information for troubleshooting RADIUS.
debug aaa coa	Displays information for troubleshooting CoA processing.
debug aaa pod	Displays information for troubleshooting POD packets.
debug aaa subsys	Displays information for troubleshooting POD packets.
debug cmdhd [**detail** | **error** | **events**]	Displays information for troubleshooting command headers.

For detailed information about the fields in these displays, see the command reference for this release.

Configuration Examples for Controlling Switch Access with RADIUS

Examples: Identifying the RADIUS Server Host

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
```

Example: Using Two Different RADIUS Group Servers

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
```

Related Topics

Defining AAA Server Groups, on page 272
AAA Server Groups, on page 254

Examples: Configuring the Switch to Use Vendor-Specific RADIUS Attributes

For example, this AV pair activates Cisco’s *multiple named ip address pools* feature during IP authorization (during PPP 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”
```

This example shows how to apply an input ACL in ASCII format to an interface for the duration of this connection:

```
cisco-avpair= “ip:inacl#1=deny ip 10.10.10.10 0.0.255.255 20.20.20.20 255.255.0.0”
cisco-avpair= “ip:inacl#2=deny ip 10.10.10.10 0.0.255.255 any”
cisco-avpair= “mac:inacl#3=deny any any decnet-iv”
```

This example shows how to apply an output ACL in ASCII format to an interface for the duration of this connection:

```
cisco-avpair= “ip:outacl#2=deny ip 10.10.10.10 0.0.255.255 any”
```

Example: Configuring the Switch for Vendor-Proprietary RADIUS Server Communication

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
```

Additional References for RADIUS

Related Documents

Related Topic	Document Title
Cisco security commands	• Cisco IOS Security Command Reference: Commands A to C • Cisco IOS Security Command Reference: Commands D to L • Cisco IOS Security Command Reference: Commands M to R • Cisco IOS Security Command Reference: Commands S to Z
IPv6 commands	Cisco IOS IPv6 Command Reference

Standards and RFCs

Standard/RFC	Title
RFC 5176	RADIUS Change of Authorization (CoA) extensions

Error Message Decoder

Description	Link
To help you research and resolve system error messages in this release, use the Error Message Decoder tool.	https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

Feature Information for RADIUS

Release	Feature Information
	This feature was introduced.
Cisco IOS 12.2(52)SE	Introduced support for per-session CoA requests.

Release	Feature Information
Cisco IOS 12.2(52)SE	Introduced support for the following CoA Request commands: • Reauthenticate host • Terminate session • Bounce host port • Disable host port
Cisco IOS 15.2(1)E	The RADIUS Progress Codes feature adds additional progress codes to RADIUS attribute 196 (Ascend-Connect-Progress), which indicates a connection state before a call is disconnected through progress codes.
Cisco IOS 15.2(1)E	The Enhanced Test Command feature allows a named user profile to be created with calling line ID (CLID) or Dialed Number Identification Service (DNIS) attribute values. The CLID or DNIS attribute values can be associated with the RADIUS record that is sent with the user profile so that the RADIUS server can access CLID or DNIS attribute information for all incoming calls. The following commands were introduced or modified: **aaa attribute**, **aaa user profile**, and **test aaa group**

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

How to Configure Local Authentication and Authorization

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.

Note To secure the switch for HTTP access by using AAA methods, you must configure the switch with the **ip http authentication aaa** global configuration command. Configuring AAA authentication does not secure the switch for HTTP access by using AAA methods.

Follow these steps to configure AAA to operate without a server by setting the switch to implement AAA in local mode:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **aaa new-model**
4. **aaa authentication login default local**
5. **aaa authorization exec default local**
6. **aaa authorization network default local**
7. **username** *name* [**privilege** *level*] {**password** *encryption-type password*}
8. **end**
9. **show running-config**
10. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**aaa new-model** **Example:** `Switch(config)# aaa new-model`	Enables AAA.
Step 4	**aaa authentication login default local** **Example:** `Switch(config)# aaa authentication login default local`	Sets the login authentication to use the local username database. The **default** keyword applies the local user database authentication to all ports.

	Command or Action	Purpose
Step 5	**aaa authorization exec default local** **Example:** `Switch(config)# aaa authorization exec default local`	Configures user AAA authorization, check the local database, and allow the user to run an EXEC shell.
Step 6	**aaa authorization network default local** **Example:** `Switch(config)# aaa authorization network default local`	Configures user AAA authorization for all network-related service requests.

Step 7	**username** *name* [**privilege** *level*] {**password** *encryption-type password*}
	Example:
	`Switch(config)# username your_user_name privilege 1 password 7 secret567`
		Enters the local database, and establishes a username-based authentication system.
		Repeat this command for each user.
		• For *name*, specify the user ID as one word. Spaces and quotation marks are not allowed.
		• (Optional) For *level*, 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 *encryption-type*, enter 0 to specify that an unencrypted password follows. Enter 7 to specify that a hidden password follows.
		• For *password*, 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 8	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 9	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 10	**copy running-config startup-config** **Example:**	(Optional) Saves your entries in the configuration file.

	Command or Action	Purpose
	`Switch# copy running-config startup-config`	

Related Topics

SSH Servers, Integrated Clients, and Supported Versions, on page 292

TACACS+ and Switch Access, on page 230

RADIUS and Switch Access, on page 244

Monitoring Local Authentication and Authorization

To display Local Authentication and Authorization configuration, use the **show running-config** privileged EXEC command.

Additional References

Error Message Decoder

Description	Link
To help you research and resolve system error messages in this release, use the Error Message Decoder tool.	https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Prerequisites for Configuring Secure Shell

The following are the prerequisites for configuring the switch for secure shell (SSH):

- To use SSH, you must install the cryptographic (encrypted) software image on your switch.
- For SSH to work, the switch needs an Rivest, Shamir, and Adleman (RSA) public/private key pair. This is the same with Secure Copy Protocol (SCP), which relies on SSH for its secure transport.
- Before enabling SCP, you must correctly configure SSH, authentication, and authorization on the switch.
- Because SCP relies on SSH for its secure transport, the router must have an Rivest, Shamir, and Adelman (RSA) key pair.
- SCP relies on SSH for security.
- SCP requires that authentication, authorization, and accounting (AAA) authorization be configured so the router can determine whether the user has the correct privilege level.
- A user must have appropriate authorization to use SCP.
- A user who has appropriate authorization can use SCP to copy any file in the Cisco IOS File System (IFS) to and from a switch by using the **copy** command. An authorized administrator can also do this from a workstation.
- The Secure Shell (SSH) server requires an IPsec (Data Encryption Standard [DES] or 3DES) encryption software image; the SSH client requires an IPsec (DES or 3DES) encryption software image.)
- Configure a hostname and host domain for your device by using the **hostname** and **ip domain-name** commands in global configuration mode.

Related Topics

Secure Copy Protocol, on page 294

Restrictions for Configuring Secure Shell

The following are restrictions for configuring the device for secure shell.

- The switch supports Rivest, Shamir, and Adelman (RSA) authentication.
- SSH supports only the execution-shell application.

- The SSH server and the SSH client are supported only on Data Encryption Standard (DES) (56-bit) and 3DES (168-bit) data encryption software. In DES software images, DES is the only encryption algorithm available. In 3DES software images, both DES and 3DES encryption algorithms are available.
- The device supports the Advanced Encryption Standard (AES) encryption algorithm with a 128-bit key, 192-bit key, or 256-bit key. However, symmetric cipher AES to encrypt the keys is not supported.
- When using SCP, you cannot enter the password into the **copy** command. You must enter the password when prompted.
- The login banner is not supported in Secure Shell Version 1. It is supported in Secure Shell Version 2.
- The -l keyword and userid :{number} {ip-address} delimiter and arguments are mandatory when configuring the alternative method of Reverse SSH for console access.
- To authenticate clients with freeradius over RADSEC, you should generate an RSA key longer than 1024 bit. Use the **crypto key generate rsa general-keys exportable label** *label-name* command to achieve this.

Related Topics

Secure Copy Protocol, on page 294

Information About SSH

SSH and Device Access

Secure Shell (SSH) is a protocol that provides a secure, remote connection to a device. SSH provides more security for remote connections than Telnet does by providing strong encryption when a device is authenticated. This software release supports SSH Version 1 (SSHv1) and SSH Version 2 (SSHv2).

SSH functions the same in IPv6 as in IPv4. For IPv6, SSH supports IPv6 addresses and enables secure, encrypted connections with remote IPv6 nodes over an IPv6 transport.

SSH Servers, Integrated Clients, and Supported Versions

The Secure Shell (SSH) Integrated Client feature is an application that runs over the SSH protocol to provide device authentication and encryption. The SSH client enables a Cisco device to make a secure, encrypted connection to another Cisco device or to any other device running the SSH server. This connection provides functionality similar to that of an outbound Telnet connection except that the connection is encrypted. With authentication and encryption, the SSH client allows for secure communication over an unsecured network.

The SSH server and SSH integrated client are applications that run on the switch. The SSH server works with the SSH client supported in this release and with non-Cisco SSH clients. The SSH client works with publicly and commercially available SSH servers. The SSH client supports the ciphers of Data Encryption Standard (DES), 3DES, and password authentication.

The switch supports an SSHv1 or an SSHv2 server.

The switch supports an SSHv1 client.

Note The SSH client functionality is available only when the SSH server is enabled.

User authentication is performed like that in the Telnet session to the device. SSH also supports the following user authentication methods:

- TACACS+
- RADIUS
- Local authentication and authorization

Related Topics

Configuring the Switch for Local Authentication and Authorization, on page 287
TACACS+ and Switch Access, on page 230
RADIUS and Switch Access, on page 244

SSH Configuration Guidelines

Follow these guidelines when configuring the switch as an SSH server or SSH client:

- An RSA key pair generated by a SSHv1 server can be used by an SSHv2 server, and the reverse.
- If the SSH server is running on an active switch and the active switch fails, the new active switch uses the RSA key pair generated by the previous active switch.
- If you get CLI error messages after entering the **crypto key generate rsa** global configuration command, an RSA key pair has not been generated. Reconfigure the hostname and domain, and then enter the **crypto key generate rsa** command.
- When generating the RSA key pair, the message No host name specified might appear. If it does, you must configure a hostname by using the **hostname** global configuration command.
- When generating the RSA key pair, the message No domain specified might appear. If it does, you must configure an IP domain name by using the **ip domain-name** global configuration command.
- When configuring the local authentication and authorization authentication method, make sure that AAA is disabled on the console.

Related Topics

Setting Up the Switch to Run SSH, on page 294
Configuring the Switch for Local Authentication and Authorization

Secure Copy Protocol Overview

The Secure Copy Protocol (SCP) feature provides a secure and authenticated method for copying switch configurations or switch image files. SCP relies on Secure Shell (SSH), an application and a protocol that provides a secure replacement for the Berkeley r-tools.

For SSH to work, the switch needs an RSA public/private key pair. This is the same with SCP, which relies on SSH for its secure transport.

Because SSH also relies on AAA authentication, and SCP relies further on AAA authorization, correct configuration is necessary.

- Before enabling SCP, you must correctly configure SSH, authentication, and authorization on the switch.
- Because SCP relies on SSH for its secure transport, the router must have an Rivest, Shamir, and Adelman (RSA) key pair.

Note When using SCP, you cannot enter the password into the copy command. You must enter the password when prompted.

Secure Copy Protocol

The Secure Copy Protocol (SCP) feature provides a secure and authenticated method for copying switch configurations or switch image files. The behavior of SCP is similar to that of remote copy (rcp), which comes from the Berkeley r-tools suite, except that SCP relies on SSH for security. SCP also requires that authentication, authorization, and accounting (AAA) authorization be configured so the switch can determine whether the user has the correct privilege level. To configure the Secure Copy feature, you should understand the SCP concepts.

Related Topics

Prerequisites for Configuring Secure Shell, on page 291

Restrictions for Configuring Secure Shell, on page 291

Information About Configuring Secure Shell

Secure Shell (SSH) is a protocol that provides a secure, remote connection to a device. SSH provides more security for remote connections than Telnet does by providing strong encryption when a device is authenticated. This software release supports SSH Version 1 (SSHv1) and SSH Version 2 (SSHv2).

How to Configure SSH

Setting Up the Switch to Run SSH

Follow the procedure given below to set up your Switch to run SSH:

Before you begin

Configure user authentication for local or remote access. This step is required. For more information, see Related Topics below.

SUMMARY STEPS

1. **enable**
2. **configure terminal**

3. **hostname** *hostname*
4. **ip domain-name** *domain_name*
5. **crypto key generate rsa**
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**hostname** *hostname* **Example:** `Switch(config)# hostname your_hostname`	Configures a hostname and IP domain name for your Switch. **Note** Follow this procedure only if you are configuring the Switch as an SSH server.
Step 4	**ip domain-name** *domain_name* **Example:** `Switch(config)# ip domain-name your_domain`	Configures a host domain for your Switch.
Step 5	**crypto key generate rsa** **Example:** `Switch(config)# crypto key generate rsa`	Enables the SSH server for local and remote authentication on the Switch and generates an RSA key pair. Generating an RSA key pair for the Switch automatically enables SSH. We recommend that a minimum modulus size of 1024 bits. When you generate RSA keys, you are prompted to enter a modulus length. A longer modulus length might be more secure, but it takes longer to generate and to use. **Note** Follow this procedure only if you are configuring the Switch as an SSH server.
Step 6	**end** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Switch(config)# end`	
Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Related Topics

SSH Configuration Guidelines, on page 293

Configuring the Switch for Local Authentication and Authorization

Configuring the SSH Server

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

Note This procedure is only required if you are configuring the switch as an SSH server.

SUMMARY STEPS

1. **configure terminal**
2. **ip ssh version** [**1** | **2**]
3. **ip ssh** {**time-out** *seconds* | **authentication-retries** *number*}
4. Use one or both of the following:
   - `line vty`*line_number*[*ending_line_number*]
   - **transport input ssh**
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 2	**ip ssh version** [**1** | **2**] **Example:** `Switch(config)# ip ssh version 1`	(Optional) Configures the switch to run SSH Version 1 or SSH Version 2. • **1**—Configure the switch to run SSH Version 1. • **2**—Configure the switch to run SSH Version 2. If you do not enter this command or do not specify a keyword, the SSH server selects the latest SSH version supported by the SSH client. For example, if the SSH client supports SSHv1 and SSHv2, the SSH server selects SSHv2.

Step 3	**ip ssh** {**time-out** *seconds* | **authentication-retries** *number*}
	Example:
	`Switch(config)# ip ssh time-out 90`
	`OR`
	`Switch(config)# ip ssh authentication-retries 2`
		Configures the SSH control parameters:
		• **time-out** *seconds*: Specify the time-out value in seconds; the default is 120 seconds. The range is 0 to 120 seconds. This parameter applies to the SSH negotiation phase. After the connection is established, the switch uses the default time-out values of the CLI-based sessions.
		By default, up to five simultaneous, encrypted SSH connections for multiple CLI-based sessions over the network are available (session 0 to session 4). After the execution shell starts, the CLI-based session time-out value returns to the default of 10 minutes.
		• **authentication-retries** *number*: Specify the number of times that a client can re-authenticate to the server. The default is 3; the range is 0 to 5.
		Repeat this step when configuring both parameters.

Step 4	Use one or both of the following:
	• `line vty`*line_number*[*ending_line_number*]
	• **transport input ssh**
	Example:
	`Switch(config)# line vty 1 10`
	or
	`Switch(config-line)# transport input ssh`
		(Optional) Configures the virtual terminal line settings.
		• Enters line configuration mode to configure the virtual terminal line settings. For *line_number* and *ending_line_number*, specify a pair of lines. The range is 0 to 15.
		• Specifies that the switch prevent non-SSH Telnet connections. This limits the router to only SSH connections.

Step 5	**end**
	Example:
	`Switch(config-line)# end`
		Returns to privileged EXEC mode.

Monitoring the SSH Configuration and Status

This table displays the SSH server configuration and status.

Table 33: Commands for Displaying the SSH Server Configuration and Status

Command	Purpose
show ip ssh	Shows the version and configuration information for the SSH server.
show ssh	Shows the status of the SSH server.

Additional References for Secure Shell

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Information about Secure Sockets Layer (SSL) HTTP

Secure HTTP Servers and Clients Overview

On a secure HTTP connection, data to and from an HTTP server is encrypted before being sent over the Internet. HTTP with SSL encryption provides a secure connection to allow such functions as configuring a switch from a Web browser. Cisco's implementation of the secure HTTP server and secure HTTP client uses an implementation of SSL Version 3.0 with application-layer encryption. HTTP over SSL is abbreviated as HTTPS; the URL of a secure connection begins with https:// instead of http://.

Note SSL evolved into Transport Layer Security (TLS) in 1999, but is still used in this particular context.

The primary role of the HTTP secure server (the switch) is to listen for HTTPS requests on a designated port (the default HTTPS port is 443) and pass the request to the HTTP 1.1 Web server. The HTTP 1.1 server processes requests and passes responses (pages) back to the HTTP secure server, which, in turn, responds to the original request.

The primary role of the HTTP secure client (the web browser) is to respond to Cisco IOS application requests for HTTPS User Agent services, perform HTTPS User Agent services for the application, and pass the response back to the application.

Certificate Authority Trustpoints

Certificate authorities (CAs) manage certificate requests and issue certificates to participating network devices. These services provide centralized security key and certificate management for the participating devices. Specific CA servers are referred to as *trustpoints*.

When a connection attempt is made, the HTTPS server provides a secure connection by issuing a certified X.509v3 certificate, obtained from a specified CA trustpoint, to the client. The client (usually a Web browser), in turn, has a public key that allows it to authenticate the certificate.

For secure HTTP connections, we highly recommend that you configure a CA trustpoint. If a CA trustpoint is not configured for the device running the HTTPS server, the server certifies itself and generates the needed RSA key pair. Because a self-certified (self-signed) certificate does not provide adequate security, the connecting client generates a notification that the certificate is self-certified, and the user has the opportunity to accept or reject the connection. This option is useful for internal network topologies (such as testing).

If you do not configure a CA trustpoint, when you enable a secure HTTP connection, either a temporary or a persistent self-signed certificate for the secure HTTP server (or client) is automatically generated.

- If the switch is not configured with a hostname and a domain name, a temporary self-signed certificate is generated. If the switch reboots, any temporary self-signed certificate is lost, and a new temporary new self-signed certificate is assigned.

- If the switch has been configured with a host and domain name, a persistent self-signed certificate is generated. This certificate remains active if you reboot the switch or if you disable the secure HTTP server so that it will be there the next time you re-enable a secure HTTP connection.

Note The certificate authorities and trustpoints must be configured on each device individually. Copying them from other devices makes them invalid on the switch.

When a new certificate is enrolled, the new configuration change is not applied to the HTTPS server until the server is restarted. You can restart the server using either the CLI or by physical reboot. On restarting the server, the switch starts using the new certificate.

If a self-signed certificate has been generated, this information is included in the output of the **show running-config** privileged EXEC command. This is a partial sample output from that command displaying a self-signed certificate.

```
Switch# show running-config
Building configuration...

<output truncated>

crypto pki trustpoint TP-self-signed-3080755072
 enrollment selfsigned
 subject-name cn=IOS-Self-Signed-Certificate-3080755072
 revocation-check none
 rsakeypair TP-self-signed-3080755072
!
!
crypto ca certificate chain TP-self-signed-3080755072
 certificate self-signed 01
  3082029F 30820208 A0030201 02020101 300D0609 2A864886 F70D0101 04050030
  59312F30 2D060355 04031326 494F532D 53656C66 2D536967 6E65642D 43657274
  69666963 6174652D 33303830 37353530 37323126 30240609 2A864886 F70D0109
  02161743 45322D33 3535302D 31332E73 756D6D30 342D3335 3530301E 170D3933
  30333031 30303030 35395A17 0D323030 31303130 30303030 305A3059 312F302D

<output truncated>
```

You can remove this self-signed certificate by disabling the secure HTTP server and entering the **no crypto pki trustpoint TP-self-signed-30890755072** global configuration command. If you later re-enable a secure HTTP server, a new self-signed certificate is generated.

Note The values that follow *TP self-signed* depend on the serial number of the device.

You can use an optional command (**ip http secure-client-auth**) to allow the HTTPS server to request an X.509v3 certificate from the client. Authenticating the client provides more security than server authentication by itself.

CipherSuites

A CipherSuite specifies the encryption algorithm and the digest algorithm to use on a SSL connection. When connecting to the HTTPS server, the client Web browser offers a list of supported CipherSuites, and the client and server negotiate the best encryption algorithm to use from those on the list that are supported by both. For example, Netscape Communicator 4.76 supports U.S. security with RSA Public Key Cryptography, MD2, MD5, RC2-CBC, RC4, DES-CBC, and DES-EDE3-CBC.

For the best possible encryption, you should use a client browser that supports 128-bit encryption, such as Microsoft Internet Explorer Version 5.5 (or later) or Netscape Communicator Version 4.76 (or later). The SSL_RSA_WITH_DES_CBC_SHA CipherSuite provides less security than the other CipherSuites, as it does not offer 128-bit encryption.

The more secure and more complex CipherSuites require slightly more processing time. This list defines the CipherSuites supported by the switch and ranks them from fastest to slowest in terms of router processing load (speed):

1. SSL_RSA_WITH_DES_CBC_SHA—RSA key exchange (RSA Public Key Cryptography) with DES-CBC for message encryption and SHA for message digest
2. SSL_RSA_WITH_NULL_SHA key exchange with NULL for message encryption and SHA for message digest (only for SSL 3.0).
3. SSL_RSA_WITH_NULL_MD5 key exchange with NULL for message encryption and MD5 for message digest (only for SSL 3.0).
4. SSL_RSA_WITH_RC4_128_MD5—RSA key exchange with RC4 128-bit encryption and MD5 for message digest
5. SSL_RSA_WITH_RC4_128_SHA—RSA key exchange with RC4 128-bit encryption and SHA for message digest
6. SSL_RSA_WITH_3DES_EDE_CBC_SHA—RSA key exchange with 3DES and DES-EDE3-CBC for message encryption and SHA for message digest
7. SSL_RSA_WITH_AES_128_CBC_SHA—RSA key exchange with AES 128-bit encryption and SHA for message digest (only for SSL 3.0).
8. SSL_RSA_WITH_AES_256_CBC_SHA—RSA key exchange with AES 256-bit encryption and SHA for message digest (only for SSL 3.0).
9. SSL_RSA_WITH_DHE_AES_128_CBC_SHA—RSA key exchange with AES 128-bit encryption and SHA for message digest (only for SSL 3.0).
10. SSL_RSA_WITH_DHE_AES_256_CBC_SHA—RSA key exchange with AES 256-bit encryption and SHA for message digest (only for SSL 3.0).

Note The latest versions of Chrome do not support the four original cipher suites, thus disallowing access to both web GUI and guest portals.

RSA (in conjunction with the specified encryption and digest algorithm combinations) is used for both key generation and authentication on SSL connections. This usage is independent of whether or not a CA trustpoint is configured.

Default SSL Configuration

The standard HTTP server is enabled.

SSL is enabled.

No CA trustpoints are configured.

No self-signed certificates are generated.

SSL Configuration Guidelines

When SSL is used in a switch cluster, the SSL session terminates at the cluster commander. Cluster member switches must run standard HTTP.

Before you configure a CA trustpoint, you should ensure that the system clock is set. If the clock is not set, the certificate is rejected due to an incorrect date.

In a switch stack, the SSL session terminates at the active switch.

How to Configure Secure HTTP Servers and Clients

Configuring a CA Trustpoint

For secure HTTP connections, we recommend that you configure an official CA trustpoint. A CA trustpoint is more secure than a self-signed certificate.

Beginning in privileged EXEC mode, follow these steps to configure a CA Trustpoint:

SUMMARY STEPS

1. **configure terminal**
2. **hostname** *hostname*
3. **ip domain-name** *domain-name*
4. **crypto key generate rsa**
5. **crypto ca trustpoint** *name*
6. **enrollment url** *url*
7. **enrollment http-proxy** *host-name port-number*
8. **crl query** *url*
9. **primary** *name*
10. **exit**
11. **crypto ca authentication** *name*
12. **crypto ca enroll** *name*
13. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 2	**hostname** *hostname* **Example:** `Switch(config)# hostname your_hostname`	Specifies the hostname of the switch (required only if you have not previously configured a hostname). The hostname is required for security keys and certificates.
Step 3	**ip domain-name** *domain-name* **Example:** `Switch(config)# ip domain-name your_domain`	Specifies the IP domain name of the switch (required only if you have not previously configured an IP domain name). The domain name is required for security keys and certificates.
Step 4	**crypto key generate rsa** **Example:** `Switch(config)# crypto key generate rsa`	(Optional) Generates an RSA key pair. RSA key pairs are required before you can obtain a certificate for the switch. RSA key pairs are generated automatically. You can use this command to regenerate the keys, if needed.

Step 5	**crypto ca trustpoint** *name*
	Example:
	`Switch(config)# crypto ca trustpoint`
	`your_trustpoint`
		Specifies a local configuration name for the CA trustpoint and enter CA trustpoint configuration mode.

Step 6	**enrollment url** *url*
	Example:
	`Switch(ca-trustpoint)# enrollment url`
	`http://your_server:80`
		Specifies the URL to which the switch should send certificate requests.

Step 7	**enrollment http-proxy** *host-name port-number*
	Example:
	`Switch(ca-trustpoint)# enrollment http-proxy`
	`your_host 49`
		(Optional) Configures the switch to obtain certificates from the CA through an HTTP proxy server.
		• For *host-name* , specify the proxy server used to get the CA.
		• For *port-number*, specify the port number used to access the CA.

Step 8	**crl query** *url*
	Example:
	`Switch(ca-trustpoint)# crl query`
	`ldap://your_host:49`
		Configures the switch to request a certificate revocation list (CRL) to ensure that the certificate of the peer has not been revoked.

Step 9	**primary** *name* **Example:**	(Optional) Specifies that the trustpoint should be used as the primary (default) trustpoint for CA requests. • For *name*, specify the trustpoint that you just configured.

	Command or Action	Purpose
	`Switch(ca-trustpoint)# primary your_trustpoint`	
Step 10	**exit** **Example:** `Switch(ca-trustpoint)# exit`	Exits CA trustpoint configuration mode and return to global configuration mode.
Step 11	**crypto ca authentication** *name* **Example:** `Switch(config)# crypto ca authentication your_trustpoint`	Authenticates the CA by getting the public key of the CA. Use the same name used in Step 5.
Step 12	**crypto ca enroll** *name* **Example:** `Switch(config)# crypto ca enroll your_trustpoint`	Obtains the certificate from the specified CA trustpoint. This command requests a signed certificate for each RSA key pair.

Step 13	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring the Secure HTTP Server

Beginning in privileged EXEC mode, follow these steps to configure a secure HTTP server:

Before you begin

If you are using a certificate authority for certification, you should use the previous procedure to configure the CA trustpoint on the switch before enabling the HTTP server. If you have not configured a CA trustpoint, a self-signed certificate is generated the first time that you enable the secure HTTP server. After you have configured the server, you can configure options (path, access list to apply, maximum number of connections, or timeout policy) that apply to both standard and secure HTTP servers.

To verify the secure HTTP connection by using a Web browser, enter https://*URL*, where the URL is the IP address or hostname of the server switch. If you configure a port other than the default port, you must also specify the port number after the URL. For example:

Note AES256_SHA2 is not supported.

```
https://209.165.129:1026
```

or

```
https://host.domain.com:1026
```

The existing **ip http access-class** *access-list-number* command for specifying the access-list(Only IPv4 ACLs) is going to be deprecated. You can still use this command to specify an access list to allow access to the HTTP server. Two new commands have been introduced to enable support for specifying IPv4 and IPv6 ACLs. These are **ip http access-class ipv4** *access-list-name* | *access-list-number* for specifying IPv4 ACLs and **ip http access-class ipv6** *access-list-name* for specifying IPv6 ACLs. We recommend using the new CLI to avoid receiving warning messages.

Note the following considerations for specifying access-lists:

- If you specify an access-list that does not exist, the configuration takes place but you receive the below warning message:

  ```
  ACL being attached does not exist, please configure it
  ```
- If you use the **ip http access-class** command for specifying an access-list for the HTTP server, the below warning message appears:

  ```
  This CLI will be deprecated soon, Please use new CLI ip http
  access-class ipv4/ipv6 <access-list-name>| <access-list-number>
  ```
- If you use **ip http access-class ipv4** *access-list-name* | *access-list-number* or **ip http access-class ipv6** *access-list-name* , and an access-list was already configured using **ip http access-class** , the below warning message appears:

  ```
  Removing ip http access-class <access-list-number>
  ```

ip http access-class *access-list-number* and **ip http access-class ipv4** *access-list-name* | *access-list-number* share the same functionality. Each command overrides the configuration of the previous command. The following combinations between the configuration of the two commands explain the effect on the running configuration:

- If **ip http access-class** *access-list-number* is already configured and you try to configure using **ip http access-class ipv4** *access-list-number* command, the configuration of **ip http access-class** *access-list-number* will be removed and the configuration of **ip http access-class ipv4** *access-list-number* will be added to the running configuration.

- If **ip http access-class** *access-list-number* is already configured and you try to configure using **ip http access-class ipv4** *access-list-name* command, the configuration of **ip http access-class** *access-list-number* will be removed and the configuration of **ip http access-class ipv4** *access-list-name* will be added to the running configuration.

- If **ip http access-class ipv4** *access-list-number* is already configured and you try to configure using **ip http access-class** *access-list-name*, the configuration of **ip http access-class ipv4** *access-list-number* will be removed from configuration and the configuration of **ip http access-class** *access-list-name* will be added to the running configuration.

- If **ip http access-class ipv4** *access-list-name* is already configured and you try to configure using **ip http access-class** *access-list-number*, the configuration of **ip http access-class ipv4** *access-list-name* will be removed from the configuration and the configuration of **ip http access-class** *access-list-number* will be added to the running configuration.

SUMMARY STEPS

1. **show ip http server status**
2. **configure terminal**
3. **ip http secure-server**
4. **ip http secure-port** *port-number*
5. **ip http secure-ciphersuite** {[**3des-ede-cbc-sha**] [**rc4-128-md5**] [**rc4-128-sha**] [**des-cbc-sha**]}
6. **ip http secure-client-auth**
7. **ip http secure-trustpoint** *name*
8. **ip http path** *path-name*
9. **ip http access-class** *access-list-number*
10. **ip http access-class** { **ipv4** {*access-list-number* | *access-list-name*} | **ipv6** {*access-list-name*} }
11. **ip http max-connections** *value*
12. **ip http timeout-policy idle** *seconds* **life** *seconds* **requests** *value*
13. **end**

DETAILED STEPS

	Command or Action	Purpose

Step 1	**show ip http server status**
	Example:
	`Switch# show ip http server status`
		(Optional) Displays the status of the HTTP server to determine if the secure HTTP server feature is supported in the software. You should see one of these lines in the output:
		`HTTP secure server capability: Present`
		or
		`HTTP secure server capability: Not present`

Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip http secure-server** **Example:** `Switch(config)# ip http secure-server`	Enables the HTTPS server if it has been disabled. The HTTPS server is enabled by default.
Step 4	**ip http secure-port** *port-number* **Example:** `Switch(config)# ip http secure-port 443`	(Optional) Specifies the port number to be used for the HTTPS server. The default port number is 443. Valid options are 443 or any number in the range 1025 to 65535.

	Command or Action	Purpose

Step 5	**ip http secure-ciphersuite** {[**3des-ede-cbc-sha**] [**rc4-128-md5**] [**rc4-128-sha**] [**des-cbc-sha**]}
	Example:
	`Switch(config)# ip http secure-ciphersuite rc4-128-md5`
		(Optional) Specifies the CipherSuites (encryption algorithms) to be used for encryption over the HTTPS connection. If you do not have a reason to specify a particularly CipherSuite, you should allow the server and client to negotiate a CipherSuite that they both support. This is the default.

Step 6	**ip http secure-client-auth** **Example:** `Switch(config)# ip http secure-client-auth`	(Optional) Configures the HTTP server to request an X.509v3 certificate from the client for authentication during the connection process. The default is for the client to request a certificate from the server, but the server does not attempt to authenticate the client.
Step 7	**ip http secure-trustpoint** *name* **Example:** `Switch(config)# ip http secure-trustpoint your_trustpoint`	Specifies the CA trustpoint to use to get an X.509v3 security certificate and to authenticate the client certificate connection. **Note** Use of this command assumes you have already configured a CA trustpoint according to the previous procedure.
Step 8	**ip http path** *path-name* **Example:** `Switch(config)# ip http path /your_server:80`	(Optional) Sets a base HTTP path for HTML files. The path specifies the location of the HTTP server files on the local system (usually located in system flash memory).
Step 9	**ip http access-class** *access-list-number* **Example:** `Switch(config)# ip http access-class 2`	(Optional) Specifies an access list to use to allow access to the HTTP server.

Step 10	**ip http access-class** { **ipv4** {*access-list-number* | *access-list-name*} | **ipv6** {*access-list-name*} }
	Example:
	`Switch(config)# ip http access-class ipv4 4`
		(Optional)Specifies an access list to use to allow access to the HTTP server.

Step 11	**ip http max-connections** *value* **Example:** `Switch(config)# ip http max-connections 4`	(Optional) Sets the maximum number of concurrent connections that are allowed to the HTTP server. We recommend that the value be at least 10 and not less. This is required for the UI to function as expected.
Step 12	**ip http timeout-policy idle** *seconds* **life** *seconds* **requests** *value* **Example:**	(Optional) Specifies how long a connection to the HTTP server can remain open under the defined circumstances: • **idle**—the maximum time period when no data is received or response data cannot be sent. The range

	Command or Action	Purpose
	`Switch(config)# ip http timeout-policy idle 120 life 240 requests 1`	is 1 to 600 seconds. The default is 180 seconds (3 minutes). • **life**—the maximum time period from the time that the connection is established. The range is 1 to 86400 seconds (24 hours). The default is 180 seconds. • **requests**—the maximum number of requests processed on a persistent connection. The maximum value is 86400. The default is 1.

Step 13	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring the Secure HTTP Client

Beginning in privileged EXEC mode, follow these steps to configure a secure HTTP client:

Before you begin

The standard HTTP client and secure HTTP client are always enabled. A certificate authority is required for secure HTTP client certification. This procedure assumes that you have previously configured a CA trustpoint on the switch. If a CA trustpoint is not configured and the remote HTTPS server requires client authentication, connections to the secure HTTP client fail.

SUMMARY STEPS

1. **configure terminal**
2. **ip http client secure-trustpoint** *name*
3. **ip http client secure-ciphersuite** {[**3des-ede-cbc-sha**] [**rc4-128-md5**] [**rc4-128-sha**] [**des-cbc-sha**]}
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**ip http client secure-trustpoint** *name* **Example:** `Switch(config)# ip http client secure-trustpoint`	(Optional) Specifies the CA trustpoint to be used if the remote HTTP server requests client authentication. Using this command assumes that you have already configured a CA trustpoint by using the previous procedure. The

	Command or Action	Purpose
	`your_trustpoint`	command is optional if client authentication is not needed or if a primary trustpoint has been configured.
Step 3	**ip http client secure-ciphersuite** {[**3des-ede-cbc-sha**] [**rc4-128-md5**] [**rc4-128-sha**] [**des-cbc-sha**]} **Example:** `Switch(config)# ip http client secure-ciphersuite rc4-128-md5`	(Optional) Specifies the CipherSuites (encryption algorithms) to be used for encryption over the HTTPS connection. If you do not have a reason to specify a particular CipherSuite, you should allow the server and client to negotiate a CipherSuite that they both support. This is the default.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Monitoring Secure HTTP Server and Client Status

To monitor the SSL secure server and client status, use the privileged EXEC commands in the following table.

Table 34: Commands for Displaying the SSL Secure Server and Client Status

Command	Purpose
show ip http client secure status	Shows the HTTP secure client configuration.
show ip http server secure status	Shows the HTTP secure server configuration.
show running-config	Shows the generated self-signed certificate for secure HTTP connections.

Additional References for Configuring Secure Shell

Related Documents

Related Topic	Document Title
Configuring Identity Control policies and Identity Service templates for Session Aware networking.	Session Aware Networking Configuration Guide, Cisco IOS XE Release 3SE (Catalyst 3850 Switches)
Configuring RADIUS, TACACS+, Secure Shell, 802.1X and AAA.	Securing User Services Configuration Guide Library, Cisco IOS XE Release 3SE (Catalyst 3850 Switches)

Error Message Decoder

Description	Link
To help you research and resolve system error messages in this release, use the Error Message Decoder tool.	https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi

Standards and RFCs

Standard/RFC	Title
None	

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

PART XI

X.509v3 Certificates for SSH Authentication

CHAPTER 12

X.509v3 Certificates for SSH Authentication

X.509v3 Certificates for SSH Authentication

The X.509v3 Certificates for SSH Authentication feature uses public key algorithm (PKI) for server and user authentication, and allows the Secure Shell (SSH) protocol to verify the identity of the owner of a key pair via digital certificates, signed and issued by a Certificate Authority (CA).

This module describes how to configure server and user certificate profiles for a digital certificate.

Prerequisites for X.509v3 Certificates for SSH Authentication

The X.509v3 Certificates for SSH Authentication feature replaces the **ip ssh server authenticate user** command with the **ip ssh server algorithm authentication** command. Configure the **default ip ssh server authenticate user** command to remove the **ip ssh server authenticate user** command from the configuration. The IOS secure shell (SSH) server will start using the **ip ssh server algorithm authentication** command.

When you configure the **ip ssh server authenticate user** command, the following message is displayed:

Warning SSH command accepted; but this CLI will be deprecated soon. Please move to new CLI **ip ssh server algorithm authentication**. Please configure the “**default ip ssh server authenticate user**” to make the CLI ineffective.

Restrictions for X.509v3 Certificates for SSH Authentication

- The X.509v3 Certificates for SSH Authentication feature implementation is applicable only on the Cisco IOS Secure Shell (SSH) server side.
- The Cisco IOS SSH server supports only the x509v3-ssh-rsa algorithm-based certificate for server and user authentication.

Information About X.509v3 Certificates for SSH Authentication

X.509v3 Certificates for SSH Authentication Overview

The Secure Shell (SSH) protocol provides a secure remote access connection to network devices. The communication between the client and server is encrypted.

There are two SSH protocols that use public key cryptography for authentication. The Transport Layer Protocol, uses a digital signature algorithm (called the public key algorithm) to authenticate the server to the client. And the User Authentication Protocol uses a digital signature to authenticate (public key authentication) the client to the server.

The validity of the authentication depends upon the strength of the linkage between the public signing key and the identity of the signer. Digital certificates, such as those in X.509 Version 3 (X.509v3), are used to provide identity management. X.509v3 uses a chain of signatures by a trusted root certification authority and intermediate certificate authorities to bind a public signing key to a specific digital identity. This implementation allows the use of a public key algorithm for server and user authentication, and allows SSH to verify the identity of the owner of a key pair via digital certificates, signed and issued by a Certificate Authority (CA).

Server and User Authentication Using X.509v3

For server authentication, the Secure shell (SSH) server sends its own certificate to the SSH client for verification. This server certificate is associated with the trustpoint configured in the server certificate profile (ssh-server-cert-profile-server configuration mode).

For user authentication, the SSH client sends the user's certificate to the IOS SSH server for verification. The SSH server validates the incoming user certificate using public key infrastructure (PKI) trustpoints configured in the server certificate profile (ssh-server-cert-profile-user configuration mode).

By default, certificate-based authentication is enabled for server and user at the IOS SSH server end.

OCSP Response Stapling

The Online Certificate Status Protocol (OCSP) enables applications to determine the (revocation) state of an identified certificate. This protocol specifies the data that needs to be exchanged between an application checking the status of a certificate and the server providing that status. An OCSP client issues a status request to an OCSP responder and suspends acceptance of the certificate until a response is received. An OCSP response at a minimum consists of a responseStatus field that indicates the processing status of the a request.

For the public key algorithms, the key format consists of a sequence of one or more X.509v3 certificates followed by a sequence of zero or more OCSP responses.

The X.509v3 Certificate for SSH Authentication feature uses OCSP Response Stapling. By using OCSP response stapling, a device obtains the revocation information of its own certificate by contacting the OCSP server and then stapling the result along with its certificates and sending the information to the peer rather than having the peer contact the OCSP responder.

How to Configure X.509v3 Certificates for SSH Authentication

Configuring Digital Certificates for Server Authentication

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip ssh server algorithm hostkey** {**x509v3-ssh-rsa** [**ssh-rsa**] | **ssh-rsa** [**x509v3-ssh-rsa**]}
4. **ip ssh server certificate profile**
5. **server**
6. **trustpoint sign** *PKI-trustpoint-name*
7. **ocsp-response include**
8. **end**
9. **line vty line_number** [*ending_line_number*]
10. **transport input ssh**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip ssh server algorithm hostkey** {**x509v3-ssh-rsa** [**ssh-rsa**] | **ssh-rsa** [**x509v3-ssh-rsa**]} **Example:** `Switch(config)# ip ssh server algorithm hostkey x509v3-ssh-rsa`	Defines the order of host key algorithms. Only the configured algorithm is negotiated with the Secure Shell (SSH) client. **Note** The IOS SSH server must have at least one configured host key algorithm: • **x509v3-ssh-rsa**—certificate-based authentication • **ssh-rsa**—public key-based authentication
Step 4	**ip ssh server certificate profile** **Example:** `Switch(config)# ip ssh server certificate profile`	Configures server and user certificate profiles and enters SSH certificate profile configuration mode.

	Command or Action	Purpose
Step 5	**server** **Example:** `Switch(ssh-server-cert-profile)# server`	Configures server certificate profile and enters SSH server certificate profile server configuration mode. • The server profile is used to send out the certificate of the server to the SSH client during server authentication.
Step 6	**trustpoint sign** *PKI-trustpoint-name* **Example:** `Switch(ssh-server-cert-profile-server)# trustpoint sign trust1`	Attaches the public key infrastructure (PKI) trustpoint to the server certificate profile. • The SSH server uses the certificate associated with this PKI trustpoint for server authentication.
Step 7	**ocsp-response include** **Example:** `Switch(ssh-server-cert-profile-server)# ocsp-response include`	(Optional) Sends the Online Certificate Status Protocol (OCSP) response or OCSP stapling along with the server certificate. **Note** By default, no OCSP response is sent along with the server certificate.

Step 8	**end**
	Example:
	`Switch(ssh-server-cert-profile-server)# end`
		Exits SSH server certificate profile server configuration mode and returns to privileged EXEC mode.

Step 9	**line vty line_number** [*ending_line_number*] **Example:** `Switch(config)# line vty line_number [ending_line_number]`	Enters line configuration mode to configure the virtual terminal line settings. For line_number and ending_line_number, specify a pair of lines. The range is 0 to 15.
Step 10	**transport input ssh** **Example:** `Switch(config-line)#transport input ssh`	Specifies that the Switch prevent non-SSH Telnet connections. This limits the router to only SSH connections.

Configuring Digital Certificates for User Authentication

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip ssh server algorithm authentication** {**publickey** | **keyboard** | **password**}
4. **ip ssh server algorithm publickey** {**x509v3-ssh-rsa** [**ssh-rsa**] | **ssh-rsa** [**x509v3-ssh-rsa**]}
5. **ip ssh server certificate profile**
6. **user**
7. **trustpoint verify** *PKI-trustpoint-name*
8. **ocsp-response required**
9. **end**

10. **line vty line_number** [*ending_line_number*]
11. **transport input ssh**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip ssh server algorithm authentication** {**publickey** | **keyboard** | **password**} **Example:** `Switch(config)# ip ssh server algorithm authentication publickey`	Defines the order of user authentication algorithms. Only the configured algorithm is negotiated with the Secure Shell (SSH) client. **Note** • The IOS SSH server must have at least one configured user authentication algorithm. • To use the certificate method for user authentication, the **publickey** keyword must be configured.
Step 4	**ip ssh server algorithm publickey** {**x509v3-ssh-rsa** [**ssh-rsa**] | **ssh-rsa** [**x509v3-ssh-rsa**]} **Example:** `Switch(config)# ip ssh server algorithm publickey x509v3-ssh-rsa`	Defines the order of public key algorithms. Only the configured algorithm is accepted by the SSH client for user authentication. **Note** The IOS SSH client must have at least one configured public key algorithm: • **x509v3-ssh-rsa**—Certificate-based authentication • **ssh-rsa**—Public-key-based authentication
Step 5	**ip ssh server certificate profile** **Example:** `Switch(config)# ip ssh server certificate profile`	Configures server certificate profile and user certificate profile and enters SSH certificate profile configuration mode.
Step 6	**user** **Example:** `Switch(ssh-server-cert-profile)# user`	Configures user certificate profile and enters SSH server certificate profile user configuration mode.
Step 7	**trustpoint verify** *PKI-trustpoint-name* **Example:**	Configures the public key infrastructure (PKI) trustpoint that is used to verify the incoming user certificate.

	Command or Action	Purpose
	`Switch(ssh-server-cert-profile-user)# trustpoint verify trust2`	**Note** Configure multiple trustpoints by executing the same command multiple times. A maximum of 10 trustpoints can be configured.
Step 8	**ocsp-response required** **Example:** `Switch(ssh-server-cert-profile-user)# ocsp-response required`	(Optional) Mandates the presence of the Online Certificate Status Protocol (OCSP) response with the incoming user certificate. **Note** By default, the user certificate is accepted without an OCSP response.

Step 9	**end**
	Example:
	`Switch(ssh-server-cert-profile-user)# end`
		Exits SSH server certificate profile user configuration mode and returns to privileged EXEC mode.

Step 10	**line vty line_number** [*ending_line_number*] **Example:** `Switch(config)# line vty line_number [ending_line_number]`	Enters line configuration mode to configure the virtual terminal line settings. For line_number and ending_line_number, specify a pair of lines. The range is 0 to 15.
Step 11	**transport input ssh** **Example:** `Switch(config-line)#transport input ssh`	Specifies that the Switch prevent non-SSH Telnet connections. This limits the router to only SSH connections.

Verifying the Server and User Authentication Using Digital Certificates

SUMMARY STEPS

1. **enable**
2. **show ip ssh**
3. **debug ip ssh detail**
4. **show log**
5. **debug ip packet**
6. **show log**

DETAILED STEPS

Step 1 **enable**

Enables privileged EXEC mode.

- Enter your password if prompted.

Example:

```
Device> enable
```

Step 2 **show ip ssh**

Displays the currently configured authentication methods. To confirm the use of certificate-based authentication, ensure that the x509v3-ssh-rsa algorithm is the configured host key algorithm.

Example:

```
Device# show ip ssh

SSH Enabled - version 1.99
Authentication methods:publickey,keyboard-interactive,password
Authentication Publickey Algorithms:x509v3-ssh-rsa,ssh-rsa
Hostkey Algorithms:x509v3-ssh-rsa,ssh-rsa
Authentication timeout: 120 secs; Authentication retries: 3
Minimum expected Diffie Hellman key size : 1024 bits
```

Step 3 **debug ip ssh detail**

Turns on debugging messages for SSH details.

Example:

```
Device# debug ip ssh detail

ssh detail messages debugging is on
```

Step 4 **show log**

Shows the debug message log.

Example:

```
Device# show log

Syslog logging: enabled (0 messages dropped, 9 messages rate-limited, 0 flushes, 0 overruns, xml
disabled, filtering disabled)

No Active Message Discriminator.



No Inactive Message Discriminator.


    Console logging: disabled
    Monitor logging: level debugging, 0 messages logged, xml disabled,
                     filtering disabled
    Buffer logging:  level debugging, 233 messages logged, xml disabled,
                    filtering disabled
    Exception Logging: size (4096 bytes)
    Count and timestamp logging messages: disabled
    File logging: disabled
    Persistent logging: disabled

No active filter modules.

    Trap logging: level informational, 174 message lines logged
        Logging Source-Interface:       VRF Name:

Log Buffer (4096 bytes):
```

```
5 IST: SSH2 CLIENT 0: SSH2_MSG_KEXINIT sent
*Sep  6 14:44:08.496 IST: SSH0: protocol version id is - SSH-1.99-Cisco-1.25
*Sep  6 14:44:08.496 IST: SSH2 0: kexinit sent: kex algo =
diffie-hellman-group-exchange-sha1,diffie-hellman-group14-sha1
*Sep  6 14:44:08.496 IST: SSH2 0: Server certificate trustpoint not found. Skipping hostkey algo =
x509v3-ssh-rsa
*Sep  6 14:44:08.496 IST: SSH2 0: kexinit sent: hostkey algo = ssh-rsa
*Sep  6 14:44:08.496 IST: SSH2 0: kexinit sent: encryption algo = aes128-ctr,aes192-ctr,aes256-ctr
*Sep  6 14:44:08.496 IST: SSH2 0: kexinit sent: mac algo =
hmac-sha2-256,hmac-sha2-512,hmac-sha1,hmac-sha1-96
*Sep  6 14:44:08.496 IST: SSH2 0: SSH2_MSG_KEXINIT sent
*Sep  6 14:44:08.496 IST: SSH2 0: SSH2_MSG_KEXINIT received
*Sep  6 14:44:08.496 IST: SSH2 0: kex: client->server enc:aes128-ctr mac:hmac-sha2-256
*Sep  6 14:44:08.496 IST: SSH2 0: kex: server->client enc:aes128-ctr mac:hmac-sha2-256
*Sep  6 14:44:08.496 IST: SSH2 0: Using hostkey algo = ssh-rsa
*Sep  6 14:44:08.496 IST: SSH2 0: Using kex_algo = diffie-hellman-group-exchange-sha1
*Sep  6 14:44:08.497 IST: SSH2 CLIENT 0: SSH2_MSG_KEXINIT received
*Sep  6 14:44:08.497 IST: SSH2 CLIENT 0: kex: server->client enc:aes128-ctr mac:hmac-sha2-256
*Sep  6 14:44:08.497 IST: SSH2 CLIENT 0: kex: client->server enc:aes128-ctr mac:hmac-sha2-256
*Sep  6 14:44:08.497 IST: SSH2 CLIENT 0: Using hostkey algo = ssh-rsa
*Sep  6 14:44:08.497 IST: SSH2 CLIENT 0: Using kex_algo = diffie-hellman-group-exchange-sha1
*Sep  6 14:44:08.497 IST: SSH2 CLIENT 0: SSH2_MSG_KEX_DH_GEX_REQUEST sent
*Sep  6 14:44:08.497 IST: SSH2 CLIENT 0: Range sent- 2048  < 2048  < 4096
*Sep  6 14:44:08.497 IST: SSH2 0: SSH2_MSG_KEX_DH_GEX_REQUEST received
*Sep  6 14:44:08.497 IST: SSH2 0: Range sent by client is - 2048 < 2048 < 4096
*Sep  6 14:44:08.497 IST: SSH2 0:  Modulus size established : 2048 bits
*Sep  6 14:44:08.510 IST: SSH2 0: expecting SSH2_MSG_KEX_DH_GEX_INIT
*Sep  6 14:44:08.510 IST: SSH2 CLIENT 0: SSH2_MSG_KEX_DH_GEX_GROUP received
*Sep  6 14:44:08.510 IST: SSH2 CLIENT 0: Server has chosen 2048 -bit dh keys
*Sep  6 14:44:08.523 IST: SSH2 CLIENT 0: expecting SSH2_MSG_KEX_DH_GEX_REPLY
*Sep  6 14:44:08.524 IST: SSH2 0: SSH2_MSG_KEXDH_INIT received
*Sep  6 14:44:08.555 IST: SSH2: kex_derive_keys complete
*Sep  6 14:44:08.555 IST: SSH2 0: SSH2_MSG_NEWKEYS sent
*Sep  6 14:44:08.555 IST: SSH2 0: waiting for SSH2_MSG_NEWKEYS
*Sep  6 14:44:08.555 IST: SSH2 CLIENT 0: SSH2_MSG_KEX_DH_GEX_REPLY received
*Sep  6 14:44:08.555 IST: SSH2 CLIENT 0: Skipping ServerHostKey Validation
*Sep  6 14:44:08.571 IST: SSH2 CLIENT 0: signature length 271
*Sep  6 14:44:08.571 IST: SSH2: kex_derive_keys complete
*Sep  6 14:44:08.571 IST: SSH2 CLIENT 0: SSH2_MSG_NEWKEYS sent
*Sep  6 14:44:08.571 IST: SSH2 CLIENT 0: waiting for SSH2_MSG_NEWKEYS
*Sep  6 14:44:08.571 IST: SSH2 CLIENT 0: SSH2_MSG_NEWKEYS received
*Sep  6 14:44:08.571 IST: SSH2 0: SSH2_MSG_NEWKEYS received
*Sep  6 14:44:08.571 IST: SSH2 0: Authentications that can continue =
publickey,keyboard-interactive,password
*Sep  6 14:44:08.572 IST: SSH2 0: Using method = none
*Sep  6 14:44:08.572 IST: SSH2 0: Authentications that can continue =
publickey,keyboard-interactive,password
*Sep  6 14:44:08.572 IST: SSH2 0: Using method = keyboard-interactive
*Sep  6 14:44:11.983 IST: SSH2 0: authentication successful for cisco
*Sep  6 14:44:11.984 IST: %SEC_LOGIN-5-LOGIN_SUCCESS: Login Success [user: cisco] [Source:
192.168.121.40] [localport: 22] at 14:44:11 IST Thu Sep 6 2018
*Sep  6 14:44:11.984 IST: SSH2 0: channel open request
*Sep  6 14:44:11.985 IST: SSH2 0: pty-req request
*Sep  6 14:44:11.985 IST: SSH2 0: setting TTY - requested: height 24, width 80; set: height 24, width
 80
*Sep  6 14:44:11.985 IST: SSH2 0: shell request
*Sep  6 14:44:11.985 IST: SSH2 0: shell message received
*Sep  6 14:44:11.985 IST: SSH2 0: starting shell for vty
*Sep  6 14:44:22.066 IST: %SYS-6-LOGOUT: User cisco has exited tty session 1(192.168.121.40)
*Sep  6 14:44:22.166 IST: SSH0: Session terminated normally
*Sep  6 14:44:22.167 IST: SSH CLIENT0: Session terminated normally
```

Step 5 **debug ip packet**

Turns on debugging for IP packet details.

Example:

```
Device# debug ip packet
```

Step 6 **show log**

Shows the debug message log.

Example:

```
Device# show log

yslog logging: enabled (0 messages dropped, 9 messages rate-limited, 0 flushes, 0 overruns, xml
disabled, filtering disabled)

No Active Message Discriminator.



No Inactive Message Discriminator.


    Console logging: disabled
    Monitor logging: level debugging, 0 messages logged, xml disabled,
                     filtering disabled
    Buffer logging:  level debugging, 1363 messages logged, xml disabled,
                    filtering disabled
    Exception Logging: size (4096 bytes)
    Count and timestamp logging messages: disabled
    File logging: disabled
    Persistent logging: disabled

No active filter modules.

    Trap logging: level informational, 176 message lines logged
        Logging Source-Interface:       VRF Name:

Log Buffer (4096 bytes):
bleid=0, s=192.168.121.40 (local), d=192.168.121.40 (FortyGigabitEthernet1/0/1), routed via RIB
*Sep  6 14:45:45.177 IST: IP: s=192.168.121.40 (local), d=192.168.121.40 (FortyGigabitEthernet1/0/1),
 len 40, sending
*Sep  6 14:45:45.177 IST: IP: s=192.168.121.40 (local), d=192.168.121.40 (FortyGigabitEthernet1/0/1),
 len 40, output feature, NAT Inside(8), rtype 1, forus FALSE, sendself FALSE, mtu 0, fwdchk FALSE
*Sep  6 14:45:45.177 IST: IP: tableid=0, s=192.168.121.40 (FortyGigabitEthernet1/0/1), d=192.168.121.40
 (FortyGigabitEthernet1/0/1), routed via RIB
*Sep  6 14:45:45.177 IST: IP: tableid=0, s=192.168.121.40 (FortyGigabitEthernet1/0/1), d=192.168.121.40
 (FortyGigabitEthernet1/0/1), routed via RIB
*Sep  6 14:45:45.177 IST: IP: s=192.168.121.40 (local), d=192.168.121.40, len 40, local feature,
feature skipped, NAT(2), rtype 0, forus FALSE, sendself FALSE, mtu 0, fwdchk FALSE
*Sep  6 14:45:45.178 IST: IP: tableid=0, s=192.168.121.40 (local), d=192.168.121.40
(FortyGigabitEthernet1/0/1), routed via RIB
*Sep  6 14:45:45.178 IST: IP: s=192.168.121.40 (local), d=192.168.121.40 (FortyGigabitEthernet1/0/1),
 len 40, sending
*Sep  6 14:45:45.178 IST: IP: s=192.168.121.40 (local), d=192.168.121.40 (FortyGigabitEthernet1/0/1),
 len 40, output feature, NAT Inside(8), rtype 1, forus FALSE, sendself FALSE, mtu 0, fwdchk FALSE
*Sep  6 14:45:45.178 IST: IP: tableid=0, s=192.168.121.40 (FortyGigabitEthernet1/0/1), d=192.168.121.40
 (FortyGigabitEthernet1/0/1), routed via RIB
*Sep  6 14:45:45.178 IST: IP: s=192.168.121.40 (local), d=192.168.121.40, len 40, local feature,
feature skipped, NAT(2), rtype 0, forus FALSE, sendself FALSE, mtu 0, fwdchk FALSE
*Sep  6 14:45:45.178 IST: IP: tableid=0, s=192.168.121.40 (local), d=192.168.121.40
(FortyGigabitEthernet1/0/1), routed via RIB
*Sep  6 14:45:45.178 IST: IP: s=192.168.121.40 (local), d=192.168.121.40 (FortyGigabitEthernet1/0/1),
 len 40, sending
*Sep  6 14:45:45.178 IST: IP: s=192.168.121.40 (local), d=192.168.121.40 (FortyGigabitEthernet1/0/1),
 len 40, output feature, NAT Inside(8), rtype 1, forus FALSE, sendself FALSE, mtu 0, fwdchk FALSE
*Sep  6 14:45:45.178 IST: IP: tableid=0, s=192.168.121.40 (FortyGigabitEthernet1/0/1), d=192.168.121.40
 (FortyGigabitEthernet1/0/1), routed via RIB
*Sep  6 14:45:45.178 IST: IP: tableid=0, s=192.168.121.40 (FortyGigabitEthernet1/0/1), d=192.168.121.40
 (FortyGigabitEthernet1/0/1), routed via RIB
*Sep  6 14:45:45.178 IST: IP: tableid=0, s=192.168.121.40 (FortyGigabitEthernet1/0/1), d=192.168.121.40
 (FortyGigabitEthernet1/0/1), routed via RIB
*Sep  6 14:45:45.178 IST: IP: s=192.168.121.40 (local), d=192.168.121.40, len 40, local feature,
feature skipped, NAT(2), rtype 0, forus FALSE, sendself FALSE, mtu 0, fwdchk FALSE
*Sep  6 14:45:45.178 IST: IP: tableid=0, s=192.168.121.40 (local), d=192.168.121.40
(FortyGigabitEthernet1/0/1), routed via RIB
*Sep  6 14:45:45.178 IST: IP: s=192.168.121.40 (local), d=192.168.121.40 (FortyGigabitEthernet1/0/1),
 len 40, sending
*Sep  6 14:45:45.178 IST: IP: s=192.168.121.40 (local), d=192.168.121.40 (FortyGigabitEthernet1/0/1),
 len 40, output feature, NAT Inside(8), rtype 1, forus FALSE, sendself FALSE, mtu 0, fwdchk FALSE
*Sep  6 14:45:45.179 IST: IP: tableid=0, s=192.168.121.40 (FortyGigabitEthernet1/0/1), d=192.168.121.40
 (FortyGigabitEthernet1/0/1), routed via RIB
*Sep  6 14:45:45.179 IST: IP: s=192.168.121.40 (local), d=192.168.121.40, len 40, local feature,
feature skipped, NAT(2), rtype 0, forus FALSE, sendself FALSE, mtu 0, fwdchk FALSE
*Sep  6 14:45:45.179 IST: IP: tableid=0, s=192.168.121.40 (local), d=192.168.121.40
(FortyGigabitEthernet1/0/1), routed via RIB
*Sep  6 14:45:45.179 IST: IP: s=192.168.121.40 (local), d=192.168.121.40 (FortyGigabitEthernet1/0/1),
 len 40, sending
*Sep  6 14:45:45.179 IST: IP: s=192.168.121.40 (local), d=192.168.121.40 (FortyGigabitEthernet1/0/1),
 len 40, output feature, NAT Inside(8), rtype 1, forus FALSE, sendself FALSE, mtu 0, fwdchk FALSE
*Sep  6 14:45:45.179 IST: IP: tableid=0, s=192.168.121.40 (FortyGigabitEthernet1/0/1), d=192.168.121.40
 (FortyGigabitEthernet1/0/1), routed via RIB
```

Configuration Examples for X.509v3 Certificates for SSH Authentication

Example: Configuring Digital Certificates for Server Authentication

```
Switch> enable
Switch# configure terminal
Switch(config)# ip ssh server algorithm hostkey x509v3-ssh-rsa
Switch(config)# ip ssh server certificate profile
Switch(ssh-server-cert-profile)# server
Switch(ssh-server-cert-profile-server)# trustpoint sign trust1
Switch(ssh-server-cert-profile-server)# exit
```

Example: Configuring Digital Certificate for User Authentication

```
Switch> enable
Switch# configure terminal
Switch(config)# ip ssh server algorithm authentication publickey
Switch(config)# ip ssh server algorithm publickey x509v3-ssh-rsa
Switch(config)# ip ssh server certificate profile
Switch(ssh-server-cert-profile)# user
Switch(ssh-server-cert-profile-user)# trustpoint verify trust2
Switch(ssh-server-cert-profile-user)# end
```

Additional References for X.509v3 Certificates for SSH Authentication

Related Documents

Related Topic	Document Title
PKI configuration	Configuring and Managing a Cisco IOS Certificate Server for PKI Deployment

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

Feature Information for X.509v3 Certificates for SSH Authentication

The following table provides release information about the feature or features described in this module. This table lists only the software release that introduced support for a given feature in a given software release train. Unless noted otherwise, subsequent releases of that software release train also support that feature.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to www.cisco.com/go/cfn. An account on Cisco.com is not required.

Table 35: Feature Information for X509v3 Certificates for SSH Authentication

Feature Name	Releases	Feature Information
X.509v3 Certificates for SSH Authentication	Cisco IOS 15.2(4)E1	The X.509v3 Certificates for SSH Authentication feature uses the X5.09v3 digital certificates in server and user authentication at the SSH server side. The following commands were introduced or modified: **ip ssh server algorithm hostkey**, **ip ssh server algorithm authentication**, and **ip ssh server certificate profile**. This feature was implemented on the following platforms: • Catalyst 2960C, 2960CX, 2960P, 2960X, and 2960XR Series Switches • Catalyst 3560CX and 3560X Series Switches • Catalyst 3750X Series Switches • Catalyst 4500E Sup7-E, Sup7L-E, Sup8-E, and 4500X Series Switches • Catalyst 4900M, 4900F-E Series Switches

PART XII

Configuring IEEE 802.1x Port-Based Authentication

CHAPTER 13

Configuring IEEE 802.1x Port-Based Authentication

This chapter describes how to configure IEEE 802.1x port-based authentication. IEEE 802.1x authentication prevents unauthorized devices (clients) from gaining access to the network. Unless otherwise noted, the term *switch* refers to a standalone switch or a switch stack.

Information About 802.1x Port-Based Authentication

The 802.1x standard defines a client-server-based access control and authentication protocol that prevents unauthorized clients from connecting to a LAN through publicly accessible ports unless they are properly authenticated. The authentication server authenticates each client connected to a switch port before making available any services offered by the switch or the LAN.

Note TACACS is not supported with 802.1x authentication.

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.

Client session	Maximum sessions supported
Maximum dot1x or MAB client sessions	2000
Maximum web-based authentication sessions	2000
Maximum dot1x sessions with critical-auth VLAN enabled and server re-initialized	2000
Maximum MAB sessions with various session features applied	2000

Client session	Maximum sessions supported
Maximum dot1x sessions with service templates or session features applied	2000

Port-Based Authentication Process

To configure IEEE 802.1X port-based authentication, you must enable authentication, authorization, and accounting (AAA) and specify the authentication method list. A method list describes the sequence and authentication method to be queried to authenticate a user.

The AAA process begins with authentication. When 802.1x port-based authentication is enabled and the client supports 802.1x-compliant client software, these events occur:

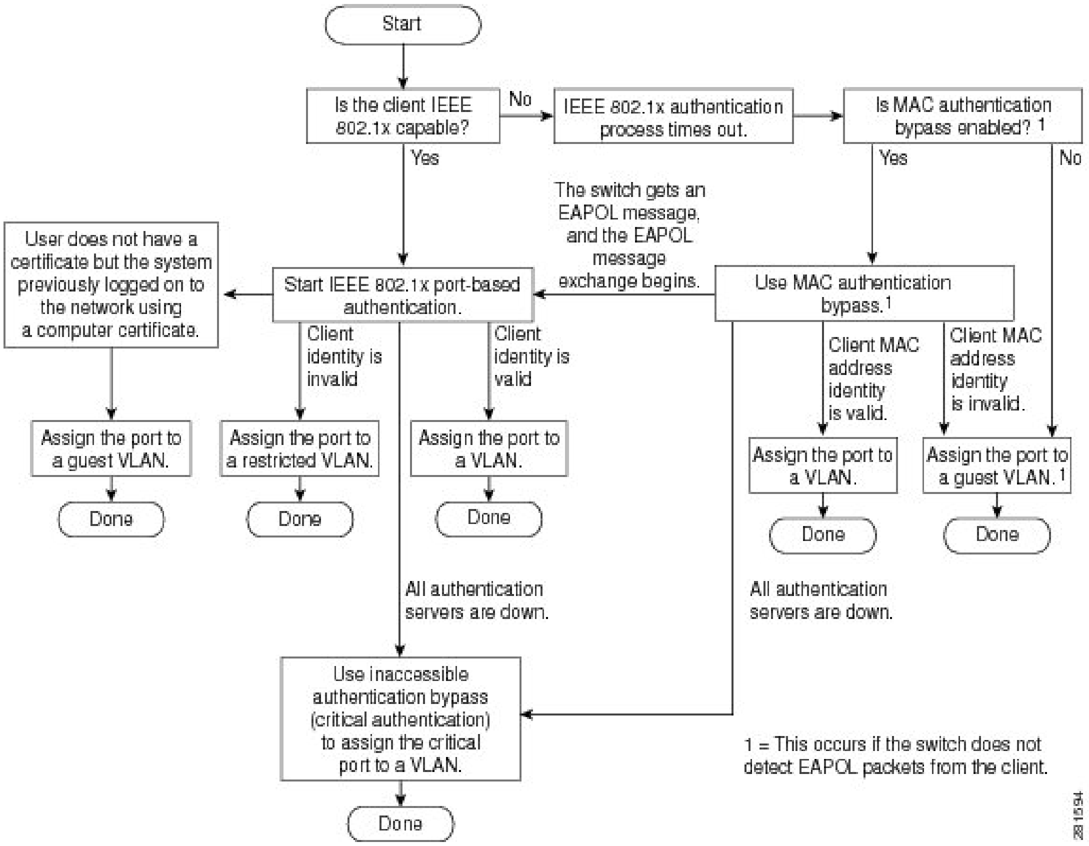
- If the client identity is valid and the 802.1x authentication succeeds, the switch grants the client access to the network.
- If 802.1x authentication times out while waiting for an EAPOL message exchange and MAC authentication bypass is enabled, the switch can use the client MAC address for authorization. If the client MAC address is valid and the authorization succeeds, the switch grants the client access to the network. If the client MAC address is invalid and the authorization fails, the switch assigns the client to a guest VLAN that provides limited services if a guest VLAN is configured.
- If the switch gets an invalid identity from an 802.1x-capable client and a restricted VLAN is specified, the switch can assign the client to a restricted VLAN that provides limited services.
- If the RADIUS authentication server is unavailable (down) and inaccessible authentication bypass is enabled, the switch grants the client access to the network by putting the port in the critical-authentication state in the RADIUS-configured or the user-specified access VLAN.

Note Inaccessible authentication bypass is also referred to as critical authentication or the AAA fail policy.

If Multi Domain Authentication (MDA) is enabled on a port, this flow can be used with some exceptions that are applicable to voice authorization.

Figure 24: Authentication Flowchart

This figure shows the authentication process.


Start
Is the client IEEE 802.1x capable?
No
IEEE 802.1x authentication process times out.
Is MAC authentication bypass enabled? 1
Yes
Yes
No
The switch gets an EAPOL message, and the EAPOL message exchange begins.
User does not have a certificate but the system previously logged on to the network using a computer certificate.
Start IEEE 802.1x port-based authentication.
Use MAC authentication bypass.1
Client identity is invalid
Client identity is valid
Client MAC address identity is valid.
Client MAC address identity is invalid.
Assign the port to a guest VLAN.
Assign the port to a restricted VLAN.
Assign the port to a VLAN.
Assign the port to a VLAN.
Assign the port to a guest VLAN. 1
Done
Done
Done
Done
Done
All authentication servers are down.
All authentication servers are down.
Use inaccessible authentication bypass (critical authentication) to assign the critical port to a VLAN.
Done
1 = This occurs if the switch does not detect EAPOL packets from the client.
281594

The switch re-authenticates a client when one of these situations occurs:

- Periodic re-authentication is enabled, and the re-authentication timer expires.

  You can configure the re-authentication timer to use a switch-specific value or to be based on values from the RADIUS server.

  After 802.1x authentication using a RADIUS server is configured, the switch uses timers based on the Session-Timeout RADIUS attribute (Attribute[27]) and the Termination-Action RADIUS attribute (Attribute [29]).

  The Session-Timeout RADIUS attribute (Attribute[27]) specifies the time after which re-authentication occurs. The range is 1 to 65535 seconds.

  The Termination-Action RADIUS attribute (Attribute [29]) specifies the action to take during re-authentication. The actions are *Initialize* and *ReAuthenticate*. When the *Initialize* action is set (the attribute value is *DEFAULT*), the 802.1x session ends, and connectivity is lost during re-authentication. When the *ReAuthenticate* action is set (the attribute value is RADIUS-Request), the session is not affected during re-authentication.

Note We recommend that you specify the attribute value as RADIUS-Request.

- You manually re-authenticate the client by entering the **dot1x re-authenticate interface** *interface-id* privileged EXEC command.

Port-Based Authentication Initiation and Message Exchange

During 802.1x authentication, the switch or the client can initiate authentication. If you enable authentication on a port by using the **authentication port-control auto** interface configuration command, the switch initiates authentication when the link state changes from down to up or periodically as long as the port remains up and unauthenticated. The switch sends an EAP-request/identity frame to the client to request its identity. 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.

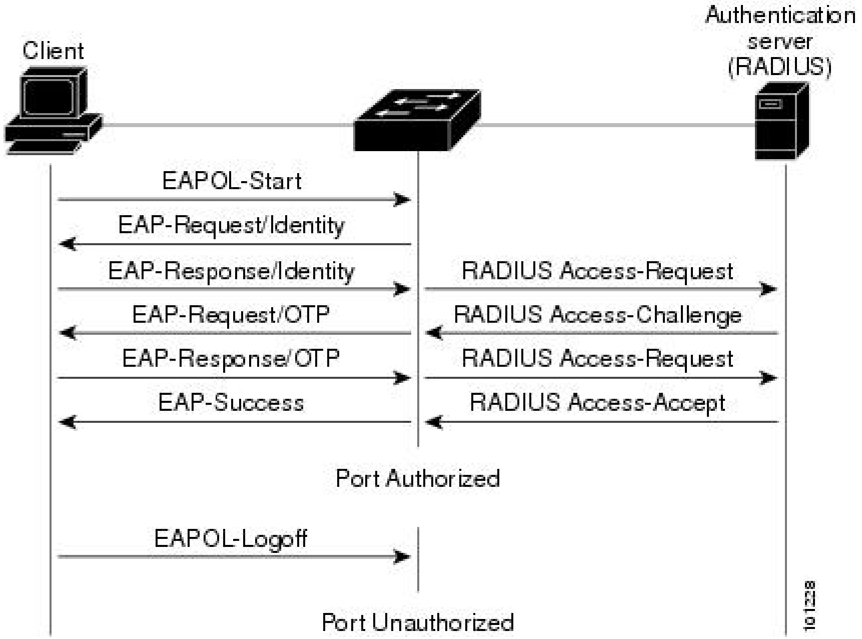
When the client supplies its identity, the switch begins its role as the intermediary, passing EAP frames between the client and the authentication server until authentication succeeds or fails. If the authentication succeeds, the switch port becomes authorized. If the authentication fails, authentication can be retried, the port might be assigned to a VLAN that provides limited services, or network access is not granted.

The specific exchange of EAP frames depends on the authentication method being used.

Note EAP pass-through is supported on Catalyst switches that have 802.1x disabled. When EAP pass-through mode is active, the authenticator relays the EAP packets to and from the 802.1x frames and the RADIUS packets.

Figure 25: Message Exchange

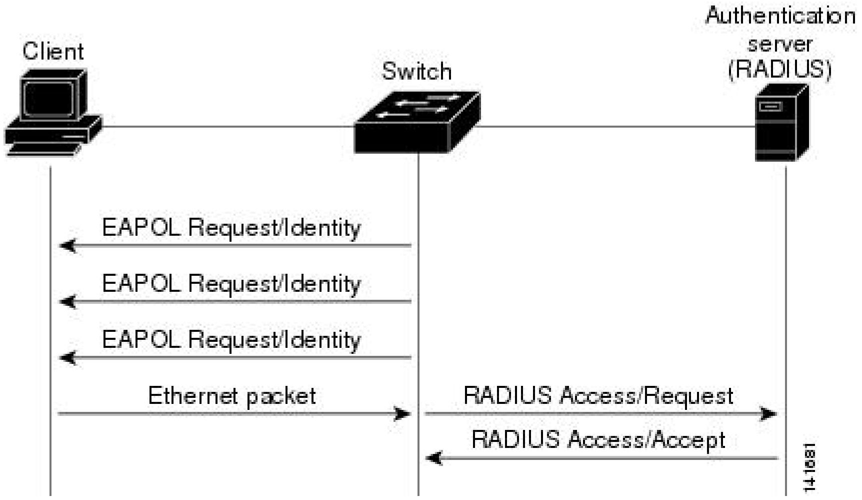
This figure shows a message exchange initiated by the client when the client uses the One-Time-Password (OTP) authentication method with a RADIUS server.



If 802.1x authentication times out while waiting for an EAPOL message exchange and MAC authentication bypass is enabled, the switch can authorize the client when the switch detects an Ethernet packet from the client. The switch uses the MAC address of the client as its identity and includes this information in the RADIUS-access/request frame that is sent to the RADIUS server. After the server sends the switch the RADIUS-access/accept frame (authorization is successful), the port becomes authorized. If authorization fails and a guest VLAN is specified, the switch assigns the port to the guest VLAN. If the switch detects an EAPOL packet while waiting for an Ethernet packet, the switch stops the MAC authentication bypass process and starts 802.1x authentication.

Figure 26: Message Exchange During MAC Authentication Bypass

This figure shows the message exchange during MAC authentication bypass.



Authentication Manager for Port-Based Authentication

Port-Based Authentication Methods

Table 36: 802.1x Features

Authentication method	Mode			
	Single host	Multiple host	MDA	Multiple Authentication
802.1x	VLAN assignment Per-user ACL Filter-ID attribute Downloadable ACL Redirect URL	VLAN assignment	VLAN assignment Per-user ACL Filter-Id attribute Downloadable ACL Redirect URL	VLAN assignment Per-user ACL Filter-Id attribute Downloadable ACL Redirect URL

Authentication method	**Mode**			
	Single host	**Multiple host**	**MDA**	**Multiple Authentication**
MAC authentication bypass	VLAN assignment Per-user ACL Filter-ID attribute Downloadable ACL Redirect URL	VLAN assignment	VLAN assignment Per-user ACL Filter-Id attribute Downloadable ACL Redirect URL	VLAN assignment Per-user ACL Filter-Id attribute Downloadable ACL Redirect URL
Standalone web authentication	Proxy ACL, Filter-Id attribute, downloadable ACL			
NAC Layer 2 IP validation	Filter-Id attribute Downloadable ACL Redirect URL	Filter-Id attribute Downloadable ACL Redirect URL	Filter-Id attribute Downloadable ACL Redirect URL	Filter-Id attribute Downloadable ACL Redirect URL
Web authentication as fallback method	Proxy ACL Filter-Id attribute Downloadable ACL	Proxy ACL Filter-Id attribute Downloadable ACL	Proxy ACL Filter-Id attribute Downloadable ACL	Proxy ACL Filter-Id attribute Downloadable ACL

[3] Supported in Cisco IOS Release 12.2(50)SE and later.

[4] For clients that do not support 802.1x authentication.

Per-User ACLs and Filter-Ids

Note You can only set **any** as the source in the ACL.

Note For any ACL configured for multiple-host mode, the source portion of statement must be *any*. (For example, **permit icmp** *any* **host 10.10.1.1**.)

Note Using role-based ACLs as Filter-Id is not recommended.

You must specify **any** in the source ports of any defined ACL. Otherwise, the ACL cannot be applied and authorization fails. Single host is the only exception to support backward compatibility.

More than one host can be authenticated on MDA-enabled and multiauth ports. The ACL policy applied for one host does not effect the traffic of another host. If only one host is authenticated on a multi-host port, and the other hosts gain network access without authentication, the ACL policy for the first host can be applied to the other connected hosts by specifying any in the source address.

Port-Based Authentication Manager CLI Commands

The authentication-manager interface-configuration commands control all the authentication methods, such as 802.1x, MAC authentication bypass, and web authentication. The authentication manager commands determine the priority and order of authentication methods applied to a connected host.

The authentication manager commands control generic authentication features, such as host-mode, violation mode, and the authentication timer. Generic authentication commands include the **authentication host-mode**, **authentication violation**, and **authentication timer** interface configuration commands.

802.1x-specific commands begin with the **dot1x** keyword. For example, the **authentication port-control auto** interface configuration command enables authentication on an interface.

To disable dot1x on a switch, remove the configuration globally by using the **no dot1x system-auth-control** command, and also remove it from all configured interfaces.

Note If 802.1x authentication is globally disabled, other authentication methods are still enabled on that port, such as web authentication.

The **authentication manager** commands provide the same functionality as earlier 802.1x commands.

When filtering out verbose system messages generated by the authentication manager, the filtered content typically relates to authentication success. You can also filter verbose messages for 802.1x authentication and MAB authentication. There is a separate command for each authentication method:

- The **no authentication logging verbose** global configuration command filters verbose messages from the authentication manager.
- The **no dot1x logging verbose** global configuration command filters 802.1x authentication verbose messages.
- The **no mab logging verbose** global configuration command filters MAC authentication bypass (MAB) verbose messages

Table 37: Authentication Manager Commands and Earlier 802.1x Commands

The authentication manager commands in Cisco IOS Release 12.2(50)SE or later	The equivalent 802.1x commands in Cisco IOS Release 12.2(46)SE and earlier	Description
authentication control-direction {**both** | **in**}	**dot1x control-direction** {**both** | **in**}	Enable 802.1x authentication with the wake-on-LAN (WoL) feature, and configure the port control as unidirectional or bidirectional.
authentication event	**dot1x auth-fail vlan** **dot1x critical (interface configuration)** **dot1x guest-vlan6**	Enable the restricted VLAN on a port. Enable the inaccessible-authentication-bypass feature. Specify an active VLAN as an 802.1x guest VLAN.

The authentication manager commands in Cisco IOS Release 12.2(50)SE or later	The equivalent 802.1x commands in Cisco IOS Release 12.2(46)SE and earlier	Description
authentication fallback *fallback-profile*	**dot1x fallback** *fallback-profile*	Configure a port to use web authentication as a fallback method for clients that do not support 802.1x authentication.
authentication host-mode [**multi-auth** | **multi-domain** | **multi-host** | **single-host**]	**dot1x host-mode** {**single-host** | **multi-host** | **multi-domain**}	Allow a single host (client) or multiple hosts on an 802.1x-authorized port.
authentication order	**mab**	Provides the flexibility to define the order of authentication methods to be used.
authentication periodic	**dot1x reauthentication**	Enable periodic re-authentication of the client.
authentication port-control {**auto** | **force-authorized** | **force-un authorized**}	**dot1x port-control** {**auto** | **force-authorized** | **force-unauthorized**}	Enable manual control of the authorization state of the port.
authentication timer	**dot1x timeout**	Set the 802.1x timers.
authentication violation {**protect** | **restrict** | **shutdown**}	**dot1x violation-mode** {**shutdown** | **restrict** | **protect**}	Configure the violation modes that occur when a new device connects to a port or when a new device connects to a port after the maximum number of devices are connected to that port.

Ports in Authorized and Unauthorized States

During 802.1x authentication, depending on the switch port state, the switch can grant a client access to the network. The port starts in the *unauthorized* state. While in this state, the port that is not configured as a voice VLAN port disallows all ingress and egress traffic except for 802.1x authentication, CDP, and STP packets. When a client is successfully authenticated, the port changes to the *authorized* state, allowing all traffic for the client to flow normally. If the port is configured as a voice VLAN port, the port allows VoIP traffic and 802.1x protocol packets before the client is successfully authenticated.

Note CDP bypass is not supported and may cause a port to go into err-disabled state.

If a client that does not support 802.1x authentication connects 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 standard, 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 **authentication port-control** interface configuration command and these keywords:

- **force-authorized**—disables 802.1x authentication and causes the port to change 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 port.
- **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 changes 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 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 change to the unauthorized state.

If the link state of a port changes from up to down, or if an EAPOL-logoff frame is received, the port returns to the unauthorized state.

Port-Based Authentication and Switch Stacks

If a switch is added to or removed from a switch stack, 802.1x authentication is not affected as long as the IP connectivity between the RADIUS server and the stack remains intact. This statement also applies if the stack's active switch is removed from the switch stack. Note that if the active switch fails, a stack member becomes the new active switch of the stack by using the election process, and the 802.1x authentication process continues as usual.

If IP connectivity to the RADIUS server is interrupted because the switch that was connected to the server is removed or fails, these events occur:

- Ports that are already authenticated and that do not have periodic re-authentication enabled remain in the authenticated state. Communication with the RADIUS server is not required.
- Ports that are already authenticated and that have periodic re-authentication enabled (with the **dot1x re-authentication** global configuration command) fail the authentication process when the re-authentication occurs. Ports return to the unauthenticated state during the re-authentication process. Communication with the RADIUS server is required.

  For an ongoing authentication, the authentication fails immediately because there is no server connectivity.

If the switch that failed comes up and rejoins the switch stack, the authentications might or might not fail depending on the boot-up time and whether the connectivity to the RADIUS server is re-established by the time the authentication is attempted.

To avoid loss of connectivity to the RADIUS server, you should ensure that there is a redundant connection to it. For example, you can have a redundant connection to the stack's active switch and another to a stack member, and if the active switch fails, the switch stack still has connectivity to the RADIUS server.

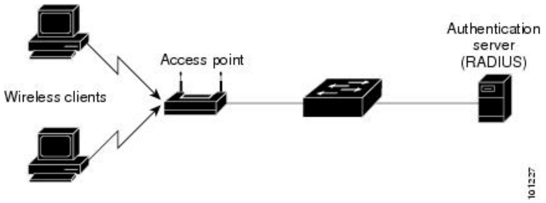
802.1x Host Mode

You can configure an 802.1x port for single-host or for multiple-hosts mode. In single-host mode, only one client can be connected to the 802.1x-enabled switch port. The switch detects the client by sending an EAPOL frame 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.

In multiple-hosts mode, you can attach multiple hosts to a single 802.1x-enabled port. In this mode, only one of the attached clients must be authorized for all clients to be granted network access. If the port becomes unauthorized (re-authentication fails or an EAPOL-logoff message is received), the switch denies network access to all of the attached clients.

In this topology, the wireless access point is responsible for authenticating the clients attached to it, and it also acts as a client to the switch.

Figure 27: Multiple Host Mode Example



Note For all host modes, the line protocol stays up before authorization when port-based authentication is configured.

The switch supports multidomain authentication (MDA), which allows both a data device and a voice device, such as an IP Phone (Cisco or non-Cisco), to connect to the same switch port.

802.1x Multiple Authentication Mode

Multiple-authentication (multiauth) mode allows multiple authenticated clients on the data VLAN and voice VLAN. Each host is individually authenticated. There is no limit to the number of data or voice device that can be authenticated on a multiauthport.

If a hub or access point is connected to an 802.1x-enabled port, each connected client must be authenticated. For non-802.1x devices, you can use MAC authentication bypass or web authentication as the per-host authentication fallback method to authenticate different hosts with different methods on a single port.

Note When a port is in multiple-authentication mode, the authentication-failed VLAN features do not activate.

You can assign a RADIUS-server-supplied VLAN in multi-auth mode, under the following conditions:

- The host is the first host authorized on the port, and the RADIUS server supplies VLAN information
- Subsequent hosts are authorized with a VLAN that matches the operational VLAN.
- A host is authorized on the port with no VLAN assignment, and subsequent hosts either have no VLAN assignment, or their VLAN information matches the operational VLAN.
- The first host authorized on the port has a group VLAN assignment, and subsequent hosts either have no VLAN assignment, or their group VLAN matches the group VLAN on the port. Subsequent hosts must use the same VLAN from the VLAN group as the first host. If a VLAN list is used, all hosts are subject to the conditions specified in the VLAN list.
- After a VLAN is assigned to a host on the port, subsequent hosts must have matching VLAN information or be denied access to the port.
- You cannot configure a guest VLAN or an auth-fail VLAN in multi-auth mode.
- The behavior of the critical-auth VLAN is not changed for multi-auth mode. When a host tries to authenticate and the server is not reachable, all authorized hosts are reinitialized in the configured VLAN.

Multi-auth Per User VLAN assignment

The Multi-auth Per User VLAN assignment feature allows you to create multiple operational access VLANs based on VLANs assigned to the clients on the port that has a single configured access VLAN. The port configured as an access port where the traffic for all the VLANs associated with data domain is not dot1q tagged, and these VLANs are treated as native VLANs.

The number of hosts per multi-auth port is 8, however there can be more hosts.

The following scenarios are associated with the multi-auth Per User VLAN assignments:

Scenario one

When a hub is connected to an access port, and the port is configured with an access VLAN (V0).

The host (H1) is assigned to VLAN (V1) through the hub. The operational VLAN of the port is changed to V1. This behaviour is similar on a single-host or multi-domain-auth port.

When a second host (H2) is connected and gets assigned to VLAN (V2), the port will have two operational VLANs (V1 and V2). If H1 and H2 sends untagged ingress traffic, H1 traffic is mapped to VLAN (V1) and H2 traffic to VLAN (V2), all egress traffic going out of the port on VLAN (V1) and VLAN (V2) are untagged.

If both the hosts, H1 and H2 are logged out or the sessions are removed due to some reason then VLAN (V1) and VLAN (V2) are removed from the port, and the configured VLAN (V0) is restored on the port.

Scenario two

When a hub is connected to an access port, and the port is configured with an access VLAN (V0). The host (H1) is assigned to VLAN (V1) through the hub. The operational VLAN of the port is changed to V1.

When a second host (H2) is connected and gets authorized without explicit vlan policy, H2 is expected to use the configured VLAN (V0) that is restored on the port. A ll egress traffic going out of two operational VLANs, VLAN (V0) and VLAN (V1) are untagged.

If host (H2) is logged out or the session is removed due to some reason then the configured VLAN (V0) is removed from the port, and VLAN (V1) becomes the only operational VLAN on the port.

Scenario three

When a hub is connected to an access port in open mode, and the port is configured with an access VLAN (V0) .

The host (H1) is assigned to VLAN (V1) through the hub. The operational VLAN of the port is changed to V1. When a second host (H2) is connected and remains unauthorized, it still has access to operational VLAN (V1) due to open mode.

If host H1 is logged out or the session is removed due to some reason, VLAN (V1) is removed from the port and host (H2) gets assigned to VLAN (V0).

Note The combination of Open mode and VLAN assignment has an adverse affect on host (H2) because it has an IP address in the subnet that corresponds to VLAN (V1).

Limitation in Multi-auth Per User VLAN assignment

In the Multi-auth Per User VLAN assignment feature, egress traffic from multiple vlans are untagged on a port where the hosts receive traffic that is not meant for them. This can be a problem with broadcast and multicast traffic.

- **IPv4 ARPs**: Hosts receive ARP packets from other subnets. This is a problem if two subnets in different Virtual Routing and Forwarding (VRF) tables with overlapping IP address range are active on the port. The host ARP cache may get invalid entries.
- I**Pv6 control packets**: In IPv6 deployments, Router Advertisements (RA) are processed by hosts that are not supposed to receive them. When a host from one VLAN receives RA from a different VLAN, the host assign incorrect IPv6 address to itself. Such a host is unable to get access to the network.

  The workaround is to enable the IPv6 first hop security so that the broadcast ICMPv6 packets are converted to unicast and sent out from multi-auth enabled ports.. The packet is replicated for each client in multi-auth port belonging to the VLAN and the destination MAC is set to an individual client. Ports having one VLAN, ICMPv6 packets broadcast normally.
- **IP multicast**: Multicast traffic destined to a multicast group gets replicated for different VLANs if the hosts on those VLANs join the multicast group. When two hosts in different VLANs join a multicast group (on the same mutli-auth port), two copies of each multicast packet are sent out from that port.

MAC Move

When a MAC address is authenticated on one switch port, that address is not allowed on another authentication manager-enabled port of the switch. If the switch detects that same MAC address on another authentication manager-enabled port, the address is not allowed.

There are situations where a MAC address might need to move from one port to another on the same switch. For example, when there is another device (for example a hub or an IP phone) between an authenticated host and a switch port, you might want to disconnect the host from the device and connect it directly to another port on the same switch.

You can globally enable MAC move so the device is reauthenticated on the new port. When a host moves to a second port, the session on the first port is deleted, and the host is reauthenticated on the new port. MAC move is supported on all host modes. (The authenticated host can move to any port on the switch, no matter which host mode is enabled on the that port.) When a MAC address moves from one port to another, the switch terminates the authenticated session on the original port and initiates a new authentication sequence on the new port. The MAC move feature applies to both voice and data hosts.

Note In open authentication mode, a MAC address is immediately moved from the original port to the new port, with no requirement for authorization on the new port.

MAC Replace

The MAC replace feature can be configured to address the violation that occurs when a host attempts to connect to a port where another host was previously authenticated.

Note This feature does not apply to ports in multi-auth mode, because violations are not triggered in that mode. It does not apply to ports in multiple host mode, because in that mode, only the first host requires authentication.

If you configure the **authentication violation** interface configuration command with the **replace** keyword, the authentication process on a port in multi-domain mode is:

- A new MAC address is received on a port with an existing authenticated MAC address.
- The authentication manager replaces the MAC address of the current data host on the port with the new MAC address.
- The authentication manager initiates the authentication process for the new MAC address.
- If the authentication manager determines that the new host is a voice host, the original voice host is removed.

If a port is in open authentication mode, any new MAC address is immediately added to the MAC address table.

802.1x Accounting

The 802.1x standard defines how users are authorized and authenticated for network access but does not keep track of network usage. 802.1x accounting is disabled by default. You can enable 802.1x accounting to monitor this activity on 802.1x-enabled ports:

- User successfully authenticates.
- User logs off.
- Link-down occurs.
- Re-authentication successfully occurs.
- Re-authentication fails.

The switch does not log 802.1x accounting information. Instead, it sends this information to the RADIUS server, which must be configured to log accounting messages.

802.1x Accounting Attribute-Value Pairs

The information sent to the RADIUS server is represented in the form of Attribute-Value (AV) pairs. These AV pairs provide data for different applications. (For example, a billing application might require information that is in the Acct-Input-Octets or the Acct-Output-Octets attributes of a RADIUS packet.)

AV pairs are automatically sent by a switch that is configured for 802.1x accounting. Three types of RADIUS accounting packets are sent by a switch:

- START–sent when a new user session starts
- INTERIM–sent during an existing session for updates
- STOP–sent when a session terminates

You can view the AV pairs that are being sent by the switch by entering the **debug radius accounting** privileged EXEC command. For more information about this command, see the *Cisco IOS Debug Command Reference, Release 12.4.*

This table lists the AV pairs and when they are sent are sent by the switch.

Table 38: Accounting AV Pairs

Attribute Number	AV Pair Name	START	INTERIM	STOP
Attribute[1]	User-Name	Always	Always	Always
Attribute[4]	NAS-IP-Address	Always	Always	Always
Attribute[5]	NAS-Port	Always	Always	Always
Attribute[8]	Framed-IP-Address	Never	Sometimes[5]	Sometimes
Attribute[25]	Class	Always	Always	Always
Attribute[30]	Called-Station-ID	Always	Always	Always
Attribute[31]	Calling-Station-ID	Always	Always	Always
Attribute[40]	Acct-Status-Type	Always	Always	Always
Attribute[41]	Acct-Delay-Time	Always	Always	Always
Attribute[42]	Acct-Input-Octets	Never	Always	Always
Attribute[43]	Acct-Output-Octets	Never	Always	Always
Attribute[47]	Acct-Input-Packets	Never	Always	Always
Attribute[48]	Acct-Output-Packets	Never	Always	Always
Attribute[44]	Acct-Session-ID	Always	Always	Always
Attribute[45]	Acct-Authentic	Always	Always	Always
Attribute[46]	Acct-Session-Time	Never	Always	Always

Attribute Number	AV Pair Name	START	INTERIM	STOP
Attribute[49]	Acct-Terminate-Cause	Never	Never	Always
Attribute[61]	NAS-Port-Type	Always	Always	Always

[5] The Framed-IP-Address AV pair is sent when a valid static IP address is configured or w when a Dynamic Host Control Protocol (DHCP) binding exists for the host in the DHCP snooping bindings table.

802.1x Readiness Check

The 802.1x readiness check monitors 802.1x activity on all the switch ports and displays information about the devices connected to the ports that support 802.1x. You can use this feature to determine if the devices connected to the switch ports are 802.1x-capable. You use an alternate authentication such as MAC authentication bypass or web authentication for the devices that do not support 802.1x functionality.

This feature only works if the supplicant on the client supports a query with the NOTIFY EAP notification packet. The client must respond within the 802.1x timeout value.

Switch-to-RADIUS-Server Communication

RADIUS security servers are identified by their hostname or IP address, hostname 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.

802.1x Authentication with VLAN Assignment

The switch supports 802.1x authentication with VLAN assignment. After successful 802.1x authentication of a port, the RADIUS server sends the VLAN assignment to configure the switch port. The RADIUS server database maintains the username-to-VLAN mappings, assigning the VLAN based on the username of the client connected to the switch port. You can use this feature to limit network access for certain users.

Voice device authentication is supported with multidomain host mode in Cisco IOS Release 12.2(37)SE. In Cisco IOS Release 12.2(40)SE and later, when a voice device is authorized and the RADIUS server returned an authorized VLAN, the voice VLAN on the port is configured to send and receive packets on the assigned voice VLAN. Voice VLAN assignment behaves the same as data VLAN assignment on multidomain authentication (MDA)-enabled ports.

When configured on the switch and the RADIUS server, 802.1x authentication with VLAN assignment has these characteristics:

- If no VLAN is supplied by the RADIUS server or if 802.1x authentication is disabled, the port is configured in its access VLAN after successful authentication. Recall that an access VLAN is a VLAN assigned to an access port. All packets sent from or received on this port belong to this VLAN.
- If 802.1x authentication is enabled but the VLAN information from the RADIUS server is not valid, authorization fails and configured VLAN remains in use. This prevents ports from appearing unexpectedly in an inappropriate VLAN because of a configuration error.

Configuration errors could include specifying a VLAN for a routed port, a malformed VLAN ID, a nonexistent or internal (routed port) VLAN ID, an RSPAN VLAN, a shut down or suspended VLAN. In the case of a multidomain host port, configuration errors can also be due to an attempted assignment of a data VLAN that matches the configured or assigned voice VLAN ID (or the reverse).

- If 802.1x authentication is enabled and all information from the RADIUS server is valid, the authorized device is placed in the specified VLAN after authentication.
- If the multiple-hosts mode is enabled on an 802.1x port, all hosts are placed in the same VLAN (specified by the RADIUS server) as the first authenticated host.
- Enabling port security does not impact the RADIUS server-assigned VLAN behavior.
- If 802.1x authentication is disabled on the port, it is returned to the configured access VLAN and configured voice VLAN.
- If an 802.1x port is authenticated and put in the RADIUS server-assigned VLAN, any change to the port access VLAN configuration does not take effect. In the case of a multidomain host, the same applies to voice devices when the port is fully authorized with these exceptions:
  - If the VLAN configuration change of one device results in matching the other device configured or assigned VLAN, then authorization of all devices on the port is terminated and multidomain host mode is disabled until a valid configuration is restored where data and voice device configured VLANs no longer match.
  - If a voice device is authorized and is using a downloaded voice VLAN, the removal of the voice VLAN configuration, or modifying the configuration value to *dot1p* or *untagged* results in voice device un-authorization and the disablement of multi-domain host mode.

When the port is in the force authorized, force unauthorized, unauthorized, or shutdown state, it is put into the configured access VLAN.

To configure VLAN assignment you need to perform these tasks:

- Enable AAA authorization by using the **network** keyword to allow interface configuration from the RADIUS server.
- Enable 802.1x authentication. (The VLAN assignment feature is automatically enabled when you configure 802.1x authentication on an access port).
- Assign vendor-specific tunnel attributes in the RADIUS server. The RADIUS server must return these attributes to the switch:
  - [64] Tunnel-Type = VLAN
  - [65] Tunnel-Medium-Type = 802
  - [81] Tunnel-Private-Group-ID = VLAN name or VLAN ID
  - [83] Tunnel-Preference

  Attribute [64] must contain the value *VLAN* (type 13). Attribute [65] must contain the value *802* (type 6). Attribute [81] specifies the *VLAN name* or *VLAN ID* assigned to the IEEE 802.1x-authenticated user.

802.1x Authentication with Per-User ACLs

You can enable per-user access control lists (ACLs) to provide different levels of network access and service to an 802.1x-authenticated user. When the RADIUS server authenticates a user connected to an 802.1x port, it retrieves the ACL attributes based on the user identity and sends them to the switch. The switch applies the attributes to the 802.1x port for the duration of the user session. The switch removes the per-user ACL configuration when the session is over, if authentication fails, or if a link-down condition occurs. The switch does not save RADIUS-specified ACLs in the running configuration. When the port is unauthorized, the switch removes the ACL from the port.

You can configure router ACLs and input port ACLs on the same switch. However, a port ACL takes precedence over a router ACL. If you apply input port ACL to an interface that belongs to a VLAN, the port ACL takes precedence over an input router ACL applied to the VLAN interface. Incoming packets received on the port, to which a port ACL is applied, are filtered by the port ACL. Incoming routed packets received on other ports are filtered by the router ACL. Outgoing routed packets are filtered by the router ACL. To avoid configuration conflicts, you should carefully plan the user profiles stored on the RADIUS server.

RADIUS supports per-user attributes, including vendor-specific attributes. These vendor-specific attributes (VSAs) are in octet-string format and are passed to the switch during the authentication process. The VSAs used for per-user ACLs are inacl#<*n*> for the ingress direction and outacl#<*n*> for the egress direction. MAC ACLs are supported only in the ingress direction. The switch supports VSAs only in the ingress direction. It does not support port ACLs in the egress direction on Layer 2 ports.

Use only the extended ACL syntax style to define the per-user configuration stored on the RADIUS server. When the definitions are passed from the RADIUS server, they are created by using the extended naming convention. However, if you use the Filter-Id attribute, it can point to a standard ACL.

You can use the Filter-Id attribute to specify an inbound or outbound ACL that is already configured on the switch. The attribute contains the ACL number followed by *.in* for ingress filtering or *.out* for egress filtering. If the RADIUS server does not allow the *.in* or *.out* syntax, the access list is applied to the outbound ACL by default. The user is marked unauthorized if the Filter-Id sent from the RADIUS server is not configured on the device. Because of limited support of Cisco IOS access lists on the switch, the Filter-Id attribute is supported only for IP ACLs numbered in the range of 1 to 199 (IP standard ACLs) and 1300 to 2699 (IP extended ACLs).

The maximum size of the per-user ACL is 4000 ASCII characters but is limited by the maximum size of RADIUS-server per-user ACLs.

You must meet the following prerequisites to configure per-user ACLs:

- Enable AAA authentication.
- Enable AAA authorization by using the **network** keyword to allow interface configuration from the RADIUS server.
- Enable 802.1x authentication.
- Configure the user profile and VSAs on the RADIUS server.
- Configure the 802.1x port for single-host mode.

Note Per-user ACLs are supported only in single-host mode.

802.1x Authentication with Downloadable ACLs and Redirect URLs

Note IPv6 does not support Redirect URLs.

You can download ACLs and redirect URLs from a RADIUS server to the switch during 802.1x authentication or MAC authentication bypass of the host. You can also download ACLs during web authentication.

Note A downloadable ACL is also referred to as a *dACL*.

If more than one host is authenticated and the host is in single-host, MDA, or multiple-authentication mode, the switch changes the source address of the ACL to the host IP address.

You can apply the ACLs and redirect URLs to all the devices connected to the 802.1x-enabled port.

If no ACLs are downloaded during 802.1x authentication, the switch applies the static default ACL on the port to the host. On a voice VLAN port configured in multi-auth or MDA mode, the switch applies the ACL only to the phone as part of the authorization policies.

If there is no static ACL on a port, a dynamic auth-default ACL is created, and policies are enforced before dACLs are downloaded and applied.

Note The auth-default-ACL does not appear in the running configuration.

The auth-default ACL is created when at least one host with an authorization policy is detected on the port. The auth-default ACL is removed from the port when the last authenticated session ends. You can configure the auth-default ACL for IPv4 by using the **ip access-list extended auth-default-acl** command in global configuration mode. For IPv6, use the **ipv6 access-list extended auth-default-acl** command in the global configuration mode.

Note The auth-default-ACL does not support Cisco Discovery Protocol bypass in the single host mode. You must configure a static ACL on the interface to support Cisco Discovery Protocol bypass.

The 802.1x and MAB authentication methods support two authentication modes, *open* and *closed*. If there is no static ACL on a port in *closed* authentication mode:

- An auth-default-ACL is created.
- The auth-default-ACL allows only DHCP traffic until policies are enforced.
- When the first host authenticates, the authorization policy is applied without IP address insertion.
- When a second host is detected, the policies for the first host are refreshed, and policies for the first and subsequent sessions are enforced with IP address insertion.

If there is no static ACL on a port in *open* authentication mode:

- An auth-default-ACL-OPEN is created and allows all traffic.

- Policies are enforced with IP address insertion to prevent security breaches.
- Web authentication is subject to the auth-default-ACL-OPEN.

To control access for hosts with no authorization policy, you can configure a directive. The supported values for the directive are *open* and *default*. When you configure the *open* directive, all traffic is allowed. The *default* directive subjects traffic to the access provided by the port. You can configure the directive either in the user profile on the AAA server or on the switch. To configure the directive on the AAA server, use the **authz-directive =<open/default>** global command. To configure the directive on the switch, use the **epm access-control open** global configuration command.

Note The default value of the directive is *default*.

If a host falls back to web authentication on a port without a configured ACL:

- If the port is in open authentication mode, the auth-default-ACL-OPEN is created.
- If the port is in closed authentication mode, the auth-default-ACL is created.

The access control entries (ACEs) in the fallback ACL are converted to per-user entries. If the configured fallback profile does not include a fallback ACL, the host is subject to the auth-default-ACL associated with the port.

Note If you use a custom logo with web authentication and it is stored on an external server, the port ACL must allow access to the external server before authentication. You must either configure a static port ACL or change the auth-default-ACL to provide appropriate access to the external server.

For a URL redirect ACL:

- Packets that match a permit access control entry (ACE) rule are sent to the CPU for forwarding to the AAA server.
- Packets that match a deny ACE rule are forwarded through the switch.
- Packets that match neither the permit ACE rule or deny ACE rule are processed by the next dACL, and if there is no dACL, the packets hit the implicit-deny ACL and are dropped.

Cisco Secure ACS and Attribute-Value Pairs for the Redirect URL

The switch uses these *cisco-av-pair* VSAs:

- url-redirect is the HTTP or HTTPS URL.
- url-redirect-acl is the switch ACL name or number.

The switch uses the CiscoSecure-defined-ACL attribute value pair to intercept an HTTP or HTTPS request from the end point. The switch then forwards the client web browser to the specified redirect address. The url-redirect AV pair on the Cisco Secure ACS contains the URL to which the web browser is redirected. The url-redirect-acl attribute value pair contains the name or number of an ACL that specifies the HTTP or HTTPS traffic to redirect.

Note

- Traffic that matches a permit ACE in the ACL is redirected.
- Define the URL redirect ACL and the default port ACL on the switch.

If a redirect URL is configured for a client on the authentication server, a default port ACL on the connected client switch port must also be configured.

Cisco Secure ACS and Attribute-Value Pairs for Downloadable ACLs

You can set the CiscoSecure-Defined-ACL Attribute-Value (AV) pair on the Cisco Secure ACS with the RADIUS cisco-av-pair vendor-specific attributes (VSAs). This pair specifies the names of the downloadable ACLs on the Cisco Secure ACS with the #ACL#-IP-name-number attribute for IPv4 and #ACL#-.in.ipv6 attribute for IPv6.

- The *name* is the ACL name.
- The *number* is the version number (for example, 3f783768).

If a downloadable ACL is configured for a client on the authentication server, a default port ACL on the connected client switch port must also be configured.

If the default ACL is configured on the switch and the Cisco Secure ACS sends a host-access-policy to the switch, it applies the policy to traffic from the host connected to a switch port. If the policy does not apply, the switch applies the default ACL. If the Cisco Secure ACS sends the switch a downloadable ACL, this ACL takes precedence over the default ACL that is configured on the switch port. However, if the switch receives an host access policy from the Cisco Secure ACS but the default ACL is not configured, the authorization failure is declared.

VLAN ID-Based MAC Authentication

You can use VLAN ID-based MAC authentication if you wish to authenticate hosts based on a static VLAN ID instead of a downloadable VLAN. When you have a static VLAN policy configured on your switch, VLAN information is sent to an IAS (Microsoft) RADIUS server along with the MAC address of each host for authentication. The VLAN ID configured on the connected port is used for MAC authentication. By using VLAN ID-based MAC authentication with an IAS server, you can have a fixed number of VLANs in the network.

The feature also limits the number of VLANs monitored and handled by STP. The network can be managed as a fixed VLAN.

802.1x Authentication with Guest VLAN

You can configure a guest VLAN for each 802.1x port on the switch to provide limited services to clients, such as downloading the 802.1x client. These clients might be upgrading their system for 802.1x authentication, and some hosts, such as Windows 98 systems, might not be IEEE 802.1x-capable.

When you enable a guest VLAN on an 802.1x port, the switch assigns clients to a guest VLAN when the switch does not receive a response to its EAP request/identity frame or when EAPOL packets are not sent by the client.

The switch maintains the EAPOL packet history. If an EAPOL packet is detected on the interface during the lifetime of the link, the switch determines that the device connected to that interface is an IEEE 802.1x-capable supplicant, and the interface does not change to the guest VLAN state. EAPOL history is cleared if the interface link status goes down. If no EAPOL packet is detected on the interface, the interface changes to the guest VLAN state.

If the switch is trying to authorize an 802.1x-capable voice device and the AAA server is unavailable, the authorization attempt fails, but the detection of the EAPOL packet is saved in the EAPOL history. When the AAA server becomes available, the switch authorizes the voice device. However, the switch no longer allows other devices access to the guest VLAN. To prevent this situation, use one of these command sequences:

- Enter the **authentication event no-response action authorize vlan** *vlan-id* interface configuration command to allow access to the guest VLAN.
- Enter the **shutdown** interface configuration command followed by the **no shutdown** interface configuration command to restart the port.

If devices send EAPOL packets to the switch during the lifetime of the link, the switch no longer allows clients that fail authentication access to the guest VLAN.

Note If an EAPOL packet is detected after the interface has changed to the guest VLAN, the interface reverts to an unauthorized state, and 802.1x authentication restarts.

Any number of 802.1x-incapable clients are allowed access when the switch port is moved to the guest VLAN. If an 802.1x-capable client joins the same port on which the guest VLAN is configured, the port is put into the unauthorized state in the user-configured access VLAN, and authentication is restarted.

Guest VLANs are supported on 802.1x ports in single host, multiple host, multi-auth and multi-domain modes.

You can configure any active VLAN except an RSPAN VLAN, a private VLAN, or a voice VLAN 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.

The switch supports *MAC authentication bypass*. When MAC authentication bypass is enabled on an 802.1x port, the switch can authorize clients based on the client MAC address when IEEE 802.1x authentication times out while waiting for an EAPOL message exchange. After detecting a client on an 802.1x port, the switch waits for an Ethernet packet from the client. The switch sends the authentication server a RADIUS-access/request frame with a username and password based on the MAC address. If authorization succeeds, the switch grants the client access to the network. If authorization fails, the switch assigns the port to the guest VLAN if one is specified.

802.1x Authentication with Restricted VLAN

You can configure a restricted VLAN (also referred to as an *authentication failed VLAN*) for each IEEE 802.1x port on a switch stack or a switch to provide limited services to clients that cannot access the guest VLAN. These clients are 802.1x-compliant and cannot access another VLAN because they fail the authentication process. A restricted VLAN allows users without valid credentials in an authentication server (typically, visitors to an enterprise) to access a limited set of services. The administrator can control the services available to the restricted VLAN.

Note You can configure a VLAN to be both the guest VLAN and the restricted VLAN if you want to provide the same services to both types of users.

Without this feature, the client attempts and fails authentication indefinitely, and the switch port remains in the spanning-tree blocking state. With this feature, you can configure the switch port to be in the restricted VLAN after a specified number of authentication attempts (the default value is 3 attempts).

The authenticator counts the failed authentication attempts for the client. When this count exceeds the configured maximum number of authentication attempts, the port moves to the restricted VLAN. The failed attempt count increments when the RADIUS server replies with either an *EAP failure* or an empty response without an EAP packet. When the port moves into the restricted VLAN, the failed attempt counter resets.

Users who fail authentication remain in the restricted VLAN until the next re-authentication attempt. A port in the restricted VLAN tries to re-authenticate at configured intervals (the default is 60 seconds). If re-authentication fails, the port remains in the restricted VLAN. If re-authentication is successful, the port moves either to the configured VLAN or to a VLAN sent by the RADIUS server. You can disable re-authentication. If you do this, the only way to restart the authentication process is for the port to receive a *link down* or *EAP logoff* event. We recommend that you keep re-authentication enabled if a client might connect through a hub. When a client disconnects from the hub, the port might not receive the *link down* or *EAP logoff* event.

After a port moves to the restricted VLAN, a simulated EAP success message is sent to the client. This prevents clients from indefinitely attempting authentication. Some clients (for example, devices running Windows XP) cannot implement DHCP without EAP success.

Restricted VLANs are supported on 802.1x ports in all host modes and on Layer 2 ports.

You can configure any active VLAN except an RSPAN VLAN, a primary private VLAN, or a voice VLAN as an 802.1x restricted VLAN. The restricted VLAN feature is not supported on internal VLANs (routed ports) or trunk ports; it is supported only on access ports.

Other security port features such as dynamic ARP Inspection, DHCP snooping, and IP source guard can be configured independently on a restricted VLAN.

802.1x Authentication with Inaccessible Authentication Bypass

Use the inaccessible authentication bypass feature, also referred to as *critical authentication* or the *AAA fail policy*, when the switch cannot reach the configured RADIUS servers and new hosts cannot be authenticated. You can configure the switch to connect those hosts to *critical ports.*

When a new host tries to connect to the critical port, that host is moved to a user-specified access VLAN, the *critical VLAN*. The administrator gives limited authentication to the hosts.

When the switch tries to authenticate a host connected to a critical port, the switch checks the status of the configured RADIUS server. If a server is available, the switch can authenticate the host. However, if all the RADIUS servers are unavailable, the switch grants network access to the host and puts the port in the *critical-authentication* state, which is a special case of the authentication state.

Note If *critical authentication* is configured on interface, then vlan used for critical authorization (*critical vlan*) should be active on the switch. If the *critical vlan* is inactive (or) down, *critical authentication* session will keep trying to enable inactive vlan and fail repeatedly. This can lead to large amount of memory holding.

Inaccessible Authentication Bypass Support on Multiple-Authentication Ports

When a port is configured on any host mode and the AAA server is unavailable, the port is then configured to multi-host mode and moved to the critical VLAN. To support this inaccessible bypass on multiple-authentication (multiauth) ports, use the **authentication event server dead action reinitialize vlan** *vlan-id* command. When a new host tries to connect to the critical port, that port is reinitialized and all the connected hosts are moved to the user-specified access VLAN.

This command is supported on all host modes.

Inaccessible Authentication Bypass Authentication Results

The behavior of the inaccessible authentication bypass feature depends on the authorization state of the port:

- If the port is unauthorized when a host connected to a critical port tries to authenticate and all servers are unavailable, the switch puts the port in the critical-authentication state in the RADIUS-configured or user-specified access VLAN.
- If the port is already authorized and reauthentication occurs, the switch puts the critical port in the critical-authentication state in the current VLAN, which might be the one previously assigned by the RADIUS server.
- If the RADIUS server becomes unavailable during an authentication exchange, the current exchange times out, and the switch puts the critical port in the critical-authentication state during the next authentication attempt.

You can configure the critical port to reinitialize hosts and move them out of the critical VLAN when the RADIUS server is again available. When this is configured, all critical ports in the critical-authentication state are automatically re-authenticated.

Inaccessible Authentication Bypass Feature Interactions

Inaccessible authentication bypass interacts with these features:

- Guest VLAN—Inaccessible authentication bypass is compatible with guest VLAN. When a guest VLAN is enabled on 8021.x port, the features interact as follows:
  - If at least one RADIUS server is available, the switch assigns a client to a guest VLAN when the switch does not receive a response to its EAP request/identity frame or when EAPOL packets are not sent by the client.
  - If all the RADIUS servers are not available and the client is connected to a critical port, the switch authenticates the client and puts the critical port in the critical-authentication state in the RADIUS-configured or user-specified access VLAN.
  - If all the RADIUS servers are not available and the client is not connected to a critical port, the switch might not assign clients to the guest VLAN if one is configured.

  - If all the RADIUS servers are not available and if a client is connected to a critical port and was previously assigned to a guest VLAN, the switch keeps the port in the guest VLAN.

- Restricted VLAN—If the port is already authorized in a restricted VLAN and the RADIUS servers are unavailable, the switch puts the critical port in the critical-authentication state in the restricted VLAN.
- 802.1x accounting—Accounting is not affected if the RADIUS servers are unavailable.
- Private VLAN—You can configure inaccessible authentication bypass on a private VLAN host port. The access VLAN must be a secondary private VLAN.
- Voice VLAN—Inaccessible authentication bypass is compatible with voice VLAN, but the RADIUS-configured or user-specified access VLAN and the voice VLAN must be different.
- Remote Switched Port Analyzer (RSPAN)—Do not configure an RSPAN VLAN as the RADIUS-configured or user-specified access VLAN for inaccessible authentication bypass.

In a switch stack:

- The stack's active switch checks the status of the RADIUS servers by sending keepalive packets. When the status of a RADIUS server changes, the stack's active switch sends the information to the stack members. The stack members can then check the status of RADIUS servers when re-authenticating critical ports.
- If the new active switch is elected, the link between the switch stack and RADIUS server might change, and the new stack immediately sends keepalive packets to update the status of the RADIUS servers. If the server status changes from *dead* to *alive*, the switch re-authenticates all switch ports in the critical-authentication state.

When a member is added to the stack, the stack's active switch sends the member the server status.

Note Switch stacks are supported only on Catalyst 2960-S switches running the LAN base image.

802.1x Critical Voice VLAN

When an IP phone connected to a port is authenticated by the Cisco Identity Services Engine (ISE), the phone is put into the voice domain. If the ISE is not reachable, the switch cannot determine if the device is a voice device. If the server is unavailable, the phone cannot access the voice network and therefore cannot operate.

For data traffic, you can configure inaccessible authentication bypass, or critical authentication, to allow traffic to pass through on the native VLAN when the server is not available. If the RADIUS authentication server is unavailable (down) and inaccessible authentication bypass is enabled, the switch grants the client access to the network and puts the port in the critical-authentication state in the RADIUS-configured or the user-specified access VLAN. When the switch cannot reach the configured RADIUS servers and new hosts cannot be authenticated, the switch connects those hosts to critical ports. A new host trying to connect to the critical port is moved to a user-specified access VLAN, the critical VLAN, and granted limited authentication.

Note Dynamic assignment of critical voice VLAN is not supported with nested service templates. It causes the device to switch between VLANs continuously in a loop.

You can enter the **authentication event server dead action authorize voice** interface configuration command to configure the critical voice VLAN feature. When the ISE does not respond, the port goes into critical authentication mode. When traffic coming from the host is tagged with the voice VLAN, the connected device (the phone) is put in the configured voice VLAN for the port. The IP phones learn the voice VLAN identification through Cisco Discovery Protocol (Cisco devices) or through LLDP or DHCP.

You can configure the voice VLAN for a port by entering the **switchport voice vlan** *vlan-id* interface configuration command.

This feature is supported in multidomain and multi-auth host modes. Although you can enter the command when the switch in single-host or multi-host mode, the command has no effect unless the device changes to multidomain or multi-auth host mode.

802.1x User Distribution

You can configure 802.1x user distribution to load-balance users with the same group name across multiple different VLANs.

The VLANs are either supplied by the RADIUS server or configured through the switch CLI under a VLAN group name.

- Configure the RADIUS server to send more than one VLAN name for a user. The multiple VLAN names can be sent as part of the response to the user. The 802.1x user distribution tracks all the users in a particular VLAN and achieves load balancing by moving the authorized user to the least populated VLAN.

- Configure the RADIUS server to send a VLAN group name for a user. The VLAN group name can be sent as part of the response to the user. You can search for the selected VLAN group name among the VLAN group names that you configured by using the switch CLI. If the VLAN group name is found, the corresponding VLANs under this VLAN group name are searched to find the least populated VLAN. Load balancing is achieved by moving the corresponding authorized user to that VLAN.

Note The RADIUS server can send the VLAN information in any combination of VLAN-IDs, VLAN names, or VLAN groups.

802.1x User Distribution Configuration Guidelines

- Confirm that at least one VLAN is mapped to the VLAN group.

- You can map more than one VLAN to a VLAN group.

- You can modify the VLAN group by adding or deleting a VLAN.

- When you clear an existing VLAN from the VLAN group name, none of the authenticated ports in the VLAN are cleared, but the mappings are removed from the existing VLAN group.

- If you clear the last VLAN from the VLAN group name, the VLAN group is cleared.

- You can clear a VLAN group even when the active VLANs are mapped to the group. When you clear a VLAN group, none of the ports or users that are in the authenticated state in any VLAN within the group are cleared, but the VLAN mappings to the VLAN group are cleared.

IEEE 802.1x Authentication 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.

The IP phone uses the VVID for its voice traffic, regardless of the authorization state of the port. This allows the phone to work independently of IEEE 802.1x authentication.

In single-host mode, only the IP phone is allowed on the voice VLAN. In multiple-hosts mode, additional clients can send traffic on the voice VLAN after a supplicant is authenticated on the PVID. When multiple-hosts mode is enabled, the supplicant authentication affects both the PVID and the VVID.

A voice VLAN port becomes active when there is a 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 IP phones are connected in series, the switch recognizes only the one directly connected to it. When IEEE 802.1x authentication is enabled on a voice VLAN port, the switch drops packets from unrecognized IP phones more than one hop away.

When IEEE 802.1x authentication is enabled on a switch port, you can configure an access port VLAN that is also a voice VLAN.

When IP phones are connected to an 802.1x-enabled switch port that is in single host mode, the switch grants the phones network access without authenticating them. We recommend that you use multidomain authentication (MDA) on the port to authenticate both a data device and a voice device, such as an IP phone

Note If you enable IEEE 802.1x authentication on an access port on which a voice VLAN is configured and to which a Cisco IP Phone is connected, the Cisco IP phone loses connectivity to the switch for up to 30 seconds.

IEEE 802.1x Authentication with Port Security

In general, Cisco does not recommend enabling port security when IEEE 802.1x is enabled. Since IEEE 802.1x enforces a single MAC address per port (or per VLAN when MDA is configured for IP telephony), port security is redundant and in some cases may interfere with expected IEEE 802.1x operations.

IEEE 802.1x Authentication with Wake-on-LAN

The IEEE 802.1x authentication with wake-on-LAN (WoL) feature allows dormant PCs to be powered when the switch receives a specific Ethernet frame, known as the *magic packet*. You can use this feature in environments where administrators need to connect to systems that have been powered down.

When a host that uses WoL is attached through an IEEE 802.1x port and the host powers off, the IEEE 802.1x port becomes unauthorized. The port can only receive and send EAPOL packets, and WoL magic packets cannot reach the host. When the PC is powered off, it is not authorized, and the switch port is not opened.

When the switch uses IEEE 802.1x authentication with WoL, the switch forwards traffic to unauthorized IEEE 802.1x ports, including magic packets. While the port is unauthorized, the switch continues to block ingress traffic other than EAPOL packets. The host can receive packets but cannot send packets to other devices in the network.

Note If PortFast is not enabled on the port, the port is forced to the bidirectional state.

When you configure a port as unidirectional by using the **authentication control-direction in** interface configuration command, the port changes to the spanning-tree forwarding state. The port can send packets to the host but cannot receive packets from the host.

When you configure a port as bidirectional by using the **authentication control-direction both** interface configuration command, the port is access-controlled in both directions. The port does not receive packets from or send packets to the host.

IEEE 802.1x Authentication with MAC Authentication Bypass

You can configure the switch to authorize clients based on the client MAC address by using the MAC authentication bypass feature. For example, you can enable this feature on IEEE 802.1x ports connected to devices such as printers.

If IEEE 802.1x authentication times out while waiting for an EAPOL response from the client, the switch tries to authorize the client by using MAC authentication bypass.

When the MAC authentication bypass feature is enabled on an IEEE 802.1x port, the switch uses the MAC address as the client identity. The authentication server has a database of client MAC addresses that are allowed network access. After detecting a client on an IEEE 802.1x port, the switch waits for an Ethernet packet from the client. The switch sends the authentication server a RADIUS-access/request frame with a username and password based on the MAC address. If authorization succeeds, the switch grants the client access to the network. If authorization fails, the switch assigns the port to the guest VLAN if one is configured. This process works for most client devices; however, it does not work for clients that use an alternate MAC address format. You can configure how MAB authentication is performed for clients with MAC addresses that deviate from the standard format or where the RADIUS configuration requires the user name and password to differ.

If an EAPOL packet is detected on the interface during the lifetime of the link, the switch determines that the device connected to that interface is an 802.1x-capable supplicant and uses 802.1x authentication (not MAC authentication bypass) to authorize the interface. EAPOL history is cleared if the interface link status goes down.

If the switch already authorized a port by using MAC authentication bypass and detects an IEEE 802.1x supplicant, the switch does not unauthorize the client connected to the port. When re-authentication occurs, the switch uses the authentication or re-authentication methods configured on the port, if the previous session ended because the Termination-Action RADIUS attribute value is DEFAULT.

Clients that were authorized with MAC authentication bypass can be re-authenticated. The re-authentication process is the same as that for clients that were authenticated with IEEE 802.1x. During re-authentication, the port remains in the previously assigned VLAN. If re-authentication is successful, the switch keeps the port in the same VLAN. If re-authentication fails, the switch assigns the port to the guest VLAN, if one is configured.

If re-authentication is based on the Session-Timeout RADIUS attribute (Attribute[27]) and the Termination-Action RADIUS attribute (Attribute [29]) and if the Termination-Action RADIUS attribute (Attribute [29]) action is *Initialize* (the attribute value is *DEFAULT*), the MAC authentication bypass session ends, and connectivity is lost during re-authentication. If MAC authentication bypass is enabled and the IEEE 802.1x authentication times out, the switch uses the MAC authentication bypass feature to initiate re-authorization. For more information about these AV pairs, see RFC 3580, “IEEE 802.1X Remote Authentication Dial In User Service (RADIUS) Usage Guidelines.”

MAC authentication bypass interacts with the features:

- IEEE 802.1x authentication—You can enable MAC authentication bypass only if 802.1x authentication is enabled on the port .
- Guest VLAN—If a client has an invalid MAC address identity, the switch assigns the client to a guest VLAN if one is configured.
- Restricted VLAN—This feature is not supported when the client connected to an IEEE 802.lx port is authenticated with MAC authentication bypass.
- Port security
- Voice VLAN
- Private VLAN—You can assign a client to a private VLAN.
- Network Edge Access Topology (NEAT)—MAB and NEAT are mutually exclusive. You cannot enable MAB when NEAT is enabled on an interface, and you should not enable NEAT when MAB is enabled on an interface.

Cisco IOS Release 12.2(55)SE and later supports filtering of verbose MAB system messages

Network Admission Control Layer 2 IEEE 802.1x Validation

The switch supports the Network Admission Control (NAC) Layer 2 IEEE 802.1x validation, which checks the antivirus condition or *posture* of endpoint systems or clients before granting the devices network access. With NAC Layer 2 IEEE 802.1x validation, you can do these tasks:

- Download the Session-Timeout RADIUS attribute (Attribute[27]) and the Termination-Action RADIUS attribute (Attribute[29]) from the authentication server.
- Set the number of seconds between re-authentication attempts as the value of the Session-Timeout RADIUS attribute (Attribute[27]) and get an access policy against the client from the RADIUS server.
- Set the action to be taken when the switch tries to re-authenticate the client by using the Termination-Action RADIUS attribute (Attribute[29]). If the value is the *DEFAULT* or is not set, the session ends. If the value is RADIUS-Request, the re-authentication process starts.
- Set the list of VLAN number or name or VLAN group name as the value of the Tunnel Group Private ID (Attribute[81]) and the preference for the VLAN number or name or VLAN group name as the value of the Tunnel Preference (Attribute[83]). If you do not configure the Tunnel Preference, the first Tunnel Group Private ID (Attribute[81]) attribute is picked up from the list.
- View the NAC posture token, which shows the posture of the client, by using the **show authentication** privileged EXEC command.
- Configure secondary private VLANs as guest VLANs.

Configuring NAC Layer 2 IEEE 802.1x validation is similar to configuring IEEE 802.1x port-based authentication except that you must configure a posture token on the RADIUS server.

Flexible Authentication Ordering

You can use flexible authentication ordering to configure the order of methods that a port uses to authenticate a new host. The IEEE 802.1X Flexible Authentication feature supports three authentication methods:

- dot1X—IEEE 802.1X authentication is a Layer 2 authentication method.
- mab—MAC-Authentication Bypass is a Layer 2 authentication method.
- webauth—Web authentication is a Layer 3 authentication method.

Using this feature, you can control which ports use which authentication methods, and you can control the failover sequencing of methods on those ports. For example, MAC authentication bypass and 802.1x can be the primary or secondary authentication methods, and web authentication can be the fallback method if either or both of those authentication attempts fail.

The IEEE 802.1X Flexible Authentication feature supports the following host modes:

- multi-auth—Multiauthentication allows one authentication on a voice VLAN and multiple authentications on the data VLAN.
- multi-domain—Multidomain authentication allows two authentications: one on the voice VLAN and one on the data VLAN.

Open1x Authentication

Open1x authentication allows a device access to a port before that device is authenticated. When open authentication is configured, a new host can pass traffic according to the access control list (ACL) defined on the port. After the host is authenticated, the policies configured on the RADIUS server are applied to that host.

You can configure open authentication with these scenarios:

- Single-host mode with open authentication–Only one user is allowed network access before and after authentication.
- MDA mode with open authentication–Only one user in the voice domain and one user in the data domain are allowed.
- Multiple-hosts mode with open authentication–Any host can access the network.
- Multiple-authentication mode with open authentication–Similar to MDA, except multiple hosts can be authenticated.

Note If open authentication is configured, it takes precedence over other authentication controls. This means that if you use the **authentication open** interface configuration command, the port will grant access to the host irrespective of the **authentication port-control** interface configuration command.

Multidomain Authentication

The switch supports multidomain authentication (MDA), which allows both a data device and voice device, such as an IP phone (Cisco or non-Cisco), to authenticate on the same switch port. The port is divided into a data domain and a voice domain.

Note For all host modes, the line protocol stays up before authorization when port-based authentication is configured.

MDA does not enforce the order of device authentication. However, for best results, we recommend that a voice device is authenticated before a data device on an MDA-enabled port.

Note When migrating from Cisco Discovery Protocol bypass to next-generation authentication bypass, if single or multi-host mode is used with an IP phone and one or more data devices, then move to multi-authentication mode with next-generation authentication bypass that provides the session visibility advantage.

Follow these guidelines for configuring MDA:

- You must configure a switch port for MDA.
- You must configure the voice VLAN for the IP phone when the host mode is set to multidomain.
- Voice VLAN assignment on an MDA-enabled port is supported Cisco IOS Release 12.2(40)SE and later.
- To authorize a voice device, the AAA server must be configured to send a Cisco Attribute-Value (AV) pair attribute with a value of *device-traffic-class=voice*. Without this value, the switch treats the voice device as a data device.
- The guest VLAN and restricted VLAN features only apply to the data devices on an MDA-enabled port. The switch treats a voice device that fails authorization as a data device.
- If more than one device attempts authorization on either the voice or the data domain of a port, it is error disabled.
- Until a device is authorized, the port drops its traffic. Non-Cisco IP phones or voice devices are allowed into both the data and voice VLANs. The data VLAN allows the voice device to contact a DHCP server to obtain an IP address and acquire the voice VLAN information. After the voice device starts sending on the voice VLAN, its access to the data VLAN is blocked.
- A voice device MAC address that is binding on the data VLAN is not counted towards the port security MAC address limit.
- MDA can use MAC authentication bypass as a fallback mechanism to allow the switch port to connect to devices that do not support IEEE 802.1x authentication.
- When a *data* or a *voice* device is detected on a port, its MAC address is blocked until authorization succeeds. If the authorization fails, the MAC address remains blocked for 5 minutes.
- If more than five devices are detected on the *data* VLAN or more than one voice device is detected on the *voice* VLAN while a port is unauthorized, the port is error disabled.

- When a port host mode is changed from single- or multihost to multidomain mode, an authorized data device remains authorized on the port. However, a Cisco IP phone that has been allowed on the port voice VLAN is automatically removed and must be reauthenticated on that port.
- Active fallback mechanisms such as guest VLAN and restricted VLAN remain configured after a port changes from single- or multihost mode to multidomain mode.
- Switching a port host mode from multidomain to single- or multihost mode removes all authorized devices from the port.
- If a data domain is authorized first and placed in the guest VLAN, non-IEEE 802.1x-capable voice devices need to tag their packets on the voice VLAN to trigger authentication.
- We do not recommend per-user ACLs with an MDA-enabled port. An authorized device with a per-user ACL policy might impact traffic on both the voice and data VLANs of the port. If used, only one device on the port should enforce per-user ACLs.

Limiting Login for Users

The Limiting Login feature helps Network administrators to limit the login attempt of users to a network. When a user fails to successfully login to a network within a configurable number of attempts within a configurable time limit, the user can be blocked. This feature is enabled only for local users and not for remote users. You need to configure the **aaa authentication rejected** command in global configuration mode to enable this feature.

802.1x Supplicant and Authenticator Switches with Network Edge Access Topology (NEAT)

The Network Edge Access Topology (NEAT) feature extends identity to areas outside the wiring closet (such as conference rooms). This allows any type of device to authenticate on the port.

- 802.1x switch supplicant: You can configure a switch to act as a supplicant to another switch by using the 802.1x supplicant feature. This configuration is helpful in a scenario, where, for example, a switch is outside a wiring closet and is connected to an upstream switch through a trunk port. A switch configured with the 802.1x switch supplicant feature authenticates with the upstream switch for secure connectivity. Once the supplicant switch authenticates successfully the port mode changes from access to trunk in an authenticator switch. In a supplicant switch you must manually configure trunk when enabling CISP.

  Note NEAT configuration is the only supported and qualified method to authenticate switches using 802.1x. Any other method to authenticate a network switch can result in an undefined behavior.

- If the access VLAN is configured on the authenticator switch, it becomes the native VLAN for the trunk port after successful authentication.

In the default state, when you connect a supplicant switch to an authenticator switch that has BPDU guard enabled, the authenticator port could be error-disabled if it receives a Spanning Tree Protocol (STP) bridge protocol data unit (BPDU) packets before the supplicant switch has authenticated. Beginning with Cisco IOS Release 15.0(1)SE, you can control traffic exiting the supplicant port during the authentication period. Entering the **dot1x supplicant controlled transient** global configuration command temporarily blocks the supplicant port during authentication to ensure that the authenticator port does not shut down before authentication completes. If authentication fails, the supplicant port opens. Entering the **no dot1x supplicant controlled transient** global configuration command opens the supplicant port during the authentication period. This is the default behavior.

We strongly recommend using the **dot1x supplicant controlled transient**command on a supplicant switch when BPDU guard is enabled on the authenticator switch port with the **spanning-tree bpduguard enable** interface configuration command.

Note If you globally enable BPDU guard on the authenticator switch by using the **spanning-tree portfast bpduguard default** global configuration command, entering the **dot1x supplicant controlled transient** command does not prevent the BPDU violation.

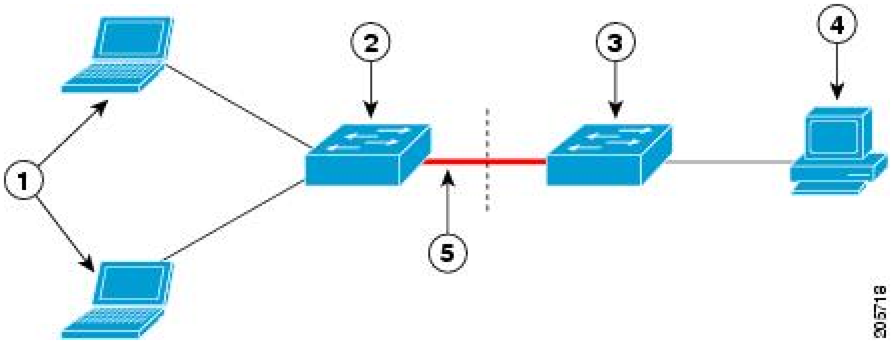
You can enable MDA or multiauth mode on the authenticator switch interface that connects to one more supplicant switches. Multihost mode is not supported on the authenticator switch interface.

When you reboot an authenticator switch with single-host mode enabled on the interface, the interface may move to err-disabled state before authentication. To recover from err-disabled state, flap the authenticator port to activate the interface again and initiate authentication.

Use the **dot1x supplicant force-multicast** global configuration command on the supplicant switch for Network Edge Access Topology (NEAT) to work in all host modes.

- Host Authorization: Ensures that only traffic from authorized hosts (connecting to the switch with supplicant) is allowed on the network. The switches use Client Information Signalling Protocol (CISP) to send the MAC addresses connecting to the supplicant switch to the authenticator switch.
- Auto enablement: Automatically enables trunk configuration on the authenticator switch, allowing user traffic from multiple VLANs coming from supplicant switches. Configure the cisco-av-pair as *device-traffic-class=switch* at the ISE. (You can configure this under the *group* or the *user* settings.)

Figure 28: Authenticator and Supplicant Switch using CISP



1	Workstations (clients)	2	Supplicant switch (outside wiring closet)
3	Authenticator switch	4	Cisco ISE
5	Trunk port		

Note The **switchport nonegotiate** command is not supported on supplicant and authenticator switches with NEAT. This command should not be configured at the supplicant side of the topology. If configured on the authenticator side, the internal macros will automatically remove this command from the port.

Voice Aware 802.1x Security

Note To use voice aware IEEE 802.1x authentication, the switch must be running the LAN base image.

You use the voice aware 802.1x security feature to configure the switch to disable only the VLAN on which a security violation occurs, whether it is a data or voice VLAN. In previous releases, when an attempt to authenticate the data client caused a security violation, the entire port shut down, resulting in a complete loss of connectivity.

You can use this feature in IP phone deployments where a PC is connected to the IP phone. A security violation found on the data VLAN results in the shutdown of only the data VLAN. The traffic on the voice VLAN flows through the switch without interruption.

Common Session ID

Authentication manager uses a single session ID (referred to as a common session ID) for a client no matter which authentication method is used. This ID is used for all reporting purposes, such as the show commands and MIBs. The session ID appears with all per-session syslog messages.

The session ID includes:

- The IP address of the Network Access Device (NAD)
- A monotonically increasing unique 32 bit integer
- The session start time stamp (a 32 bit integer)

This example shows how the session ID appears in the output of the show authentication command. The session ID in this example is 160000050000000B288508E5:

```
Switch# show authentication sessions
Interface  MAC Address     Method   Domain   Status         Session ID
Fa4/0/4    0000.0000.0203  mab      DATA     Authz Success  160000050000000B288508E5
```

This is an example of how the session ID appears in the syslog output. The session ID in this example is also160000050000000B288508E5:

```
1w0d: %AUTHMGR-5-START: Starting 'mab' for client (0000.0000.0203) on Interface Fa4/0/4
AuditSessionID 160000050000000B288508E5
1w0d: %MAB-5-SUCCESS: Authentication successful for client (0000.0000.0203) on Interface
Fa4/0/4 AuditSessionID 160000050000000B288508E5
1w0d: %AUTHMGR-7-RESULT: Authentication result 'success' from 'mab' for client
(0000.0000.0203) on Interface Fa4/0/4 AuditSessionID 160000050000000B288508E5
```

The session ID is used by the NAD, the AAA server, and other report-analyzing applications to identify the client. The ID appears automatically. No configuration is required.

How to Configure 802.1x Port-Based Authentication

Default 802.1x Authentication Configuration

Table 39: Default 802.1x Authentication Configuration

Feature	Default Setting
Switch 802.1x enable state	Disabled.
Per-port 802.1x enable state	Disabled (force-authorized). The port sends and receives normal traffic without 802.1x-based authentication of the client.
AAA	Disabled.
RADIUS server • IP address • UDP authentication port • Default accounting port • Key	• None specified. • 1645. • 1646. • None specified.
Host mode	Single-host mode.
Control direction	Bidirectional control.
Periodic re-authentication	Disabled.
Number of seconds between re-authentication attempts	3600 seconds.
Re-authentication number	2 times (number of times that the switch restarts the authentication process before the port changes to the unauthorized state).
Quiet period	60 seconds (number of seconds that the switch remains in the quiet state following a failed authentication exchange with the client).
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).

Feature	Default Setting
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.) You can change this timeout period by using the dot1x timeout server-timeout interface configuration command.
Inactivity timeout	Disabled.
Guest VLAN	None specified.
Inaccessible authentication bypass	Disabled.
Restricted VLAN	None specified.
Authenticator (switch) mode	None specified.
MAC authentication bypass	Disabled.
Voice-aware security	Disabled.

802.1x Authentication Configuration Guidelines

802.1x Authentication

These are the 802.1x authentication configuration guidelines:

- When 802.1x authentication is enabled, ports are authenticated before any other Layer 2 or Layer 3 features are enabled.
- If the VLAN to which an 802.1x-enabled port is assigned changes, this change is transparent and does not affect the switch. For example, this change occurs if a port is assigned to a RADIUS server-assigned VLAN and is then assigned to a different VLAN after re-authentication.

  If the VLAN to which an 802.1x port is assigned to shut down, disabled, or removed, the port becomes unauthorized. For example, the port is unauthorized after the access VLAN to which a port is assigned shuts down or is removed.
- The 802.1x protocol is supported on Layer 2 static-access ports, voice VLAN ports, and Layer 3 routed ports, but it is not supported on these port types:
  - Dynamic ports—A port in dynamic mode can negotiate with its neighbor to become a trunk port. If you try to enable 802.1x authentication on a dynamic port, an error message appears, and 802.1x authentication is not enabled. If you try to change the mode of an 802.1x-enabled port to dynamic, an error message appears, and the port mode is not changed.

  - EtherChannel port—Do not configure a port that is an active or a not-yet-active member of an EtherChannel as an 802.1x port. If you try to enable 802.1x authentication on an EtherChannel port, an error message appears, and 802.1x authentication is not enabled.
  - Switched Port Analyzer (SPAN) and Remote SPAN (RSPAN) destination ports—You can enable 802.1x authentication on a port that is a SPAN or RSPAN destination port. However, 802.1x authentication is disabled until the port is removed as a SPAN or RSPAN destination port. You can enable 802.1x authentication on a SPAN or RSPAN source port.

- Before globally enabling 802.1x authentication on a switch by entering the **dot1x system-auth-control** global configuration command, remove the EtherChannel configuration from the interfaces on which 802.1x authentication and EtherChannel are configured.
- Cisco IOS Release 12.2(55)SE and later supports filtering of system messages related to 802.1x authentication.

Note When 802.1x authentication is enabled on any of the ports on the switch, ARP and DHCP traffic is inspected by the Switches CPU.

VLAN Assignment, Guest VLAN, Restricted VLAN, and Inaccessible Authentication Bypass

These are the configuration guidelines for VLAN assignment, guest VLAN, restricted VLAN, and inaccessible authentication bypass:

- When 802.1x authentication is enabled on a port, you cannot configure a port VLAN that is equal to a voice VLAN.
- You can configure any VLAN except an RSPAN VLAN or a voice VLAN 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.
- After you configure a guest VLAN for an 802.1x port to which a DHCP client is connected, you might need to get a host IP address from a DHCP server. You can change the settings for restarting the 802.1x authentication process on the switch before the DHCP process on the client times out and tries to get a host IP address from the DHCP server. Decrease the settings for the 802.1x authentication process (**authentication timer inactivity** and **authentication timer reauthentication** interface configuration commands). The amount to decrease the settings depends on the connected 802.1x client type.
- When configuring the inaccessible authentication bypass feature, follow these guidelines:
  - The feature is supported on 802.1x port in single-host mode and multihosts mode.
  - If the client is running Windows XP and the port to which the client is connected is in the critical-authentication state, Windows XP might report that the interface is not authenticated.
  - If the Windows XP client is configured for DHCP and has an IP address from the DHCP server, receiving an EAP-Success message on a critical port might not re-initiate the DHCP configuration process.
  - You can configure the inaccessible authentication bypass feature and the restricted VLAN on an 802.1x port. If the switch tries to re-authenticate a critical port in a restricted VLAN and all the

RADIUS servers are unavailable, switch changes the port state to the critical authentication state and remains in the restricted VLAN.

  - If the CTS links are in Critical Authentication mode and the active switch reloads, the policy where SGT was configured on a device will not be available on the new active switch. This is because the internal bindings will not be synced to the standby switch in a 3750-X switch stack.

- You can configure any VLAN except an RSPAN VLAN or a voice VLAN as an 802.1x restricted VLAN. The restricted VLAN feature is not supported on internal VLANs (routed ports) or trunk ports; it is supported only on access ports.
- When wireless guest clients obtains IP from foreign client VLAN instead of anchor client VLAN, you should use the **ip dhcp required** command under the WLAN configuration to force clients to issue a new DHCP request. This prevents the clients from getting an incorrect IP at anchor.
- If the wired guest clients fail to get IP address after a Cisco WLC (foreign) reload, perform a shut/no shut on the ports used by the clients to reconnect them.

MAC Authentication Bypass

These are the MAC authentication bypass configuration guidelines:

- Unless otherwise stated, the MAC authentication bypass guidelines are the same as the 802.1x authentication guidelines.
- If you disable MAC authentication bypass from a port after the port has been authorized with its MAC address, the port state is not affected.
- If the port is in the unauthorized state and the client MAC address is not the authentication-server database, the port remains in the unauthorized state. However, if the client MAC address is added to the database, the switch can use MAC authentication bypass to re-authorize the port.
- If the port is in the authorized state, the port remains in this state until re-authorization occurs.
- You can configure a timeout period for hosts that are connected by MAC authentication bypass but are inactive. The range is 1to 65535 seconds.

Maximum Number of Allowed Devices Per Port

This is the maximum number of devices allowed on an 802.1x-enabled port:

- In single-host mode, only one device is allowed on the access VLAN. If the port is also configured with a voice VLAN, an unlimited number of Cisco IP phones can send and receive traffic through the voice VLAN.
- In multidomain authentication (MDA) mode, one device is allowed for the access VLAN, and one IP phone is allowed for the voice VLAN.
- In multihost mode, only one 802.1x supplicant is allowed on the port, but an unlimited number of non-802.1x hosts are allowed on the access VLAN. An unlimited number of devices are allowed on the voice VLAN.

Configuring 802.1x Readiness Check

The 802.1x readiness check monitors 802.1x activity on all the switch ports and displays information about the devices connected to the ports that support 802.1x. You can use this feature to determine if the devices connected to the switch ports are 802.1x-capable.

The 802.1x readiness check is allowed on all ports that can be configured for 802.1x. The readiness check is not available on a port that is configured as **dot1x force-unauthorized**.

Follow these steps to enable the 802.1x readiness check on the switch:

Before you begin

Follow these guidelines to enable the readiness check on the switch:

- The readiness check is typically used before 802.1x is enabled on the switch.
- If you use the **dot1x test eapol-capable** privileged EXEC command without specifying an interface, all the ports on the switch stack are tested.
- When you configure the **dot1x test eapol-capable** command on an 802.1x-enabled port, and the link comes up, the port queries the connected client about its 802.1x capability. When the client responds with a notification packet, it is 802.1x-capable. A syslog message is generated if the client responds within the timeout period. If the client does not respond to the query, the client is not 802.1x-capable. No syslog message is generated
- When you configure the **dot1x test eapol-capable** command on an 802.1x-enabled port, and the link comes up, the port queries the connected client about its 802.1x capability. When the client responds with a notification packet, it is 802.1x-capable. A syslog message is generated if the client responds within the timeout period. If the client does not respond to the query, the client is not 802.1x-capable. No syslog message is generated
- The readiness check can be sent on a port that handles multiple hosts (for example, a PC that is connected to an IP phone). A syslog message is generated for each of the clients that respond to the readiness check within the timer period.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **dot1x test eapol-capable** [**interface** *interface-id*]
4. **dot1x test timeout** *timeout*
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**dot1x test eapol-capable** [**interface** *interface-id*]
	Example:
	`Switch# dot1x test eapol-capable interface gigabitethernet1/0/13`
	`DOT1X_PORT_EAPOL_CAPABLE:DOT1X: MAC 00-01-02-4b-f1-a3 on gigabitethernet1/0/13 is EAPOL`
	`capable`
		Enables the 802.1x readiness check on the switch.
		(Optional) For *interface-id* specify the port on which to check for IEEE 802.1x readiness.
		Note If you omit the optional **interface** keyword, all interfaces on the switch are tested.

Step 4	**dot1x test timeout** *timeout*	(Optional) Configures the timeout used to wait for EAPOL response. The range is from 1 to 65535 seconds. The default is 10 seconds.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring Voice Aware 802.1x Security

Note To use voice aware IEEE 802.1x authentication, the switch must be running the LAN base image.

You use the voice aware 802.1x security feature on the switch to disable only the VLAN on which a security violation occurs, whether it is a data or voice VLAN. You can use this feature in IP phone deployments where a PC is connected to the IP phone. A security violation found on the data VLAN results in the shutdown of only the data VLAN. The traffic on the voice VLAN flows through the switch without interruption.

Follow these guidelines to configure voice aware 802.1x voice security on the switch:

- You enable voice aware 802.1x security by entering the **errdisable detect cause security-violation shutdown vlan** global configuration command. You disable voice aware 802.1x security by entering the **no** version of this command. This command applies to all 802.1x-configured ports in the switch.

Note If you do not include the **shutdown vlan** keywords, the entire port is shut down when it enters the error-disabled state.

- If you use the **errdisable recovery cause security-violation** global configuration command to configure error-disabled recovery, the port is automatically re-enabled. If error-disabled recovery is not configured for the port, you re-enable it by using the **shutdown** and **no shutdown** interface configuration commands.
- You can re-enable individual VLANs by using the **clear errdisable interface** *interface-id* **vlan** [*vlan-list*] privileged EXEC command. If you do not specify a range, all VLANs on the port are enabled.

Beginning in privileged EXEC mode, follow these steps to enable voice aware 802.1x security:

SUMMARY STEPS

1. **configure terminal**
2. **errdisable detect cause security-violation shutdown vlan**
3. **errdisable recovery cause security-violation**
4. **clear errdisable interface***interface-id* **vlan** *[vlan-list]*
5. Enter the following:
   - **shutdown**
   - **no shutdown**
6. **end**
7. **show errdisable detect**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal**	Enter global configuration mode.
Step 2	**errdisable detect cause security-violation shutdown vlan**	Shut down any VLAN on which a security violation error occurs. **Note** If the **shutdown vlan** keywords are not included, the entire port enters the error-disabled state and shuts down.
Step 3	**errdisable recovery cause security-violation**	Enter global configuration mode.
Step 4	**clear errdisable interface***interface-id* **vlan** *[vlan-list]*	(Optional) Reenable individual VLANs that have been error disabled. • For interface-id specify the port on which to reenable individual VLANs.

	Command or Action	Purpose
		• (Optional) For vlan-list specify a list of VLANs to be re-enabled. If vlan-list is not specified, all VLANs are re-enabled.
Step 5	Enter the following: • **shutdown** • **no shutdown**	(Optional) Re-enable an error-disabled VLAN, and clear all error-disable indications.
Step 6	**end**	Return to privileged EXEC mode.
Step 7	**show errdisable detect**	Verify your entries.

Example

This example shows how to configure the switch to shut down any VLAN on which a security violation error occurs:

```
Switch(config)# errdisable detect cause security-violation shutdown vlan
```

This example shows how to re-enable all VLANs that were error disabled on port Gigabit Ethernet 40/2.

```
Switch# clear errdisable interface gigabitethernet40/2
vlan
```

You can verify your settings by entering the **show errdisable detect** privileged EXEC command.

Configuring 802.1x Violation Modes

You can configure an 802.1x port so that it shuts down, generates a syslog error, or discards packets from a new device when:

- a device connects to an 802.1x-enabled port
- the maximum number of allowed about devices have been authenticated on the port

Beginning in privileged EXEC mode, follow these steps to configure the security violation actions on the switch:

SUMMARY STEPS

1. **configure terminal**
2. **aaa new-model**
3. **aaa authentication dot1x** {**default**} *method1*
4. **interface** *interface-id*
5. **switchport mode access**
6. **authentication violation** {**shutdown** | **restrict** | **protect** | **replace**}
7. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**aaa new-model** **Example:** `Switch(config)# aaa new-model`	Enables AAA.
Step 3	**aaa authentication dot1x** {**default**} *method1* **Example:** `Switch(config)# aaa authentication dot1x default group radius`	Creates an 802.1x authentication method list. To create a default list that is used when a named list is *not* specified in the **authentication** command, use the **default** keyword followed by the method that is to be used in default situations. The default method list is automatically applied to all ports. For *method1*, enter the **group radius** keywords to use the list of all RADIUS servers for authentication.
Step 4	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/4`	Specifies the port connected to the client that is to be enabled for IEEE 802.1x authentication, and enter interface configuration mode.
Step 5	**switchport mode access** **Example:** `Switch(config-if)# switchport mode access`	Sets the port to access mode.

Step 6	**authentication violation** {**shutdown** | **restrict** | **protect** | **replace**}
	Example:
	`Switch(config-if)# authentication violation restrict`
		Configures the violation mode. The keywords have these meanings:
		• **shutdown**–Error disable the port.
		• **restrict**–Generate a syslog error.
		• **protect**–Drop packets from any new device that sends traffic to the port.
		• **replace**–Removes the current session and authenticates with the new host.

Step 7	**end** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Switch(config-if)# end`	

Configuring 802.1x Authentication

To allow per-user ACLs or VLAN assignment, you must enable AAA authorization to configure the switch for all network-related service requests.

This is the 802.1x AAA process:

Before you begin

To configure 802.1x port-based authentication, you must enable authentication, authorization, and accounting (AAA) and specify the authentication method list. A method list describes the sequence and authentication method to be queried to authenticate a user.

SUMMARY STEPS

1. A user connects to a port on the switch.
2. Authentication is performed.
3. VLAN assignment is enabled, as appropriate, based on the RADIUS server configuration.
4. The switch sends a start message to an accounting server.
5. Re-authentication is performed, as necessary.
6. The switch sends an interim accounting update to the accounting server that is based on the result of re-authentication.
7. The user disconnects from the port.
8. The switch sends a stop message to the accounting server.

DETAILED STEPS

	Command or Action	Purpose
Step 1	A user connects to a port on the switch.	
Step 2	Authentication is performed.	
Step 3	VLAN assignment is enabled, as appropriate, based on the RADIUS server configuration.	
Step 4	The switch sends a start message to an accounting server.	
Step 5	Re-authentication is performed, as necessary.	
Step 6	The switch sends an interim accounting update to the accounting server that is based on the result of re-authentication.	
Step 7	The user disconnects from the port.	
Step 8	The switch sends a stop message to the accounting server.	

Configuring the Host Mode

Beginning in privileged EXEC mode, follow these steps to allow multiple hosts (clients) on an IEEE 802.1x-authorized port that has the **authentication port-control** interface configuration command set to **auto**. Use the **multi-domain** keyword to configure and enable multidomain authentication (MDA), which allows both a host and a voice device, such as an IP phone (Cisco or non-Cisco), on the same switch port. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **authentication host-mode** [**multi-auth** | **multi-domain** | **multi-host** | **single-host**]
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet2/0/1`	Specifies the port to which multiple hosts are indirectly attached, and enter interface configuration mode.
Step 3	**authentication host-mode** [**multi-auth** | **multi-domain** | **multi-host** | **single-host**] **Example:** `Switch(config-if)# authentication host-mode multi-host`	Allows multiple hosts (clients) on an 802.1x-authorized port. The keywords have these meanings: • **multi-auth**–Allow multiple authenticated clients on both the voice VLAN and data VLAN. **Note** The **multi-auth** keyword is only available with the **authentication host-mode** command. • **multi-host**–Allow multiple hosts on an 802.1x-authorized port after a single host has been authenticated. • **multi-domain**–Allow both a host and a voice device, such as an IP phone (Cisco or non-Cisco), to be authenticated on an IEEE 802.1x-authorized port.

	Command or Action	Purpose
		Note You must configure the voice VLAN for the IP phone when the host mode is set to **multi-domain**. Make sure that the **authentication port-control** interface configuration command is set to **auto** for the specified interface.

Step 4	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Configuring 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 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.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **authentication periodic**
4. **authentication timer** {{[**inactivity** | **reauthenticate** | **restart** | **unauthorized**]} {*value*}}
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet2/0/1`	Specifies the port to be configured, and enter interface configuration mode.
Step 3	**authentication periodic** **Example:**	Enables periodic re-authentication of the client, which is disabled by default.

	Command or Action	Purpose
	`Switch(config-if)# authentication periodic`	**Note** The default value is 3600 seconds. To change the value of the reauthentication timer or to have the switch use a RADIUS-provided session timeout, enter the **authentication timer reauthenticate** command.

Step 4	**authentication timer** {{[**inactivity** | **reauthenticate** | **restart** | **unauthorized**]} {*value*}}
	Example:
	`Switch(config-if)# authentication timer reauthenticate 180`
		Sets the number of seconds between re-authentication attempts.
		The **authentication timer** keywords have these meanings:
		• **inactivity**—Interval in seconds after which if there is no activity from the client then it is unauthorized
		• **reauthenticate**—Time in seconds after which an automatic re-authentication attempt is initiated
		• **restart** *value*—Interval in seconds after which an attempt is made to authenticate an unauthorized port
		• **unauthorized** *value*—Interval in seconds after which an unauthorized session will get deleted
		This command affects the behavior of the switch only if periodic re-authentication is enabled.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

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 **authentication timer restart** interface configuration command controls the idle period. 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 number smaller than the default.

Beginning in privileged EXEC mode, follow these steps to change the quiet period. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **authentication timer restart** *seconds*
4. **end**
5. **show authentication sessions interface** *interface-id*
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet2/0/1`	Specifies the port to be configured, and enter interface configuration mode.
Step 3	**authentication timer restart** *seconds* **Example:** `Switch(config-if)# authentication timer restart 30`	Sets 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**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 5	**show authentication sessions interface** *interface-id* **Example:** `Switch# show authentication sessions interface gigabitethernet2/0/1`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

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.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **authentication timer reauthenticate** *seconds*
4. **end**
5. **show authentication sessions interface** *interface-id*
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet2/0/1`	Specifies the port to be configured, and enter interface configuration mode.
Step 3	**authentication timer reauthenticate** *seconds* **Example:** `Switch(config-if)# authentication timer reauthenticate 60`	Sets 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 5.

Step 4	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 5	**show authentication sessions interface** *interface-id* **Example:** `Switch# show authentication sessions interface`	Verifies your entries.

	Command or Action	Purpose
	`gigabitethernet2/0/1`	
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

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.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **dot1x max-reauth-req** *count*
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet2/0/1`	Specifies the port to be configured, and enter interface configuration mode.
Step 3	**dot1x max-reauth-req** *count* **Example:**	Sets the number of times that the switch sends an EAP-request/identity frame to the client before restarting

	Command or Action	Purpose
	`Switch(config-if)# dot1x max-reauth-req 5`	the authentication process. The range is 1 to 10; the default is 2.

Step 4	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Setting the Re-Authentication Number

You can also change the number of times that the switch restarts the authentication process before the port changes to the unauthorized state.

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 re-authentication number. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **switchport mode access**
4. **dot1x max-req** *count*
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch# interface gigabitethernet2/0/1`	Specifies the port to be configured, and enter interface configuration mode.
Step 3	**switchport mode access** **Example:**	Sets the port to access mode only if you previously configured the RADIUS server.

	Command or Action	Purpose
	`Switch(config-if)# switchport mode access`	
Step 4	**dot1x max-req** *count* **Example:** `Switch(config-if)# dot1x max-req 4`	Sets the number of times that the switch restarts the authentication process before the port changes to the unauthorized state. The range is 0 to 10; the default is 2.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Enabling MAC Move

MAC move allows an authenticated host to move from one port on the switch to another.

Beginning in privileged EXEC mode, follow these steps to globally enable MAC move on the switch. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **authentication mac-move permit**
3. **end**
4. **show running-config**
5. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**authentication mac-move permit** **Example:** `Switch(config)# authentication mac-move permit`	Enables MAC move on the switch. Default is deny. In Session Aware Networking mode, the default CLI is **access-session mac-move deny**. To enable Mac Move in Session Aware Networking, use the **no access-session mac-move** global configuration command. In legacy mode (IBNS 1.0), default value for **mac-move** is **deny** and in C3PL mode (IBNS 2.0) default value is **permit**.

	Command or Action	Purpose

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 4	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 5	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Disabling MAC Move

To disable MAC move from a secure port to an unsecured port on a switch, beginning in privileged EXEC mode, follow these steps. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **authentication mac-move deny-uncontrolled**
3. **end**
4. **show running-config**
5. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**authentication mac-move deny-uncontrolled** **Example:** `Switch(config)# authentication mac-move deny-uncontrolled`	Disables MAC move on the switch.

	Command or Action	Purpose

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 4	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 5	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Enabling MAC Replace

MAC replace allows a host to replace an authenticated host on a port.

Beginning in privileged EXEC mode, follow these steps to enable MAC replace on an interface. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **authentication violation** {**protect** | **replace** | **restrict** | **shutdown**}
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:**	Specifies the port to be configured, and enter interface configuration mode.

	Command or Action	Purpose
	`Switch(config)# interface gigabitethernet2/0/2`	

Step 3	**authentication violation** {**protect** | **replace** | **restrict** | **shutdown**}
	Example:
	`Switch(config-if)# authentication violation replace`
		Use the **replace** keyword to enable MAC replace on the interface. The port removes the current session and initiates authentication with the new host.
		The other keywords have these effects:
		• **protect**: the port drops packets with unexpected MAC addresses without generating a system message.
		• **restrict**: violating packets are dropped by the CPU and a system message is generated.
		• **shutdown**: the port is error disabled when it receives an unexpected MAC address.

Step 4	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring 802.1x Accounting

Enabling AAA system accounting with 802.1x accounting allows system reload events to be sent to the accounting RADIUS server for logging. The server can then infer that all active 802.1x sessions are closed.

Note In Cisco IOS XE Denali 16.3.x and Cisco IOS XE Everest 16.6.x, periodic AAA accounting updates are not supported. The switch does not send periodic interim accounting records to the accounting server. Periodic AAA accounting updates are available in Cisco IOS XE Fuji 16.9.x and later releases.

Because RADIUS uses the unreliable UDP transport protocol, accounting messages might be lost due to poor network conditions. If the switch does not receive the accounting response message from the RADIUS server after a configurable number of retransmissions of an accounting request, this system message appears:

```
Accounting message %s for session %s failed to receive Accounting Response.
```

When the stop message is not sent successfully, this message appears:

```
00:09:55: %RADIUS-4-RADIUS_DEAD: RADIUS server 172.20.246.201:1645,1646 is not responding.
```

Note You must configure the RADIUS server to perform accounting tasks, such as logging start, stop, and interim-update messages and time stamps. To turn on these functions, enable logging of "Update/Watchdog packets from this AAA client" in your RADIUS server Network Configuration tab. Next, enable "CVS RADIUS Accounting" in your RADIUS server System Configuration tab.

Beginning in privileged EXEC mode, follow these steps to configure 802.1x accounting after AAA is enabled on your switch. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **aaa accounting dot1x default start-stop group radius**
4. **aaa accounting system default start-stop group radius**
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/3`	Specifies the port to be configured, and enter interface configuration mode.
Step 3	**aaa accounting dot1x default start-stop group radius** **Example:** `Switch(config-if)# aaa accounting dot1x default start-stop group radius`	Enables 802.1x accounting using the list of all RADIUS servers.

	Command or Action	Purpose
Step 4	**aaa accounting system default start-stop group radius** **Example:** `Switch(config-if)# aaa accounting system default start-stop group radius`	(Optional) Enables system accounting (using the list of all RADIUS servers) and generates system accounting reload event messages when the switch reloads.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEc mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring a Guest VLAN

When you configure a guest VLAN, clients that are not 802.1x-capable are put into the guest VLAN when the server does not receive a response to its EAP request/identity frame. Clients that are 802.1x-capable but that fail authentication are not granted network access. The switch supports guest VLANs in single-host or multiple-hosts mode.

Beginning in privileged EXEC mode, follow these steps to configure a guest VLAN. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. Use one of the following:
   - **switchport mode access**
   - **switchport mode private-vlan host**
4. **authentication event no-response action authorize vlan** *vlan-id*
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 2/0/2`	Specifies the port to be configured, and enter interface configuration mode.
Step 3	Use one of the following: • **switchport mode access** • **switchport mode private-vlan host** **Example:** `Switch(config-if)# switchport mode private-vlan host`	• Sets the port to access mode. • Configures the Layer 2 port as a private-VLAN host port.
Step 4	**authentication event no-response action authorize vlan** *vlan-id* **Example:** `Switch(config-if)# authentication event no-response action authorize vlan 2`	Specifies an active VLAN as an 802.1x guest VLAN. The range is 1 to 4094. You can configure any active VLAN except an internal VLAN (routed port), an RSPAN VLAN or a voice VLAN as an 802.1x guest VLAN.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Configuring a Restricted VLAN

When you configure a restricted VLAN on a switch stack or a switch, clients that are IEEE 802.1x-compliant are moved into the restricted VLAN when the authentication server does not receive a valid username and password. The switch supports restricted VLANs only in single-host mode.

Beginning in privileged EXEC mode, follow these steps to configure a restricted VLAN. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**

2. **interface** *interface-id*
3. Use one of the following:
   - **switchport mode access**
   - **switchport mode private-vlan host**
4. **authentication port-control auto**
5. **authentication event fail action authorize vlan** *vlan-id*
6. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 2/0/2`	Specifies the port to be configured, and enter interface configuration mode.
Step 3	Use one of the following: • **switchport mode access** • **switchport mode private-vlan host** **Example:** `Switch(config-if)# switchport mode access`	• Sets the port to access mode. • Configures the Layer 2 port as a private-VLAN host port.
Step 4	**authentication port-control auto** **Example:** `Switch(config-if)# authentication port-control auto`	Enables 802.1x authentication on the port.
Step 5	**authentication event fail action authorize vlan** *vlan-id* **Example:** `Switch(config-if)# authentication event fail action authorize vlan 2`	Specifies an active VLAN as an 802.1x restricted VLAN. The range is 1 to 4094. You can configure any active VLAN except an internal VLAN (routed port), an RSPAN VLAN or a voice VLAN as an 802.1x restricted VLAN.
Step 6	**end** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Switch(config-if)# end`	

Configuring Number of Authentication Attempts on a Restricted VLAN

You can configure the maximum number of authentication attempts allowed before a user is assigned to the restricted VLAN by using the **authentication event retry** *retry count* interface configuration command. The range of allowable authentication attempts is 1 to 3. The default is 3 attempts.

Beginning in privileged EXEC mode, follow these steps to configure the maximum number of allowed authentication attempts. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. Use one of the following:
   - **switchport mode access**
   - **switchport mode private-vlan host**
4. **authentication port-control auto**
5. **authentication event fail action authorize vlan** *vlan-id*
6. **authentication event retry** *retry count*
7. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 2/0/3`	Specifies the port to be configured, and enter interface configuration mode.
Step 3	Use one of the following: • **switchport mode access** • **switchport mode private-vlan host** **Example:** or	• Sets the port to access mode. • Configures the Layer 2 port as a private-VLAN host port.

	Command or Action	Purpose
	`Switch(config-if)# switchport mode access`	
Step 4	**authentication port-control auto** **Example:** `Switch(config-if)# authentication port-control auto`	Enables 802.1x authentication on the port.
Step 5	**authentication event fail action authorize vlan** *vlan-id* **Example:** `Switch(config-if)# authentication event fail action authorize vlan 8`	Specifies an active VLAN as an 802.1x restricted VLAN. The range is 1 to 4094. You can configure any active VLAN except an internal VLAN (routed port), an RSPAN VLAN or a voice VLAN as an 802.1x restricted VLAN.
Step 6	**authentication event retry** *retry count* **Example:** `Switch(config-if)# authentication event retry 2`	Specifies a number of authentication attempts to allow before a port moves to the restricted VLAN. The range is 1 to 3, and the default is 3.

Step 7	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Configuring 802.1x Authentication with WoL

Beginning in privileged EXEC mode, follow these steps to enable 802.1x authentication with WoL. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **authentication control-direction** {**both** | **in**}
4. **end**
5. **show authentication sessions interface** *interface-id*
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet2/0/3`	Specifies the port to be configured, and enter interface configuration mode.

Step 3	**authentication control-direction** {**both** | **in**}
	Example:
	`Switch(config-if)# authentication control-direction both`
		Enables 802.1x authentication with WoL on the port, and use these keywords to configure the port as bidirectional or unidirectional.
		• **both**—Sets the port as bidirectional. The port cannot receive packets from or send packets to the host. By default, the port is bidirectional.
		• **in**—Sets the port as unidirectional. The port can send packets to the host but cannot receive packets from the host.

Step 4	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 5	**show authentication sessions interface** *interface-id* **Example:** `Switch# show authentication sessions interface gigabitethernet2/0/3`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring MAC Authentication Bypass

Beginning in privileged EXEC mode, follow these steps to enable MAC authentication bypass. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **authentication port-control auto**
4. **mab** [**eap**]
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 2/0/1`	Specifies the port to be configured, and enter interface configuration mode.
Step 3	**authentication port-control auto** **Example:** `Switch(config-if)# authentication port-control auto`	Enables 802.1x authentication on the port.
Step 4	**mab** [**eap**] **Example:** `Switch(config-if)# mab`	Enables MAC authentication bypass. (Optional) Use the **eap** keyword to configure the switch to use EAP for authorization.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Formatting a MAC Authentication Bypass Username and Password

Use the optional **mab request format** command to format the MAB username and password in a style accepted by the authentication server. The username and password are usually the MAC address of the client. Some authentication server configurations require the password to be different from the username.

Beginning in privileged EXEC mode, follow these steps to format MAC authentication bypass username and passwords.

SUMMARY STEPS

1. **configure terminal**
2. **mab request format attribute 1 groupsize** {**1** | **2** | **4** |**12**} [**separator** {**-** | **:** | **.**} {**lowercase** | **uppercase**}]
3. **mab request format attribute2** {**0** | **7**} *text*
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**mab request format attribute 1 groupsize** {**1** | **2** | **4** |**12**} [**separator** {**-** | **:** | **.**} {**lowercase** | **uppercase**}] **Example:** `Switch(config)# mab request format attribute 1 groupsize 12`	Specifies the format of the MAC address in the User-Name attribute of MAB-generated Access-Request packets. 1—Sets the username format of the 12 hex digits of the MAC address. group size—The number of hex nibbles to concatenate before insertion of a separator. A valid groupsize must be either 1, 2, 4, or 12. separator—The character that separates the hex nibbles according to group size. A valid separator must be either a hyphen, colon, or period. No separator is used for a group size of 12. {lowercase | uppercase}—Specifies if nonnumeric hex nibbles should be in lowercase or uppercase.
Step 3	**mab request format attribute2** {**0** | **7**} *text* **Example:** `Switch(config)# mab request format attribute 2 7 A02f44E18B12`	**2**—Specifies a custom (nondefault) value for the User-Password attribute in MAB-generated Access-Request packets. **0**—Specifies a cleartext password to follow. **7**—Specifies an encrypted password to follow. *text*—Specifies the password to be used in the User-Password attribute. **Note** When you send configuration information in e-mail, remove type 7 password information. The **show tech-support** command removes this information from its output by default.
Step 4	**end** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Switch(config)# end`	

Configuring 802.1x User Distribution

Beginning in privileged EXEC mode, follow these steps to configure a VLAN group and to map a VLAN to it:

SUMMARY STEPS

1. **configure terminal**
2. **vlan group** *vlan-group-name* **vlan-list** *vlan-list*
3. **end**
4. **no vlan group** *vlan-group-name* **vlan-list** *vlan-list*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**vlan group** *vlan-group-name* **vlan-list** *vlan-list* **Example:** `Switch(config)# vlan group eng-dept vlan-list 10`	Configures a VLAN group, and maps a single VLAN or a range of VLANs to it.

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 4	**no vlan group** *vlan-group-name* **vlan-list** *vlan-list* **Example:** `Switch(config)# no vlan group eng-dept vlan-list 10`	Clears the VLAN group configuration or elements of the VLAN group configuration.

Example of Configuring VLAN Groups

This example shows how to configure the VLAN groups, to map the VLANs to the groups, to and verify the VLAN group configurations and mapping to the specified VLANs:

```
Switch(config)# vlan group eng-dept vlan-list 10

Switch(config)# show vlan group group-name eng-dept
Group Name                      Vlans Mapped
-------------                   --------------
eng-dept                        10

Switch(config)# show dot1x vlan-group all
Group Name                      Vlans Mapped
-------------                   --------------
eng-dept                        10
hr-dept                         20
```

This example shows how to add a VLAN to an existing VLAN group and to verify that the VLAN was added:

```
Switch(config)# vlan group eng-dept vlan-list 30
Switch(config)# show vlan group eng-dept
Group Name                      Vlans Mapped
-------------                   --------------
eng-dept                        10,30
```

This example shows how to remove a VLAN from a VLAN group:

```
Switch# no vlan group eng-dept vlan-list 10
```

This example shows that when all the VLANs are cleared from a VLAN group, the VLAN group is cleared:

```
Switch(config)# no vlan group eng-dept vlan-list 30
Vlan 30 is successfully cleared from vlan group eng-dept.

Switch(config)# show vlan group group-name eng-dept
```

This example shows how to clear all the VLAN groups:

```
Switch(config)# no vlan group end-dept vlan-list all
Switch(config)# show vlan-group all
```

For more information about these commands, see the *Cisco IOS Security Command Reference.*

Configuring NAC Layer 2 802.1x Validation

You can configure NAC Layer 2 802.1x validation, which is also referred to as 802.1x authentication with a RADIUS server.

Beginning in privileged EXEC mode, follow these steps to configure NAC Layer 2 802.1x validation. The procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **switchport mode access**

4. **authentication event no-response action authorize vlan** *vlan-id*
5. **authentication periodic**
6. **authentication timer reauthenticate**
7. **end**
8. **show authentication sessions interface** *interface-id*
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet2/0/3`	Specifies the port to be configured, and enter interface configuration mode.
Step 3	**switchport mode access** **Example:** `Switch(config-if)# switchport mode access`	Sets the port to access mode only if you configured the RADIUS server.
Step 4	**authentication event no-response action authorize vlan** *vlan-id* **Example:** `Switch(config-if)# authentication event no-response action authorize vlan 8`	Specifies an active VLAN as an 802.1x guest VLAN. The range is 1 to 4094. You can configure any active VLAN except an internal VLAN (routed port), an RSPAN VLAN, or a voice VLAN as an 802.1x guest VLAN.
Step 5	**authentication periodic** **Example:** `Switch(config-if)# authentication periodic`	Enables periodic re-authentication of the client, which is disabled by default.
Step 6	**authentication timer reauthenticate** **Example:** `Switch(config-if)# authentication timer reauthenticate`	Sets re-authentication attempt for the client (set to one hour). This command affects the behavior of the switch only if periodic re-authentication is enabled.

	Command or Action	Purpose

Step 7	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 8	**show authentication sessions interface** *interface-id* **Example:** `Switch# show authentication sessions interface gigabitethernet2/0/3`	Verifies your entries.
Step 9	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring Limiting Login for Users

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **aaa new-model**
4. **aaa authentication login default local**
5. **aaa authentication rejected** *n* **in** *m* **ban** *x*
6. **end**
7. **show aaa local user blocked**
8. **clear aaa local user blocked username** *username*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Device> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Device# configure terminal`	Enters global configuration mode.
Step 3	**aaa new-model** **Example:**	Enables the authentication, authorization, and accounting (AAA) access control model.

	Command or Action	Purpose
	`Device(config)# aaa new-model`	
Step 4	**aaa authentication login default local** **Example:** `Device(config)# aaa authentication login default local`	Sets the authentication, authorization, and accounting (AAA) authentication by using the default authentication methods.
Step 5	**aaa authentication rejected** *n* **in** *m* **ban** *x* **Example:** `Device(config)# aaa authentication rejected 3 in 20 ban 300`	Configures the time period for which an user is blocked, if the user fails to successfully login within the specified time and login attempts. • *n*—Specifies the number of times a user can try to login. • *m*—Specifies the number of seconds within which an user can try to login. • *x*—Specifies the time period an user is banned if the user fails to successfully login.

Step 6	**end**
	Example:
	`Device(config)# end`
		Exits global configuration mode and returns to privileged EXEC mode.

Step 7	**show aaa local user blocked** **Example:** `Device# show aaa local user blocked`	Displays the list of local users who were blocked.
Step 8	**clear aaa local user blocked username** *username* **Example:** `Device# clear aaa local user blocked username user1`	Clears the information about the blocked local user.

Example

The following is sample output from the **show aaa local user blocked** command:

```
Device# show aaa local user blocked

       Local-user                State

       user1                     Watched (till 11:34:42 IST Feb 5 2015)
```

Configuring an Authenticator Switch with NEAT

Configuring this feature requires that one switch outside a wiring closet is configured as a supplicant and is connected to an authenticator switch.

Note

- The authenticator switch interface configuration must be restored to access mode by explicitly flapping it if a line card is removed and inserted in the chassis when CISP or NEAT session is active.
- The *cisco-av-pairs* must be configured as *device-traffic-class=switch* on the ISE, which sets the interface as a trunk after the supplicant is successfully authenticated.

Beginning in privileged EXEC mode, follow these steps to configure a switch as an authenticator:

SUMMARY STEPS

1. **configure terminal**
2. **cisp enable**
3. **interface** *interface-id*
4. **switchport mode access**
5. **authentication port-control auto**
6. **dot1x pae authenticator**
7. **spanning-tree portfast**
8. **end**
9. **show running-config interface** *interface-id*
10. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**cisp enable** **Example:** `Switch(config)# cisp enable`	Enables CISP.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 2/0/1`	Specifies the port to be configured, and enter interface configuration mode.
Step 4	**switchport mode access** **Example:** `Switch(config-if)# switchport mode access`	Sets the port mode to **access**.

	Command or Action	Purpose
Step 5	**authentication port-control auto** **Example:** `Switch(config-if)# authentication port-control auto`	Sets the port-authentication mode to auto.
Step 6	**dot1x pae authenticator** **Example:** `Switch(config-if)# dot1x pae authenticator`	Configures the interface as a port access entity (PAE) authenticator.
Step 7	**spanning-tree portfast** **Example:** `Switch(config-if)# spanning-tree portfast trunk`	Enables Port Fast on an access port connected to a single workstation or server..

Step 8	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 9	**show running-config interface** *interface-id* **Example:** `Switch# show running-config interface gigabitethernet 2/0/1`	Verifies your configuration.
Step 10	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file. **Note** Saving changes to the configuration file will mean that the authenticator interface will continue to be in trunk mode after reload. If you want the authenticator interface to remain as an access port, do not save your changes to the configuration file.

Configuring a Supplicant Switch with NEAT

Beginning in privileged EXEC mode, follow these steps to configure a switch as a supplicant:

SUMMARY STEPS

1. **configure terminal**
2. **cisp enable**

3. **dot1x credential**s *profile*
4. **username** *suppswitch*
5. **password** *password*
6. **dot1x supplicant force-multicast**
7. **interface** *interface-id*
8. **switchport trunk encapsulation dot1q**
9. **switchport mode trunk**
10. **dot1x pae supplicant**
11. **dot1x credentials** *profile-name*
12. **end**
13. **show running-config interface** *interface-id*
14. **copy running-config startup-config**
15. Configuring NEAT with Auto Smartports Macros

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**cisp enable** **Example:** `Switch(config)# cisp enable`	Enables CISP.
Step 3	**dot1x credential**s *profile* **Example:** `Switch(config)# dot1x credentials test`	Creates 802.1x credentials profile. This must be attached to the port that is configured as supplicant.
Step 4	**username** *suppswitch* **Example:** `Switch(config)# username suppswitch`	Creates a username.
Step 5	**password** *password* **Example:** `Switch(config)# password myswitch`	Creates a password for the new username.

	Command or Action	Purpose
Step 6	**dot1x supplicant force-multicast** **Example:** `Switch(config)# dot1x supplicant force-multicast`	Forces the switch to send only multicast EAPOL packets when it receives either unicast or multicast packets. This also allows NEAT to work on the supplicant switch in all host modes.
Step 7	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/1`	Specifies the port to be configured, and enter interface configuration mode.
Step 8	**switchport trunk encapsulation dot1q** **Example:** `Switch(config-if)# switchport trunk encapsulation dot1q`	Sets the port to trunk mode.
Step 9	**switchport mode trunk** **Example:** `Switch(config-if)# switchport mode trunk`	Configures the interface as a VLAN trunk port.
Step 10	**dot1x pae supplicant** **Example:** `Switch(config-if)# dot1x pae supplicant`	Configures the interface as a port access entity (PAE) supplicant.
Step 11	**dot1x credentials** *profile-name* **Example:** `Switch(config-if)# dot1x credentials test`	Attaches the 802.1x credentials profile to the interface.

Step 12	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 13	**show running-config interface** *interface-id* **Example:** `Switch# show running-config interface gigabitethernet1/0/1`	Verifies your configuration.

	Command or Action	Purpose
Step 14	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.
Step 15	Configuring NEAT with Auto Smartports Macros	You can also use an Auto Smartports user-defined macro instead of the switch VSA to configure the authenticator switch. For more information, see the *Auto Smartports Configuration Guide* for this release.

Configuring 802.1x Authentication with Downloadable ACLs and Redirect URLs

Note You must configure a downloadable ACL on the ACS before downloading it to the switch.

After authentication on the port, you can use the **show ip access-list** privileged EXEC command to display the downloaded ACLs on the port.

For a URL redirect ACL:

- Packets that match a permit access control entry (ACE) rule are sent to the CPU for forwarding to the AAA server.
- Packets that match a deny ACE rule are forwarded through the switch.
- Packets that match neither the permit ACE rule or deny ACE rule are processed by the next dACL, and if there is no dACL, the packets hit the implicit-deny ACL and are dropped.

Configuring Downloadable ACLs

The policies take effect after client authentication and the client IP address addition to the IP device tracking table. The switch then applies the downloadable ACL to the port.

Beginning in privileged EXEC mode:

SUMMARY STEPS

1. **configure terminal**
2. **ip device tracking**
3. **aaa new-model**
4. **aaa authorization network default local group radius**
5. **radius-server vsa send authentication**
6. **interface** *interface-id*
7. **ip access-group** *acl-id* **in**
8. **show running-config interface** *interface-id*
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**ip device tracking** **Example:** `Switch(config)# ip device tracking`	Sets the ip device tracking table.
Step 3	**aaa new-model** **Example:** `Switch(config)# aaa new-model`	Enables AAA.
Step 4	**aaa authorization network default local group radius** **Example:** `Switch(config)# aaa authorization network default local group radius`	Sets the authorization method to local. To remove the authorization method, use the **no aaa authorization network default local group radius** command.
Step 5	**radius-server vsa send authentication** **Example:** `Switch(config)# radius-server vsa send authentication`	Configures the radius vsa send authentication.
Step 6	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet2/0/4`	Specifies the port to be configured, and enter interface configuration mode.
Step 7	**ip access-group** *acl-id* **in** **Example:** `Switch(config-if)# ip access-group default_acl in`	Configures the default ACL on the port in the input direction. **Note** The *acl-id* is an access list name or number.
Step 8	**show running-config interface** *interface-id* **Example:**	Verifies your configuration.

	Command or Action	Purpose
	`Switch(config-if)# show running-config interface gigabitethernet2/0/4`	
Step 9	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring a Downloadable Policy

Beginning in privileged EXEC mode:

SUMMARY STEPS

1. **configure terminal**
2. **access-list** *access-list-number* **{ deny | permit } { hostname | any | host } log**
3. **interface** *interface-id*
4. **ip access-group** *acl-id* **in**
5. **exit**
6. **aaa new-model**
7. **aaa authorization network default group radius**
8. **ip device tracking**
9. **ip device tracking probe** [**count** | **interval** | **use-svi**]
10. **radius-server vsa send authentication**
11. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**access-list** *access-list-number* **{ deny	permit } { hostname	any	host } log** **Example:** `Switch(config)# access-list 1 deny any log`	Defines the default port ACL. The access-list-number is a decimal number from 1 to 99 or 1300 to 1999. Enter **deny** or **permit** to specify whether to deny or permit access if conditions are matched. The source is the source address of the network or host that sends a packet, such as this:

	Command or Action	Purpose
		• **hostname**: The 32-bit quantity in dotted-decimal format. • **any**: The keyword any as an abbreviation for source and source-wildcard value of 0.0.0.0 255.255.255.255. You do not need to enter a source-wildcard value. • **host**: The keyword host as an abbreviation for source and source-wildcard of source 0.0.0.0. (Optional) Applies the source-wildcard wildcard bits to the source. (Optional) Enters log to cause an informational logging message about the packet that matches the entry to be sent to the console.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet2/0/2`	Enters interface configuration mode.
Step 4	**ip access-group** *acl-id* **in** **Example:** `Switch(config-if)# ip access-group default_acl in`	Configures the default ACL on the port in the input direction. **Note** The acl-id is an access list name or number.
Step 5	**exit** **Example:** `Switch(config-if)# exit`	Returns to global configuration mode.
Step 6	**aaa new-model** **Example:** `Switch(config)# aaa new-model`	Enables AAA.
Step 7	**aaa authorization network default group radius** **Example:** `Switch(config)# aaa authorization network default group radius`	Sets the authorization method to local. To remove the authorization method, use the **no aaa authorization network default group radius** command.
Step 8	**ip device tracking** **Example:**	Enables the IP device tracking table. To disable the IP device tracking table, use the **no ip device tracking** global configuration commands.

	Command or Action	Purpose
	`Switch(config)# ip device tracking`	
Step 9	**ip device tracking probe** [**count** | **interval** | **use-svi**] **Example:** `Switch(config)# ip device tracking probe count`	(Optional) Configures the IP device tracking table: • **count** *count*—Sets the number of times that the switch sends the ARP probe. The range is from 1 to 5. The default is 3. • **interval** *interval*—Sets the number of seconds that the switch waits for a response before resending the ARP probe. The range is from 30 to 300 seconds. The default is 30 seconds. • **use-svi**—Uses the switch virtual interface (SVI) IP address as source of ARP probes.
Step 10	**radius-server vsa send authentication** **Example:** `Switch(config)# radius-server vsa send authentication`	Configures the network access server to recognize and use vendor-specific attributes. **Note** The downloadable ACL must be operational.

Step 11	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring VLAN ID-based MAC Authentication

Beginning in privileged EXEC mode, follow these steps:

SUMMARY STEPS

1. **configure terminal**
2. **mab request format attribute 32 vlan access-vlan**
3. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 2	**mab request format attribute 32 vlan access-vlan** **Example:** `Switch(config)# mab request format attribute 32 vlan access-vlan`	Enables VLAN ID-based MAC authentication.
Step 3	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring Flexible Authentication Ordering

The examples used in the instructions below changes the order of Flexible Authentication Ordering so that MAB is attempted before IEEE 802.1X authentication (dot1x). MAB is configured as the first authentication method, so MAB will have priority over all other authentication methods.

Beginning in privileged EXEC mode, follow these steps:

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **switchport mode access**
4. **authentication order** [**dot1x** | **mab**] | {**webauth**}
5. **authentication priority** [**dot1x** | **mab**] | {**webauth**}
6. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Specifies the port to be configured, and enter interface configuration mode.
Step 3	**switchport mode access** **Example:**	Sets the port to access mode only if you previously configured the RADIUS server.

	Command or Action	Purpose
	`Switch(config-if)# switchport mode access`	

Step 4	**authentication order** [**dot1x** | **mab**] | {**webauth**}
	Example:
	`Switch(config-if)# authentication order mab dot1x`
		(Optional) Sets the order of authentication methods used on a port.

Step 5	**authentication priority** [**dot1x** | **mab**] | {**webauth**}
	Example:
	`Switch(config-if)# authentication priority mab dot1x`
		(Optional) Adds an authentication method to the port-priority list.

Step 6	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Configuring Open1x

Beginning in privileged EXEC mode, follow these steps to enable manual control of the port authorization state:

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **switchport mode access**
4. **authentication control-direction** {**both** | **in**}
5. **authentication fallback** *name*
6. **authentication host-mode** [**multi-auth** | **multi-domain** | **multi-host** | **single-host**]
7. **authentication open**
8. **authentication order** [**dot1x** | **mab**] | {**webauth**}
9. **authentication periodic**
10. **authentication port-control** {**auto** | **force-authorized** | **force-un authorized**}
11. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:**	Enters global configuration mode.

	Command or Action	Purpose
	`Switch# configure terminal`	
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Specifies the port to be configured, and enter interface configuration mode.
Step 3	**switchport mode access** **Example:** `Switch(config-if)# switchport mode access`	Sets the port to access mode only if you configured the RADIUS server.

Step 4	**authentication control-direction** {**both** | **in**}
	Example:
	`Switch(config-if)# authentication control-direction both`
		(Optional) Configures the port control as unidirectional or bidirectional.

Step 5	**authentication fallback** *name* **Example:** `Switch(config-if)# authentication fallback profile1`	(Optional) Configures a port to use web authentication as a fallback method for clients that do not support 802.1x authentication.
Step 6	**authentication host-mode** [**multi-auth** | **multi-domain** | **multi-host** | **single-host**] **Example:** `Switch(config-if)# authentication host-mode multi-auth`	(Optional) Sets the authorization manager mode on a port.
Step 7	**authentication open** **Example:** `Switch(config-if)# authentication open`	(Optional) Enables or disable open access on a port.

Step 8	**authentication order** [**dot1x** | **mab**] | {**webauth**}
	Example:
	`Switch(config-if)# authentication order dot1x webauth`
		(Optional) Sets the order of authentication methods used on a port.

	Command or Action	Purpose
Step 9	**authentication periodic** **Example:** `Switch(config-if)# authentication periodic`	(Optional) Enables or disable reauthentication on a port.

Step 10	**authentication port-control** {**auto** | **force-authorized** | **force-un authorized**}
	Example:
	`Switch(config-if)# authentication port-control auto`
		(Optional) Enables manual control of the port authorization state.

Step 11	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Disabling 802.1x Authentication on the Port

You can disable 802.1x authentication on the port by using the **no dot1x pae** interface configuration command.

Beginning in privileged EXEC mode, follow these steps to disable 802.1x authentication on the port. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **switchport mode access**
4. **no dot1x pae authenticator**
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:**	Specifies the port to be configured, and enter interface configuration mode.

	Command or Action	Purpose
	`Switch(config)# interface gigabitethernet 2/0/1`	
Step 3	**switchport mode access** **Example:** `Switch(config-if)# switchport mode access`	(Optional) Sets the port to access mode only if you configured the RADIUS server.
Step 4	**no dot1x pae authenticator** **Example:** `Switch(config-if)# no dot1x pae authenticator`	Disables 802.1x authentication on the port.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Resetting the 802.1x Authentication Configuration to the Default Values

Beginning in privileged EXEC mode, follow these steps to reset the 802.1x authentication configuration to the default values. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **dot1x default**
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/2`	Enters interface configuration mode, and specify the port to be configured.

	Command or Action	Purpose
Step 3	**dot1x default** **Example:** `Switch(config-if)# dot1x default`	Resets the 802.1x parameters to the default values.

Step 4	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Monitoring 802.1x Statistics and Status

Table 40: Privileged EXEC show Commands

Command	Purpose
show dot1x all statistics	Displays 802.1x statistics for all ports
show dot1x interface *interface-id* **statistics**	Displays 802.1x statistics for a specific port
show dot1x all [**count** | **details** | **statistics** | **summary**]	Displays the 802.1x administrative and operational status for a switch
show dot1x interface *interface-id*	Displays the 802.1x administrative and operational status for a specific port

Table 41: Global Configuration Commands

Command	Purpose
no dot1x logging verbose	Filters verbose 802.1x authentication messages (beginning with Cisco IOS Release 12.2(55)SE)

For detailed information about the fields in these displays, see the command reference for this release.

Additional References for IEEE 802.1x Port-Based Authentication

Related Documents

Related Topic	Document Title
Configuring Identity Control policies and Identity Service templates for Session Aware networking.	Session Aware Networking Configuration Guide, Cisco IOS XE Release 3SE (Catalyst 3850 Switches) http://www.cisco.com/en/US/docs/ios-xml/ios/san/configuration/xe-3se/3850/san-xe-3se-3850-book.html
Configuring RADIUS, TACACS+, Secure Shell, 802.1X and AAA.	Securing User Services Configuration Guide Library, Cisco IOS XE Release 3SE (Catalyst 3850 Switches) http://www.cisco.com/en/US/docs/ios-xml/ios/security/config_library/xe-3se/3850/secuser-xe-3se-3850-libra

Error Message Decoder

Description	Link
To help you research and resolve system error messages in this release, use the Error Message Decoder tool.	https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

PART XIII

Configuring Interface Characteristics

CHAPTER 14

Configuring Interface Characteristics

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Information About Configuring Interface Characteristics

Interface Types

This section describes the different types of interfaces supported by the switch. The rest of the chapter describes configuration procedures for physical interface characteristics.

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. 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 VLANs, use the **vlan** *vlan-id* global configuration command to enter VLAN configuration mode. The VLAN configurations for normal-range VLANs (VLAN IDs 1 to 1005) are saved in the VLAN database. If VTP is version 1 or 2, to configure extended-range VLANs (VLAN IDs 1006 to 4094), you must first set VTP mode to transparent. Extended-range VLANs created in transparent mode are not added to the VLAN database but are saved in the switch running configuration. With VTP version 3, you can create extended-range VLANs in client or server mode. These VLANs 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.

Switch Ports

Switch ports are Layer 2-only interfaces associated with a physical port. Switch ports belong to one or more VLANs. A switch port can be an access port or a trunk port. switch ports are used for managing the physical interface and associated Layer 2 protocols and do not handle routing or bridging.

Configure switch ports by using the **switchport** interface configuration commands.

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.

The types of access ports supported are:

- Static access ports are manually assigned to a VLAN (or through a RADIUS server for use with IEEE 802.1x.
- VLAN membership of dynamic access ports is learned through incoming packets. By default, a dynamic access port is not a member of any 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 6500 series switch; the switch cannot be a VMPS server.

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.

Trunk Ports

A trunk port carries the traffic of multiple VLANs and by default is a member of all VLANs in the VLAN database.

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 4094) are in the allowed list. A trunk port can become a member of a VLAN only if VTP knows of the VLAN and if 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.

Switch Virtual Interfaces

A switch virtual interface (SVI) represents a VLAN of switch ports as one interface to the routing or bridging function in the system. You can associate only one SVI with a VLAN. You configure an SVI for a VLAN only to route between VLANs or to provide IP host connectivity to the switch. By default, an SVI is created for the default VLAN (VLAN 1) to permit remote switch administration. Additional SVIs must be explicitly configured.

Note You cannot delete interface VLAN 1.

SVIs provide IP host connectivity only to the system. SVIs are created the first time that you enter the **vlan** interface configuration command for a VLAN interface. The VLAN corresponds to the VLAN tag associated with data frames on an IEEE 802.1Q encapsulated trunk or the VLAN ID configured for an access port. Configure a VLAN interface for each VLAN for which you want to route traffic, and assign it an IP address.

You can also use the interface range command to configure existing VLAN SVIs within the range. The commands entered under the interface range command are applied to all existing VLAN SVIs within the range. You can enter the command **interface range create vlan** *x* - *y* to create all VLANs in the specified range that do not already exist. When the VLAN interface is created, **interface range vlan** *id* can be used to configure the VLAN interface.

When you create an SVI, it does not become active until it is associated with a physical port.

EtherChannel Port Groups

EtherChannel port groups 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 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), and the Port Aggregation Protocol (PAgP), 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, use the **channel-group** interface configuration command to dynamically create the port-channel logical interface. This command binds the physical and logical ports together.

Power over Ethernet Ports

A PoE-capable switch port automatically supplies power to one of these connected devices if the switch senses that there is no power on the circuit:

- a Cisco pre-standard powered device (such as a Cisco IP Phone or a Cisco Aironet Access Point)
- an IEEE 802.3af-compliant powered device
- an IEEE 802.3at-compliant powered device

A powered device can receive redundant power when it is connected to a PoE switch port and to an AC power source. The device does not receive redundant power when it is only connected to the PoE port.

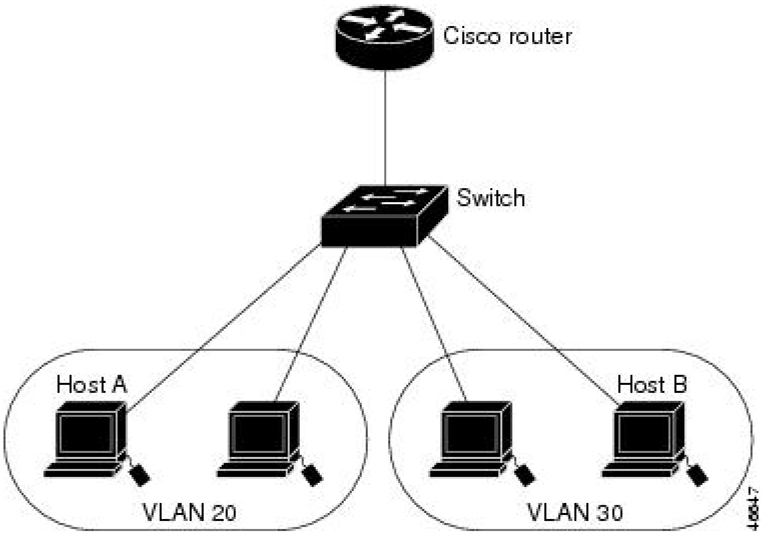
After the switch detects a powered device, the switch determines the device power requirements and then grants or denies power to the device. The switch can also sense the real-time power consumption of the device by monitoring and policing the power usage.

Interface Connections

Devices within a single VLAN can communicate directly through any switch. Ports in different VLANs cannot exchange data without going through a routing device.

In the following configuration example, when Host A in VLAN 20 sends data to Host B in VLAN 30, the data must go from Host A to the device, to the router, back to the device, and then to Host B.

Figure 29: Connecting VLANs with the Switch



With a standard Layer 2 switch, ports in different VLANs have to exchange information through a router.

Note The Catalyst 3560-CX and 2960-CX switches do not support stacking. Ignore all references to stacking throughout this book.

Interface Configuration Mode

The switch supports these interface types:

- VLANs—switch virtual interfaces
- Port channels—EtherChannel interfaces
- Type—Port types depend on those supported on theswitch. Possible types are: Fast Ethernet (fastethernet or fa) for 10/100 Mb/s Ethernet, Gigabit Ethernet (gigabitethernet or gi) for 10/100/1000 Mb/s Ethernet

ports, 10-Gigabit Ethernet (tengigabitethernet or te) for 10,000 Mb/s, or small form-factor pluggable (SFP) module Gigabit Ethernet interfaces.

- Module number—The module or slot number on the switch (always 0).

You can also configure a range of interfaces. You can identify physical interfaces by looking at the switch. You can also use the show privileged EXEC commands to display information about a specific interface or all the interfaces. The remainder of this chapter primarily provides physical interface configuration procedures.

Note Configuration examples and outputs in this book might not be specific to your switch, particularly regarding the presence of a stack member number.

Default Ethernet Interface Configuration

This table shows the Ethernet interface default configuration, including some features that apply only to Layer 2 interfaces.

Table 42: Default Layer 2 Ethernet Interface Configuration

Feature	Default Setting
Allowed VLAN range	VLANs 1– 4094.
Default VLAN (for access ports)	VLAN 1.
Native VLAN (for IEEE 802.1Q trunks)	VLAN 1.
802.1p priority-tagged traffic	Drop all packets tagged with VLAN 0.
VLAN trunking	Switchport mode dynamic auto (supports DTP).
Port enable state	All ports are enabled.
Port description	None defined.
Speed	Autonegotiate. (Not supported on the 10-Gigabit interfaces.)
Duplex mode	Autonegotiate. (Not supported on the 10-Gigabit interfaces.)
Flow control	Flow control is set to **receive: off**. It is always off for sent packets.
EtherChannel (PAgP)	Disabled on all Ethernet ports.
Port blocking (unknown multicast and unknown unicast traffic)	Disabled (not blocked).
Broadcast, multicast, and unicast storm control	Disabled.
Protected port	Disabled.

Feature	Default Setting
Port security	Disabled.
Port Fast	Disabled.
Auto-MDIX	Enabled. **Note** The switch might not support a pre-standard powered device—such as Cisco IP phones and access points that do not fully support IEEE 802.3af—if that powered device is connected to the switch through a crossover cable. This is regardless of whether auto-MIDX is enabled on the switch port.
Power over Ethernet (PoE)	Enabled (auto).
Keepalive messages	Disabled on SFP module ports; enabled on all other ports.

Interface Speed and Duplex Mode

Ethernet interfaces on the switch operate at 10, 100, 1000, or 10,000 Mb/s and in either full- or half-duplex mode. In full-duplex mode, two stations can send and receive traffic at the same time. Normally, 10-Mb/s ports operate in half-duplex mode, which means that stations can either receive or send traffic.

Switch modules include Fast Ethernet (10/100-Mb/s) ports, Gigabit Ethernet (10/100/1000-Mb/s) ports, 10-Gigabit Ethernet ports, and small form-factor pluggable (SFP) module slots supporting SFP modules.

Speed and Duplex Configuration Guidelines

When configuring an interface speed and duplex mode, note these guidelines:

- The 10-Gigabit Ethernet ports do not support the speed and duplex features. These ports operate only at 10,000 Mb/s and in full-duplex mode.
- Fast Ethernet (10/100-Mb/s) ports support all speed and duplex options.
- Gigabit Ethernet (10/100/1000-Mb/s) ports support all speed options and all duplex options (auto, half, and full). However, Gigabit Ethernet ports operating at 1000 Mb/s do not support half-duplex mode.
- For SFP module ports, the speed and duplex CLI options change depending on the SFP module type:
  - The 1000BASE-*x* (where -*x* is -BX, -CWDM, -LX, -SX, and -ZX) SFP module ports support the **nonegotiate** keyword in the **speed** interface configuration command. Duplex options are not supported.
  - The 1000BASE-T SFP module ports support the same speed and duplex options as the 10/100/1000-Mb/s ports.
- If both ends of the line support autonegotiation, we highly recommend the default setting of **auto** negotiation.

- If one interface supports autonegotiation and the other end does not, configure duplex and speed on both interfaces; do not use the **auto** setting on the supported side.
- When 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.
- As best practice, we suggest configuring the speed and duplex options on a link to auto or to fixed on both the ends. If one side of the link is configured to auto and the other side is configured to fixed, the link will not be up and this is expected.

  The speed on the switch is autonegotiable and it can detect a peer device only if the peer device supports autonegotiation. If the peer device does not support autonegotiation, and autonegotiation is enabled on the switch, the switch goes into half duplex mode.

Caution Changing the interface speed and duplex mode configuration might shut down and re-enable the interface during the reconfiguration.

IEEE 802.3x Flow Control

Flow control enables connected Ethernet ports to control traffic rates during congestion by allowing congested nodes to pause link operation at the other end. If one port experiences congestion and cannot receive any more traffic, it notifies the other port by sending a pause frame to stop sending until the condition clears. Upon receipt of a pause frame, the sending device stops sending any data packets, which prevents any loss of data packets during the congestion period.

Note The switch ports can receive, but not send, pause frames.

Use the **flowcontrol** interface configuration command to set the interface's ability to **receive** pause frames to **on**, **off**, or **desired**.

When set to **desired**, an interface can operate with an attached device that is required to send flow-control packets or with an attached device that is not required to but can send flow-control packets.

These rules apply to flow control settings on the device:

- **receive on** (or **desired**): The port cannot send pause frames but can operate with an attached device that is required to or can send pause frames; the port can receive pause frames.
- **receive off**: Flow control does not operate in either direction. In case of congestion, no indication is given to the link partner, and no pause frames are sent or received by either device.

Note For details on the command settings and the resulting flow control resolution on local and remote ports, see the **flowcontrol** interface configuration command in the command reference for this release.

How to Configure Interface Characteristics

Configuring Interfaces

These general instructions apply to all interface configuration processes.

Procedure

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**interface**
	Example:
	`Switch(config)# interface gigabitethernet 1/0/1`
	`Switch(config-if)#`
		Identifies the interface type, the switch number (only on stacking-capable switches), and the number of the connector.
		Note You do not need to add a space between the interface type and the interface number. For example, in the preceding line, you can specify either **gigabitethernet 1/0/1**, **gigabitethernet1/0/1**, **gi 1/0/1**, or **gi1/0/1**.

Step 4	Follow each **interface** command with the interface configuration commands that the interface requires.	Defines 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.
Step 5	**interface range** or **interface range macro**	(Optional) Configures a range of interfaces. **Note** Interfaces configured in a range must be the same type and must be configured with the same feature options.
Step 6	**show interfaces**	Displays 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.

Adding a Description for an Interface

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **description** *string*
5. **end**
6. **show interfaces** *interface-id* **description**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/2`	Specifies the interface for which you are adding a description, and enter interface configuration mode.
Step 4	**description** *string* **Example:** `Switch(config-if)# description Connects to Marketing`	Adds a description (up to 240 characters) for an interface.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 6	**show interfaces** *interface-id* **description**	Verifies your entry.

	Command or Action	Purpose
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring a Range of Interfaces

To configure multiple interfaces with the same configuration parameters, use the **interface range** global configuration command. 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.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface range** {*port-range* | **macro** *macro_name*}
4. **end**
5. **show interfaces** [*interface-id*]
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**interface range** {*port-range* | **macro** *macro_name*}
	Example:
	`Switch(config)# interface range macro`
		Specifies the range of interfaces (VLANs or physical ports) to be configured, and enter interface-range configuration mode.
		• 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 section on *Configuring and Using Interface Range Macros.*

	Command or Action	Purpose
		• In a comma-separated *port-range*, you must enter the interface type for each entry and enter spaces before and after the comma. • In a hyphen-separated *port-range*, you do not need to re-enter the interface type, but you must enter a space before the hyphen. **Note** Use the normal configuration commands to apply the configuration parameters to all interfaces in the range. Each command is executed as it is entered.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show interfaces** [*interface-id*] **Example:** `Switch# show interfaces`	Verifies the configuration of the interfaces in the range.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

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.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **define interface-range** *macro_name interface-range*
4. **interface range macro** *macro_name*
5. **end**
6. **show running-config | include define**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**define interface-range** *macro_name interface-range* **Example:** `Switch(config)# define interface-range enet_list gigabitethernet 1/0/1 - 2`	Defines the interface-range macro, and save it in NVRAM. • The *macro_name* is a 32-character maximum character string. • A macro can contain up to five comma-separated interface ranges. • Each *interface-range* must consist of the same port type. **Note** 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.
Step 4	**interface range macro** *macro_name* **Example:** `Switch(config)# interface range macro enet_list`	Selects the interface range to be configured using the values saved in the interface-range macro called *macro_name*. You can now use the normal configuration commands to apply the configuration to all interfaces in the defined macro.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config | include define** **Example:** `Switch# show running-config | include define`	Shows the defined interface range macro configuration.

	Command or Action	Purpose
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring Ethernet Interfaces

Setting the Interface Speed and Duplex Parameters

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **speed** {**10** | **100** | **1000** | **2500** | **5000** | **10000** | **auto** [**10** | **100** | **1000** | **2500** | **5000** | **10000**] | **nonegotiate**}
5. **duplex** {**auto** | **full** | **half**}
6. **end**
7. **show interfaces** *interface-id*
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/3`	Specifies the physical interface to be configured, and enter interface configuration mode.
Step 4	**speed** {**10** | **100** | **1000** | **2500** | **5000** | **10000** | **auto** [**10** | **100** | **1000** | **2500** | **5000** | **10000**] | **nonegotiate**} **Example:**	Enter the appropriate speed parameter for the interface: • Enter **10**, **100**, **1000 2500**, **5000**, or **10000** to set a specific speed for the interface.

	Command or Action	Purpose
	`Switch(config-if)# speed 10`	• Enter **auto** to enable the interface to autonegotiate speed with the connected device. If you specify a speed and also set the **auto** keyword, the port autonegotiates only at the specified speeds. • The **nonegotiate** keyword is available only for SFP module ports. SFP module ports operate only at 1000 Mb/s but can be configured to not negotiate if connected to a device that does not support autonegotiation.

Step 5	**duplex** {**auto** | **full** | **half**}
	Example:
	`Switch(config-if)# duplex half`
		This command is not available on a 10-Gigabit Ethernet interface.
		Enter the duplex parameter for the interface.
		Enable half-duplex mode (for interfaces operating only at 10 or 100 Mb/s). You cannot configure half-duplex mode for interfaces operating at 1000 Mb/s.
		You can configure the duplex setting when the speed is set to **auto**.

Step 6	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 7	**show interfaces** *interface-id* **Example:** `Switch# show interfaces gigabitethernet 1/0/3`	Displays the interface speed and duplex mode configuration.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring IEEE 802.3x Flow Control

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **flowcontrol** {**receive**} {**on** | **off** | **desired**}
4. **end**

5. **show interfaces** *interface-id*
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Specifies the physical interface to be configured, and enter interface configuration mode.

Step 3	**flowcontrol** {**receive**} {**on** | **off** | **desired**}
	Example:
	`Switch(config-if)# flowcontrol receive on`
		Configures the flow control mode for the port.

Step 4	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 5	**show interfaces** *interface-id* **Example:** `Switch# show interfaces gigabitethernet 1/0/1`	Verifies the interface flow control settings.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Monitoring Interface Characteristics

Monitoring Interface Status

Commands entered at the privileged EXEC prompt display information about the interface, including the versions of the software and the hardware, the configuration, and statistics about the interfaces.

Table 43: Show Commands for Interfaces

Command	Purpose
show interfaces *interface-number* **downshift module***module-number*	Displays the downshift status details of the specified interfaces and modules.
show interfaces *interface-id* **status** [**err-disabled**]	Displays interface status or a list of interfaces in the error-disabled state.
show interfaces [*interface-id*] **switchport**	Displays administrative and operational status of switching (nonrouting) ports. You can use this command to find out if a port is in routing or in switching mode.
show interfaces [*interface-id*] **description**	Displays the description configured on an interface or all interfaces and the interface status.
show ip interface [*interface-id*]	Displays the usability status of all interfaces configured for IP routing or the specified interface.
show interface [*interface-id*] **stats**	Displays the input and output packets by the switching path for the interface.
show interfaces *interface-id*	(Optional) Displays speed and duplex on the interface.
show interfaces transceiver dom-supported-list	(Optional) Displays Digital Optical Monitoring (DOM) status on the connect SFP modules.
show interfaces transceiver properties	(Optional) Displays temperature, voltage, or amount of current on the interface.
show interfaces [*interface-id*] [{**transceiver properties** | **detail**}] *module number*]	Displays physical and operational status about an SFP module.
show running-config interface [*interface-id*]	Displays the running configuration in RAM for the interface.
show version	Displays the hardware configuration, software version, the names and sources of configuration files, and the boot images.
show controllers ethernet-controller *interface-id* **phy**	Displays the operational state of the auto-MDIX feature on the interface.

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.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** {**vlan** *vlan-id*} | {{{**fastethernet** | **gigabitethernet***interface-id*} | {**port-channel** *port-channel-number*}
4. **shutdown**
5. **no shutdown**
6. **end**
7. **show running-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**interface** {**vlan** *vlan-id*} | {{{**fastethernet** | **gigabitethernet***interface-id*} | {**port-channel** *port-channel-number*}
	Example:
	`Switch(config)# interface gigabitethernet 1/0/2`
		Selects the interface to be configured.

Step 4	**shutdown** **Example:** `Switch(config-if)# shutdown`	Shuts down an interface.
Step 5	**no shutdown** **Example:**	Restarts an interface.

	Command or Action	Purpose
	`Switch(config-if)# no shutdown`	

Step 6	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.

Clearing and Resetting Interfaces and Counters

Table 44: Clear Commands for Interfaces

Command	Purpose
clear counters [*interface-id*]	Clears interface counters.
clear interface *interface-id*	Resets the hardware logic on an interface.
clear line [*number* | **console 0** | **vty** *number*]	Resets the hardware logic on an asynchronous serial line.

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 interface** privileged EXEC command.

Configuration Examples for Interface Characteristics

Adding a Description to an Interface: Example

Identifying Interfaces on a Stack-Capable Switch: Examples

To configure 10/100/1000 port 4 on a standalone switch, enter this command:

```
Switch(config)# interface gigabitethernet1/1/4
```

Configuring a Range of Interfaces: Examples

This example shows how to use the **interface range** global configuration command to set the speed to 100 Mb/s on ports 1 to 4 on switch 1:

```
Switch# configure terminal
Switch(config)# interface range gigabitethernet 1/0/1 - 4
Switch(config-if-range)# speed 100
```

This example shows how to use a comma to add different interface type strings to the range to enable Gigabit Ethernet ports 1 to 3 and 10-Gigabit Ethernet ports 1 and 2 to receive flow-control pause frames:

```
Switch# configure terminal
Switch(config)# interface range gigabitethernet1/0/1 - 3 , tengigabitethernet1/1/1 - 2
Switch(config-if-range)# flowcontrol receive on
```

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 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: Examples

This example shows how to define an interface-range named *enet_list* to include ports 1 and 2 on switch 1 and to verify the macro configuration:

```
Switch# configure terminal
Switch(config)# define interface-range enet_list gigabitethernet 1/1/1 - 2
Switch(config)# end
Switch# show running-config | include define
define interface-range enet_list gigabitethernet 1/1/1 - 2
```

This example shows how to create a multiple-interface macro named *macro1*:

```
Switch# configure terminal
Switch(config)# define interface-range macro1 gigabitethernet1/1/1 - 2, gigabitethernet1/1/5
 - 7, tengigabitethernet1/1/1 -2
Switch(config)# end
```

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 was deleted.

```
Switch# configure terminal
Switch(config)# no define interface-range enet_list
Switch(config)# end
Switch# show run | include define
```

```
Switch#
```

Setting Interface Speed and Duplex Mode: Example

This example shows how to set the interface speed to 100 Mb/s and the duplex mode to half on a 10/100/1000 Mb/s port:

```
Switch# configure terminal
Switch(config)# interface gigabitethernet 1/0/3
Switch(config-if)# speed 10
Switch(config-if)# duplex half
```

This example shows how to set the interface speed to 100 Mb/s on a 10/100/1000 Mb/s port:

```
Switch# configure terminal
Switch(config)# interface gigabitethernet 1/0/2
Switch(config-if)# speed 100
```

Additional References

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

CHAPTER 15

Configuring Auto-MDIX

Prerequisites for Auto-MDIX

To configure Layer 2 parameters, if the interface is in Layer 3 mode, you must enter the **switchport** interface configuration command without any parameters to put the interface into Layer 2 mode. This shuts down the interface and then re-enables it, which might generate messages on the device to which the interface is connected. When you put an interface that is in Layer 3 mode into Layer 2 mode, the previous configuration information related to the affected interface might be lost, and the interface is returned to its default configuration.

Automatic medium-dependent interface crossover (auto-MDIX) is enabled by default.

Auto-MDIX is supported on all 10/100/1000-Mb/s and on 10/100/1000BASE-TX small form-factor pluggable (SFP)-module interfaces. It is not supported on 1000BASE-SX or -LX SFP module interfaces.

Restrictions for Auto-MDIX

The switch might not support a pre-standard powered device—such as Cisco IP phones and access points that do not fully support IEEE 802.3af—if that powered device is connected to the switch through a crossover cable. This is regardless of whether auto-MIDX is enabled on the switch port.

Information About Configuring Auto-MDIX

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, see the hardware installation guide.

This table shows the link states that result from auto-MDIX settings and correct and incorrect cabling.

Table 45: 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

How to Configure Auto-MDIX

Configuring Auto-MDIX on an Interface

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **speed auto**
5. **duplex auto**
6. **end**
7. **show controllers ethernet-controller***interface-id***phy**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:**	Enters global configuration mode

	Command or Action	Purpose
	`Switch# configure terminal`	
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Specifies the physical interface to be configured, and enter interface configuration mode.
Step 4	**speed auto** **Example:** `Switch(config-if)# speed auto`	Configures the interface to autonegotiate speed with the connected device.
Step 5	**duplex auto** **Example:** `Switch(config-if)# duplex auto`	Configures the interface to autonegotiate duplex mode with the connected device.

Step 6	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 7	**show controllers ethernet-controller***interface-id***phy**	Verifies the operational state of the auto-MDIX feature on the interface.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Example for Configuring Auto-MDIX

This example shows how to enable auto-MDIX on a port:

```
Switch# configure terminal
Switch(config)# interface gigabitethernet 1/0/1
Switch(config-if)# speed auto
Switch(config-if)# duplex auto
Switch(config-if)# mdix auto
Switch(config-if)# end
```

Additional References

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

CHAPTER 16

Configuring System MTU

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Restrictions for System MTU

When configuring the system MTU values, follow these guidelines:

- The switch does not support the MTU on a per-interface basis.

Information About the MTU

The default maximum transmission unit (MTU) size for frames received and transmitted on all interfaces is 1500 bytes. You can increase the MTU size for all interfaces operating at 10 or 100 Mb/s by using the **system mtu** global configuration command. You can increase the MTU size to support jumbo frames on all Gigabit Ethernet interfaces by using the **system mtu jumbo** global configuration command.

Gigabit Ethernet ports are not affected by the system mtu command; 10/100 ports are not affected by the system mtu jumbo command. If you do not configure the system mtu jumbo command, the setting of the system mtu command applies to all Gigabit Ethernet interfaces.

System MTU Values

The following MTU values can be configured:

How to Configure MTU

Configuring the System MTU

Follow these steps to change the MTU size for switched packets:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **system mtu** *bytes*
4. **system mtu jumbo** *bytes*
5. **end**
6. **copy running-config startup-config**
7. **show system mtu**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**system mtu** *bytes* **Example:** `Switch(config)# system mtu 1900`	(Optional) Changes the MTU size for all Fast Ethernet interfaces. The range is 1500 to 1998 bytes; the default is 1500 bytes.
Step 4	**system mtu jumbo** *bytes* **Example:** `Switch(config)# system mtu jumbo 7500`	(Optional) Changes the MTU size for all Gigabit Ethernet and 10-Gigabit Ethernet interfaces.The range is 1500 to 9000 bytes; the default is 1500 bytes.

Step 5	**end**
	Example:
	`Switch(config)#  end`
		Returns to privileged EXEC mode.

	Command or Action	Purpose
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	Saves your entries in the configuration file.
Step 7	**show system mtu** **Example:** `Switch# show system mtu`	Verifies your settings.

Configuration Examples for System MTU

This example shows how to set the maximum packet size for a Gigabit Ethernet port to 7500 bytes:

```
Switch(config)# system mtu 7500
Switch(config)# system mtu jumbo 7500
Switch(config)# exit
```

If you enter a value that is outside the allowed range for the specific type of interface, the value is not accepted. This example shows the response when you try to set Gigabit Ethernet interfaces to an out-of-range number:

Additional References for System MTU

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

CHAPTER 17

Configuring Power over Ethernet

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Information About PoE

Power over Ethernet Ports

A PoE-capable switch port automatically supplies power to one of these connected devices if the switch senses that there is no power on the circuit:

- a Cisco pre-standard powered device (such as a Cisco IP Phone or a Cisco Aironet Access Point)
- an IEEE 802.3af-compliant powered device
- an IEEE 802.3at-compliant powered device

A powered device can receive redundant power when it is connected to a PoE switch port and to an AC power source. The device does not receive redundant power when it is only connected to the PoE port.

After the switch detects a powered device, the switch determines the device power requirements and then grants or denies power to the device. The switch can also sense the real-time power consumption of the device by monitoring and policing the power usage.

Supported Protocols and Standards

The switch uses these protocols and standards to support PoE:

- CDP with power consumption—The powered device notifies the switch of the amount of power it is consuming. The switch does not reply to the power-consumption messages. The switch can only supply power to or remove power from the PoE port.

- Cisco intelligent power management—The powered device and the switch negotiate through power-negotiation CDP messages for an agreed-upon power-consumption level. The negotiation allows a high-power Cisco powered device, which consumes more than 7 W, to operate at its highest power mode. The powered device first boots up in low-power mode, consumes less than 7 W, and negotiates to obtain enough power to operate in high-power mode. The device changes to high-power mode only when it receives confirmation from the switch.

  High-power devices can operate in low-power mode on switches that do not support power-negotiation CDP.

  Cisco intelligent power management is backward-compatible with CDP with power consumption; the switch responds according to the CDP message that it receives. CDP is not supported on third-party powered devices; therefore, the switch uses the IEEE classification to determine the power usage of the device.

- IEEE 802.3af—The major features of this standard are powered-device discovery, power administration, disconnect detection, and optional powered-device power classification. For more information, see the standard.

- IEEE 802.3at—The PoE+ standard increases the maximum power that can be drawn by a powered device from 15.4 W per port to 30 W per port.

Powered-Device Detection and Initial Power Allocation

The switch detects a Cisco pre-standard or an IEEE-compliant powered device when the PoE-capable port is in the no-shutdown state, PoE is enabled (the default), and the connected device is not being powered by an AC adaptor.

After device detection, the switch determines the device power requirements based on its type:

- A Cisco prestandard powered device does not provide its power requirement when the switch detects it, so theswitch allocates 15.4 W as the initial allocation for power budgeting.

  The initial power allocation is the maximum amount of power that a powered device requires. The switch initially allocates this amount of power when it detects and powers the powered device. As the switch receives CDP messages from the powered device and as the powered device negotiates power levels with the switch through CDP power-negotiation messages, the initial power allocation might be adjusted.

- The switch classifies the detected IEEE device within a power consumption class. Based on the available power in the power budget, the switch determines if a port can be powered. Table 46: IEEE Power Classifications, on page 444 lists these levels.

Table 46: IEEE Power Classifications

Class	Maximum Power Level Required from the Switch
0 (class status unknown)	15.4 W

Class	Maximum Power Level Required from the Switch
1	4 W
2	7 W
3	15.4 W

The switch monitors and tracks requests for power and grants power only when it is available. The switch tracks its power budget (the amount of power available on the switch for PoE). The switch performs power-accounting calculations when a port is granted or denied power to keep the power budget up to date.

After power is applied to the port, the switch uses CDP to determine the *CDP-specific* power consumption requirement of the connected Cisco powered devices, which is the amount of power to allocate based on the CDP messages. The switch adjusts the power budget accordingly. This does not apply to third-party PoE devices. The switch processes a request and either grants or denies power. If the request is granted, the switch updates the power budget. If the request is denied, the switch ensures that power to the port is turned off, generates a syslog message, and updates the LEDs. Powered devices can also negotiate with the switch for more power.

If the switch detects a fault caused by an undervoltage, overvoltage, overtemperature, oscillator-fault, or short-circuit condition, it turns off power to the port, generates a syslog message, and updates the power budget and LEDs.

Power Management Modes

The switch supports these PoE modes:

- **auto**—The switch automatically detects if the connected device requires power. If the switch discovers a powered device connected to the port and if the switch has enough power, it grants power, updates the power budget, turns on power to the port on a first-come, first-served basis, and updates the LEDs. For LED information, see the hardware installation guide.

  If the switch has enough power for all the powered devices, they all come up. If enough power is available for all powered devices connected to the switch, power is turned on to all devices. If there is not enough available PoE, or if a device is disconnected and reconnected while other devices are waiting for power, it cannot be determined which devices are granted or are denied power.

  If granting power would exceed the system power budget, the switch denies power, ensures that power to the port is turned off, generates a syslog message, and updates the LEDs. After power has been denied, the switch periodically rechecks the power budget and continues to attempt to grant the request for power.

  If a device being powered by the switch is then connected to wall power, the switch might continue to power the device. The switch might continue to report that it is still powering the device whether the device is being powered by the switch or receiving power from an AC power source.

  If a powered device is removed, the switch automatically detects the disconnect and removes power from the port. You can connect a nonpowered device without damaging it.

  You can specify the maximum wattage that is allowed on the port. If the IEEE class maximum wattage of the powered device is greater than the configured maximum value, the switch does not provide power to the port. If the switch powers a powered device, but the powered device later requests through CDP messages more than the configured maximum value, the switch removes power to the port. The power that was allocated to the powered device is reclaimed into the global power budget. If you do not specify a wattage, the switch delivers the maximum value. Use the **auto** setting on any PoE port. The auto mode is the default setting.

- **static**—The switch pre-allocates power to the port (even when no powered device is connected) and guarantees that power will be available for the port. The switch allocates the port configured maximum wattage, and the amount is never adjusted through the IEEE class or by CDP messages from the powered device. Because power is pre-allocated, any powered device that uses less than or equal to the maximum wattage is guaranteed to be powered when it is connected to the static port. The port no longer participates in the first-come, first-served model.

  However, if the powered-device IEEE class is greater than the maximum wattage, the switch does not supply power to it. If the switch learns through CDP messages that the powered device is consuming more than the maximum wattage, the switch shuts down the powered device.

  If you do not specify a wattage, the switch pre-allocates the maximum value. The switch powers the port only if it discovers a powered device. Use the **static** setting on a high-priority interface.

- **never**—The switch disables powered-device detection and never powers the PoE port even if an unpowered device is connected. Use this mode only when you want to make sure that power is never applied to a PoE-capable port, making the port a data-only port.

For most situations, the default configuration (auto mode) works well, providing plug-and-play operation. No further configuration is required. However, perform this task to configure a PoE port for a higher priority, to make it data only, or to specify a maximum wattage to disallow high-power powered devices on a port.

Budgeting Power for Devices Connected to a PoE Port

When Cisco powered devices are connected to PoE ports, the switch uses Cisco Discovery Protocol (CDP) to determine the *protocol-specific* power consumption of the devices, and the switch adjusts the power budget accordingly. This does not apply to IEEE third-party powered devices. For these devices, when the switch grants a power request, the switch adjusts the power budget according to the powered-device IEEE classification. If the powered device is a class 0 (class status unknown) or a class 3, the switch budgets 15,400 mW for the device, regardless of the CDP-specific amount of power needed. If the powered device reports a higher class than its CDP-specific consumption or does not support power classification (defaults to class 0), the switch can power fewer devices because it uses the IEEE class information to track the global power budget.

By using the **power inline consumption** *wattage* interface configuration command or the **power inline consumption default** *wattage* global configuration command, you can override the default power requirement specified by the IEEE classification. The difference between what is mandated by the IEEE classification and what is actually needed by the device is reclaimed into the global power budget for use by additional devices. You can then extend the switch power budget and use it more effectively.

⚠

Caution You should carefully plan your switch power budget, enable the power monitoring feature, and make certain not to oversubscribe the power supply. If the power supply is over-subscribed to by up to 20 percent, the switch continues to operate but its reliability is reduced. If the power supply is subscribed to by more than 20 percent, the short-circuit protection circuitry triggers and shuts the switch down.

Note When you manually configure the power budget, you must also consider the power loss over the cable between the switch and the powered device.

How to Configure PoE

Configuring a Power Management Mode on a PoE Port

Note When you make PoE configuration changes, the port being configured drops power. Depending on the new configuration, the state of the other PoE ports, and the state of the power budget, the port might not be powered up again. For example, port 1 is in the auto and on state, and you configure it for static mode. The switch removes power from port 1, detects the powered device, and repowers the port. If port 1 is in the auto and on state and you configure it with a maximum wattage of 10 W, the switch removes power from the port and then redetects the powered device. The switch repowers the port only if the powered device is a class 1, class 2, or a Cisco-only powered device.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **power inline** {**auto** [**max** *max-wattage*] | **never** | **static** [**max** *max-wattage*]}
5. **end**
6. **show power inline** [*interface-id* | **module** *switch-number*]
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 2/0/1`	Specifies the physical port to be configured, and enters interface configuration mode.

Step 4	**power inline** {**auto** [**max** *max-wattage*] | **never** | **static** [**max** *max-wattage*]}
	Example:
	`Switch(config-if)# power inline auto`
		Configures the PoE mode on the port. The keywords have these meanings:
		• **auto**—Enables powered-device detection. If enough power is available, automatically allocates power to

	Command or Action	Purpose
		the PoE port after device detection. This is the default setting. • **max** *max-wattage*—Limits the power allowed on the port. The range is 4000 to 15400 mW.If no value is specified, the maximum is allowed. • **never** —Disables device detection, and disable power to the port. **Note** If a port has a Cisco powered device connected to it, do not use the **power inline never** command to configure the port. A false link-up can occur, placing the port into the error-disabled state. • **static**—Enables powered-device detection. Pre-allocate (reserve) power for a port before the switch discovers the powered device. The switch reserves power for this port even when no device is connected and guarantees that power will be provided upon device detection. The switch allocates power to a port configured in static mode before it allocates power to a port configured in auto mode.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 6	**show power inline** [*interface-id* | **module** *switch-number*] **Example:** `Switch# show power inline`	Displays PoE status for a switch or a switch stack, for the specified interface, or for a specified stack member.. The **module** *switch-number* keywords are supported only on stacking-capable switches.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Budgeting Power to All PoE ports

SUMMARY STEPS

1. **enable**
2. **configure terminal**

3. **no cdp run**
4. **power inline consumption default** *wattage*
5. **end**
6. **show power inline consumption default**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**no cdp run** **Example:** `Switch(config)# no cdp run`	(Optional) Disables CDP.
Step 4	**power inline consumption default** *wattage* **Example:** `Switch(config)# power inline consumption default 5000`	Configures the power consumption of powered devices connected to each PoE port. The range for each device is 4000 to 15400 mW (PoE+). The default is 15400 mW.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show power inline consumption default** **Example:** `Switch# show power inline consumption default`	Displays the power consumption status.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Budgeting Power to a Specific PoE Port

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **no cdp run**
4. **interface** *interface-id*
5. **power inline consumption** *wattage*
6. **end**
7. **show power inline consumption**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**no cdp run** **Example:** `Switch(config)# no cdp run`	(Optional) Disables CDP.
Step 4	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Specifies the physical port to be configured, and enter interface configuration mode.
Step 5	**power inline consumption** *wattage* **Example:** `Switch(config-if)# power inline consumption 5000`	Configures the power consumption of a powered device connected to a PoE port on the switch. The range for each device is 4000 to 15400mW. The default is 15400mW.

Step 6	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

	Command or Action	Purpose
Step 7	**show power inline consumption** **Example:** `Switch# show power inline consumption`	Displays the power consumption data.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuration Examples for Configuring PoE

Budgeting Power: Example

When you enter one of the following commands,

- [**no**] **power inline consumption default** *wattage* global configuration command
- [**no**] **power inline consumption** *wattage*

  interface configuration command

this caution message appears:

```
%CAUTION: Interface Gi1/0/1: Misconfiguring the 'power inline  consumption/allocation'
command may cause damage to the
switch and void your warranty. Take precaution not to oversubscribe the power supply. It
is recommended to enable power
policing if the switch supports it. Refer to documentation.
```

Additional References

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

PART XIV

Configuring VLANs, VTP, and Voice VLANs

CHAPTER 18

Configuring VLANs

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Prerequisites for VLANs

The following are prerequisites and considerations for configuring VLANs:

- To configure VLAN through the Web UI, you must change the Virtual Terminal (VTY) lines to 50. Web UI uses VTY lines for processing HTTP requests. At times, when multiple connections are open, the default VTY lines of 15 set by the device gets exhausted. Therefore, you must change the VTY lines to 50 before using the Web UI.

Note To increase the VTY lines in a device, run the following command in the configuration mode:

```
Device#configure terminal
 Device(config)#service tcp-keepalives in
 Device(config)#service tcp-keepalives out

 Device#configure terminal
 Device(config)#line vty 16-50
```

- Before you create VLANs, you must decide whether to use VLAN Trunking Protocol (VTP) to maintain global VLAN configuration for your network.
- If you plan to configure many VLANs on the switch and to not enable routing, you can set the Switch Database Management (SDM) feature to the VLAN template, which configures system resources to support the maximum number of unicast MAC addresses.
- Switches running the LAN Base feature set support only static routing on SVIs.
- A VLAN should be present in the switch to be able to add it to the VLAN group.

Restrictions for VLANs

The following are restrictions for VLANs:

- The switch supports up to 1005 normal and extended range VLANs when running the IP base or IP services feature set. It supports up to 255 VLANs when running the LAN Base feature set. However, the number of routed ports, switch virtual interfaces (SVIs), and other configured features affects the use of the switch hardware.
- The switch supports IEEE 802.1Q trunking methods for sending VLAN traffic over Ethernet ports.
- Configuring an interface VLAN router's MAC address is not supported. The interface VLAN already has an MAC address assigned by default.
- Private VLANs are not supported on the switch.

Information About VLANs

Logical Networks

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 a switch supporting fallback bridging. 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.

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.

Traffic between VLANs must be routed.

The switch can route traffic between VLANs by using switch virtual interfaces (SVIs). An SVI must be explicitly configured and assigned an IP address to route traffic between VLANs.

Supported VLANs

The switch supports VLANs in VTP client, server, and transparent modes. VLANs are identified by a number from 1 to 4094. VLAN 1 is the default VLAN and is created during system initialization. VLAN IDs 1002 through 1005 are reserved for Token Ring and FDDI VLANs. All of the VLANs except 1002 to 1005 are available for user configuration.

There are 3 VTP versions. VTP version 1 and version 2 support only normal-range VLANs (VLAN IDs 1 to 1005). In these versions, the switch must be in VTP transparent mode when you create VLAN IDs from 1006 to 4094. VTP version 3 supports the entire VLAN range (VLANs 1 to 4094). Extended range VLANs (VLANs 1006 to 4094) are supported only in VTP version 3.

VLAN Port Membership Modes

You configure a port to belong to a VLAN by assigning a membership mode that specifies the kind of traffic the port carries and the number of VLANs to which it can belong.

This table lists the membership modes and membership and VTP characteristics.

Table 47: Port Membership Modes and Characteristics

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.	VTP is not required. If you do not want VTP to globally propagate information, set the VTP mode to transparent. To participate in VTP, there must be at least one trunk port on the switch or the switch stack connected to a trunk port of a second switch or switch stack.
Trunk (IEEE 802.1Q)	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.	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.

Membership Mode	VLAN Membership Characteristics	VTP Characteristics
Dynamic access	A dynamic-access port can belong to one VLAN (VLAN ID 1 to 4094) and is dynamically assigned by a VMPS. 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 or hub and not to another switch.	VTP is required. Configure the VMPS and the client with the same VTP domain name. To participate in VTP, at least one trunk port on the switch or a switch stack must be connected to a trunk port of a second switch or switch stack.

When a port belongs to a VLAN, the switch learns and manages the addresses associated with the port on a per-VLAN basis.

VLAN Configuration Files

Configurations for VLAN IDs 1 to 1005 are written to the vlan.dat file (VLAN database), and you can display them by entering the **show vlan** privileged EXEC command. The *vlan.dat* file is stored in flash memory. If the VTP mode is transparent, they are also saved in the switch running configuration file.

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.

When you save VLAN and VTP information (including extended-range VLAN configuration information) in the startup configuration file and reboot the switch, the switch configuration is selected 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 VLAN IDs 1 to 1005 use the VLAN database information.
- In VTP versions 1 and 2, if VTP mode is server, the domain name and VLAN configuration for VLAN IDs 1 to 1005 use the VLAN database information. VTP version 3 also supports VLANs 1006 to 4094.
- From image 15.0(02)SE6, on vtp transparent and off modes, vlans get created from startup-config even if they are not applied to the interface.

Note Ensure that you delete the vlan.dat file along with the configuration files before you reset the switch configuration using **write erase** command. This ensures that the switch reboots correctly on a reset.

Normal-Range VLAN Configuration Guidelines

Normal-range VLANs are VLANs with IDs from 1 to 1005.

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 configurations for VLANs 1 to 1005 are always saved in the VLAN database. If the VTP mode is transparent, VTP and VLAN configurations are also saved in the switch running configuration file.
- If the switch is in VTP server or VTP 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.)
- With VTP versions 1 and 2, the switch supports VLAN IDs 1006 through 4094 only in VTP transparent mode (VTP disabled). These are extended-range VLANs and configuration options are limited. Extended-range VLANs created in VTP transparent mode are not saved in the VLAN database and are not propagated. VTP version 3 supports extended range VLAN (VLANs 1006 to 4094) database propagation in VTP server mode. If extended VLANs are configured, you cannot convert from VTP version 3 to version 1 or 2.
- 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.
- A fixed number of spanning tree instances are supported on the switch (See the datasheet for the latest information). If the switch has more active VLANs than the supported number of spaning tree instances, spanning tree is still enabled only on the supported number of VLANs and disabled on all remaining VLANs.

  If you have already used all available spanning-tree instances on a switch, adding another VLAN anywhere in the VTP domain creates a VLAN on that switch that is not running spanning-tree. If you have the default allowed list on the trunk ports of that switch (which is to allow all VLANs), the new VLAN is carried on all trunk ports. Depending on the topology of the network, this could create a loop in the new VLAN that would not be broken, particularly if there are several adjacent switches that all have run out of spanning-tree instances. You can prevent this possibility by setting allowed lists on the trunk ports of switches that have used up their allocation of spanning-tree instances.

  If the number of VLANs on the switch exceeds the number of supported spanning-tree instances, we recommend that you configure the IEEE 802.1s Multiple STP (MSTP) on your switch to map multiple VLANs to a single spanning-tree instance.

Extended-Range VLAN Configuration Guidelines

Extended-range VLANs are VLANs with IDs from 1006 to 4094.

Follow these guidelines when creating extended-range VLANs:

- VLAN IDs in the extended range are not saved in the VLAN database and are not recognized by VTP unless the switch is running VTP version 3.
- You cannot include extended-range VLANs in the pruning eligible range.
- In VTP version 1 and 2, a switch must be in VTP transparent mode when you create extended-range VLANs. If VTP mode is server or client, an error message is generated, and the extended-range VLAN is rejected. VTP version 3 supports extended VLANs in server and transparent modes.

- For VTP version 1 or 2, you can set the VTP mode to transparent in global configuration mode. You should save this configuration to the startup configuration so that the switch boots up in VTP transparent mode. Otherwise, you lose the extended-range VLAN configuration if the switch resets. If you create extended-range VLANs in VTP version 3, you cannot convert to VTP version 1 or 2.
- . When the maximum number of spanning-tree instances are on the switch, spanning tree is disabled on any newly created VLANs. If the number of VLANs on the switch exceeds the maximum number of spanning-tree instances, we recommend that you configure the IEEE 802.1s Multiple STP (MSTP) on your switch to map multiple VLANs to a single spanning-tree instance.
- Although the switch orswitch stack supports a total of 1005 (normal-range and extended-range) VLANs, the number of routed ports, SVIs, and other configured features affects the use of the switch hardware. If you try to create an extended-range VLAN and there are not enough hardware resources available, an error message is generated, and the extended-range VLAN is rejected.

Default Ethernet VLAN Configuration

The following table displays 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 48: Ethernet VLAN Defaults and Range

Parameter	Default	Range
VLAN ID	1	1 to 4094. **Note** Extended-range VLANs (VLAN IDs 1006 to 4094) are only saved in the VLAN database in VTP version 3.
VLAN name	VLANxxxx, where xxxx represents four numeric digits (including leading zeros) equal to the VLAN ID number	No range
IEEE 802.10 SAID	100001 (100000 plus the VLAN ID)	1 to 4294967294
IEEE 802.10 SAID	1500	576-18190
MTU Size	0	0 to 1005

How to Configure VLANs

How to Configure Normal-Range VLANs

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)
- 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

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, follow the procedures in this section.

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.

Note With VTP version 1 and 2, if the switch is in VTP transparent mode, you can assign VLAN IDs greater than 1006, but they are not added to the VLAN database.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **vlan** *vlan-id*
4. **name** *vlan-name*
5. **mtu** *mtu-size*
6. **remote-span**
7. **end**
8. **show vlan** {**name** *vlan-name* | **id** *vlan-id*}
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**vlan** *vlan-id* **Example:** `Switch(config)# vlan 20`	Enters a VLAN ID, and enters VLAN configuration mode. Enter a new VLAN ID to create a VLAN, or enter an existing VLAN ID to modify that VLAN. **Note** The available VLAN ID range for this command is 1 to 4094.
Step 4	**name** *vlan-name* **Example:** `Switch(config-vlan)# name test20`	(Optional) Enters a name for the VLAN. If no name is entered for the VLAN, the default is to append the *vlan-id* value with leading zeros to the word VLAN. For example, VLAN0004 is a default VLAN name for VLAN 4.
Step 5	**mtu** *mtu-size* **Example:** `Switch(config-vlan)# mtu 256`	(Optional) Changes the MTU size (or other VLAN characteristic).
Step 6	**remote-span** **Example:**	(Optional) Configures the VLAN as the RSPAN VLAN for a remote SPAN session.

	Command or Action	Purpose
	`Switch(config-vlan)# remote-span`	

Step 7	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 8	**show vlan** {**name** *vlan-name* | **id** *vlan-id*}
	Example:
	`Switch# show vlan name test20 id 20`
		Verifies your entries.

Step 9	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

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.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **no vlan** *vlan-id*
4. **end**
5. **show vlan brief**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable**	Enables privileged EXEC mode.

	Command or Action	Purpose
	Example: `Switch> enable`	• Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**no vlan** *vlan-id* **Example:** `Switch(config)# no vlan 4`	Removes the VLAN by entering the VLAN ID.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show vlan brief** **Example:** `Switch# show vlan brief`	Verifies the VLAN removal.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

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).

For the Cisco Catalyst 9500 Series Switches, 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 cluster member switch.

If you assign an interface to a VLAN that does not exist, the new VLAN is created.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*

4. **switchport mode access**
5. **switchport access vlan** *vlan-id*
6. **end**
7. **show running-config interface** *interface-id*
8. **show interfaces** *interface-id* **switchport**
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet2/0/1`	Enters the interface to be added to the VLAN.
Step 4	**switchport mode access** **Example:** `Switch(config-if)# switchport mode access`	Defines the VLAN membership mode for the port (Layer 2 access port).
Step 5	**switchport access vlan** *vlan-id* **Example:** `Switch(config-if)# switchport access vlan 2`	Assigns the port to a VLAN. Valid VLAN IDs are 1 to 4094.

Step 6	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 7	**show running-config interface** *interface-id* **Example:**	Verifies the VLAN membership mode of the interface.

	Command or Action	Purpose
	`Switch# show running-config interface gigabitethernet2/0/1`	
Step 8	**show interfaces** *interface-id* **switchport** **Example:** `Switch# show interfaces gigabitethernet2/0/1 switchport`	Verifies your entries in the *Administrative Mode* and the *Access Mode VLAN* fields of the display.
Step 9	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

How to Configure Extended-Range VLANs

With VTP version 1 and version 2, when the switch is in VTP transparent mode (VTP disabled), you can create extended-range VLANs (in the range 1006 to 4094). VTP version supports extended-range VLANs in server or transparent move. Extended-range VLANs enable service providers to extend their infrastructure to a greater number of customers. The extended-range VLAN IDs are allowed for any **switchport** commands that allow VLAN IDs.

With VTP version 1 or 2, extended-range VLAN configurations are not stored in the VLAN database, but because VTP mode is transparent, they are stored in the switch running configuration file, and you can save the configuration in the startup configuration file by using the **copy running-config startup-config** privileged EXEC command. Extended-range VLANs created in VTP version 3 are stored in the VLAN database.

Creating an Extended-Range VLAN

In VTP version 1 or 2, if you enter an extended-range VLAN ID when the switch is not in VTP transparent mode, an error message is generated when you exit VLAN configuration mode, and the extended-range VLAN is not created.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **vlan** *vlan-id*
4. **remote-span**
5. **exit**
6. **end**
7. **show vlan id** *vlan-id*
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**vlan** *vlan-id*
	Example:
	`Switch(config)# vlan 2000`
	`Switch(config-vlan)#`
		Enters an extended-range VLAN ID and enters VLAN configuration mode. The range is 1006 to 4094.

Step 4	**remote-span** **Example:** `Switch(config-vlan)# remote-span`	(Optional) Configures the VLAN as the RSPAN VLAN.

Step 5	**exit**
	Example:
	`Switch(config-vlan)# exit`
	`Switch(config)#`
		Returns to configuration mode.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show vlan id** *vlan-id* **Example:** `Switch# show vlan id 2000`	Verifies that the VLAN has been created.
Step 8	**copy running-config startup-config** **Example:**	(Optional) Saves your entries in the configuration file.

	Command or Action	Purpose
	`Switch# copy running-config startup-config`	

Where to Go Next

After configuring VLANs, you can configure the following:

- VLAN Trunking Protocol (VTP)
- VLAN trunks

Additional References

Standards and RFCs

Standard/RFC	Title
RFC 1573	Evolution of the Interfaces Group of MIB-II
RFC 1757	Remote Network Monitoring Management
RFC 2021	SNMPv2 Management Information Base for the Transmission Control Protocol using SMIv2

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

CHAPTER 19

Configuring VMPS

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Prerequisites for VMPS

You should configure the VLAN Membership Policy Server (VMPS) before you configure ports as dynamic-access ports.

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.

The VTP management domain of the VMPS client and the VMPS server must be the same.

Restrictions for VMPS

The following are restrictions for configuring VMPS:

- IEEE 802.1x ports cannot be configured as dynamic-access ports. If you try to enable IEEE 802.1x on a dynamic-access (VQP) port, an error message appears, and IEEE 802.1x is not enabled. If you try to change an IEEE 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 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 VLAN configured on the VMPS server should not be a voice VLAN.
- For a normal-range VLAN configuration, to avoid warning messages of high CPU utilization it is recommended to have no more than 256 VLANs. In such cases, approximately 10 access interfaces or 5 trunk interfaces can flap simultaneously with negligible impact to CPU utilization (if there are more interfaces that flap simultaneously, then CPU usage may be excessively high.)
- 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 monitor ports.
- Secure ports cannot be dynamic-access ports. You must disable port security on a port before it becomes dynamic.

Information About VMPS

Dynamic VLAN Assignments

The VLAN Query Protocol (VQP) is used to support dynamic-access ports, which are not permanently assigned to a VLAN, but give VLAN assignments based on the MAC source addresses seen on the port. Each time an unknown MAC address is seen, the switch sends a VQP query to a remote VLAN Membership Policy Server (VMPS); the query includes the newly seen MAC address and the port on which it was seen. The VMPS responds with a VLAN assignment for the port. The switch cannot be a VMPS server but can act as a client to the VMPS and communicate with it through VQP.

Each time the client switch receives the MAC address of a new host, it sends a VQP query to the VMPS. When the VMPS receives this query, 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 open or secure mode. In secure mode, the server shuts down the port when an illegal host is detected. In open mode, the server denies the host access to the port.

If the port is currently unassigned (that is, it does not yet have a VLAN assignment), the VMPS provides one of these responses:

- If the host is allowed on the port, the VMPS sends the client a vlan-assignment response containing the assigned VLAN name and allowing access to the host.
- If the host is not allowed on the port and the VMPS is in open 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 port already has a VLAN assignment, the VMPS provides one of these responses:

- If the VLAN in the database matches the current VLAN on the port, the VMPS sends an success response, allowing access to the host.
- 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 to and from the host MAC address. The switch continues to monitor the packets directed to the port and sends a query to the VMPS when it identifies a new host address. If the switch receives a port-shutdown response from the VMPS, it disables the port. The port must be manually reenabled by using Network Assistant, the CLI, or SNMP.

Dynamic-Access Port VLAN Membership

A dynamic-access port can belong to only one VLAN with an ID from 1 to 4094. 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-access 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-access port if they are all in the same VLAN; however, the VMPS shuts down a dynamic-access port if more than 20 hosts are active on the port.

If the link goes down on a dynamic-access 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.

Dynamic-access ports can be used for direct host connections, or they can connect to a network. A maximum of 20 MAC addresses are allowed per port on the switch. A dynamic-access port can belong to only one VLAN at a time, but the VLAN can change over time, depending on the MAC addresses seen.

Default VMPS Client Configuration

The following table shows the default VMPS and dynamic-access port configuration on client switches.

Table 49: Default VMPS Client and Dynamic-Access Port Configuration

Feature	Default Setting
VMPS domain server	None
VMPS reconfirm interval	60 minutes
VMPS server retry count	3
Dynamic-access ports	None configured

How to Configure VMPS

Entering the IP Address of the VMPS

Note If the VMPS is being defined for a cluster of switches, enter the address on the command switch.

Before you begin

You must first enter the IP address of the server to configure the switch as a client.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **vmps server** *ipaddress* **primary**
4. **vmps server** *ipaddress*
5. **end**
6. **show vmps**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**vmps server** *ipaddress* **primary** **Example:** `Switch(config)# vmps server 10.1.2.3 primary`	Enters the IP address of the switch acting as the primary VMPS server.
Step 4	**vmps server** *ipaddress* **Example:** `Switch(config)# vmps server 10.3.4.5`	(Optional) Enters the IP address of the switch acting as a secondary VMPS server. You can enter up to three secondary server addresses.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show vmps** **Example:** `Switch# show vmps`	Verifies your entries in the *VMPS Domain Server* field of the display.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring Dynamic-Access Ports on VMPS Clients

Caution Dynamic-access 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.

If you are configuring a port on a cluster member switch as a dynamic-access port, first use the **rcommand** privileged EXEC command to log in to the cluster member switch.

Before you begin

You must have IP connectivity to the VMPS for dynamic-access ports to work. You can test for IP connectivity by pinging the IP address of the VMPS and verifying that you get a response.

Note 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 auto), 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 vlan** interface configuration command.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **switchport mode access**
5. **switchport access vlan dynamic**
6. **end**
7. **show interfaces** *interface-id* **switchport**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 0/1`	Specifies the switch port that is connected to the end station, and enters interface configuration mode.
Step 4	**switchport mode access** **Example:** `Switch(config-if)# switchport mode access`	Sets the port to access mode.

	Command or Action	Purpose
Step 5	**switchport access vlan dynamic** **Example:** `Switch(config-if)# switchport access vlan dynamic`	Configures the port as eligible for dynamic VLAN membership. The dynamic-access port must be connected to an end station.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show interfaces** *interface-id* **switchport** **Example:** `Switch# show interfaces gigabitethernet 0/1 switchport`	Verifies your entries in the *Operational Mode* field of the display.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Reconfirming VLAN Memberships

This task confirms the dynamic-access port VLAN membership assignments that the switch has received from the VMPS.

SUMMARY STEPS

1. **enable**
2. **vmps reconfirm**
3. **show vmps**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**vmps reconfirm** **Example:**	Reconfirms dynamic-access port VLAN membership.

	Command or Action	Purpose
	`Switch# vmps reconfirm`	
Step 3	**show vmps** **Example:** `Switch# show vmps`	Verifies 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.

Note 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 also must first use the **rcommand** privileged EXEC command to log in to the member switch.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **vmps reconfirm** *minutes*
4. **end**
5. **show vmps**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 3	**vmps reconfirm** *minutes* **Example:** `Switch(config)# vmps reconfirm 90`	Sets the number of minutes between reconfirmations of the dynamic VLAN membership. The range is 1 to 120. The default is 60 minutes.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show vmps** **Example:** `Switch# show vmps`	Verifies the dynamic VLAN reconfirmation status in the *Reconfirm Interval* field of the display.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Changing the Retry Count

Follow these steps to change the number of times that the switch attempts to contact the VMPS before querying the next server.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **vmps retry** *count*
4. **end**
5. **show vmps**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**vmps retry** *count* **Example:** `Switch(config)# vmps retry 5`	Changes the retry count. The retry range is 1 to 10; the default is 3.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show vmps** **Example:** `Switch# show vmps`	Verifies your entry in the *Server Retry Count* field of the display.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Troubleshooting Dynamic-Access Port VLAN Membership

Problem The VMPS shuts down a dynamic-access port under these conditions:

- **Problem** 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.
- **Problem** More than 20 active hosts reside on a dynamic-access port.

Solution To reenable a disabled dynamic-access port, enter the **shutdown** interface configuration command followed by the **no shutdown** interface configuration command.

Monitoring the VMPS

You can display information about the VMPS by using the **show vmps** 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 *current*. The one marked *primary* is the primary server.
- VMPS Action—The result of the most recent reconfirmation attempt. A reconfirmation attempt can occur automatically when the reconfirmation interval expires, or you can force it by entering the **vmps reconfirm** privileged EXEC command or its Network Assistant 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:         other
```

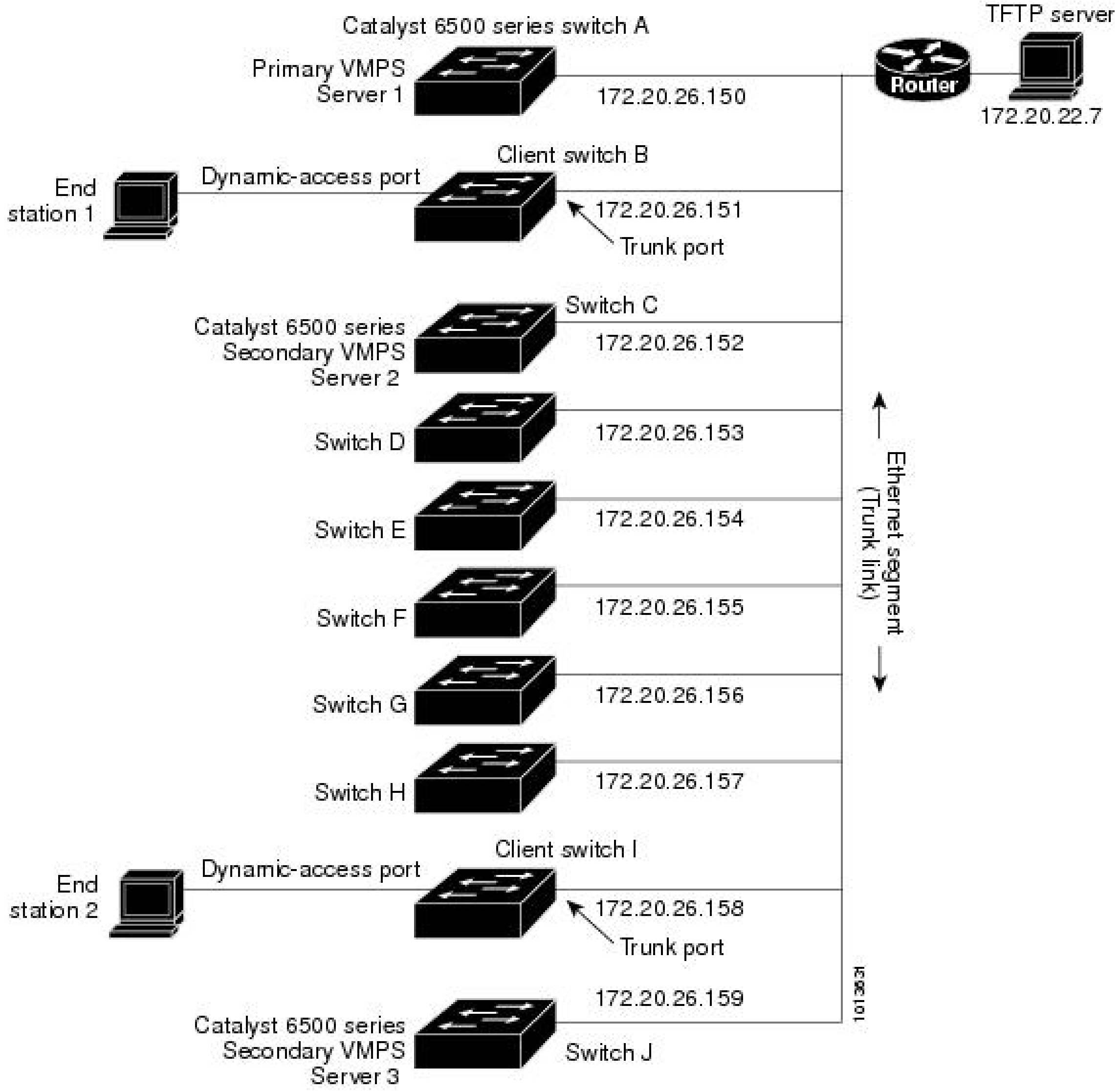
Configuration Example for VMPS

Example: VMPS Configuration

Figure 30: Dynamic Port VLAN Membership Configuration

This network has a VMPS server switch and VMPS client switches with dynamic-access ports with this configuration:

- The VMPS server and the VMPS client are separate switches.
- The Catalyst 6500 series Switch A is the primary VMPS server.
- The Catalyst 6500 series Switch C and Switch J are secondary VMPS servers.
- End stations are connected to the clients, Switch B and Switch I.
- The database configuration file is stored on the TFTP server with the IP address 172.20.22.7.



Where to Go Next

You can configure the following:

- VTP
- VLANs
- VLAN Trunking
- Voice VLANs

Additional References

Related Documents

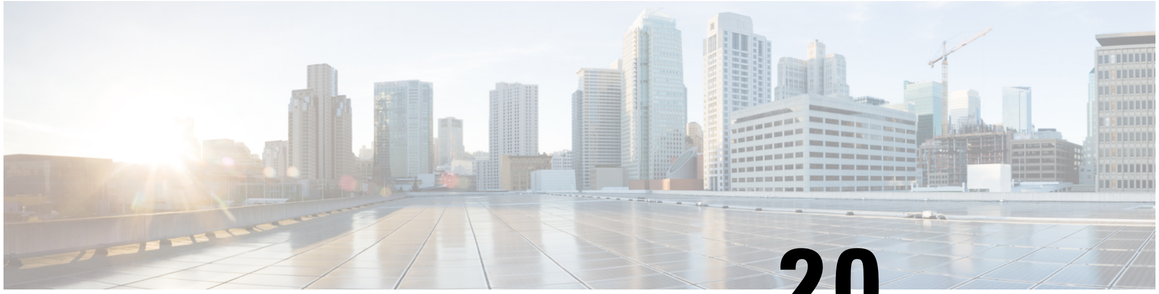
Related Topic	Document Title
For complete syntax and usage information for the commands used in this chapter.	*Catalyst 2960-X Switch VLAN Management Command ReferenceVLAN Command Reference (Catalyst 2960, 2960-S, 2960-SF and 2960-Plus Switches)*

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support



CHAPTER 20

Configuring VLAN Trunks

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Prerequisites for VLAN Trunks

The IEEE 802.1Q trunks impose these limitations on the trunking strategy for a network:

- In a network of Cisco switches connected through IEEE 802.1Q trunks, the switches maintain one spanning-tree instance 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 IEEE 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 IEEE 802.1Q switch. However, spanning-tree information for each VLAN is maintained by Cisco switches separated by a cloud of non-Cisco IEEE 802.1Q switches. The non-Cisco IEEE 802.1Q cloud separating the Cisco switches is treated as a single trunk link between the switches.

- Make sure the native VLAN for an IEEE 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 IEEE 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 IEEE 802.1Q trunk or disable spanning tree on every VLAN in the network. Make sure your network is loop-free before disabling spanning tree.

Restrictions for VLAN Trunks

The following are restrictions for VLAN trunks:

- 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.
- We recommend that you configure no more than 24 trunk ports in Per VLAN Spanning Tree (PVST) mode and no more than 40 trunk ports in Multiple Spanning Tree (MST) mode.
- If you try to enable IEEE 802.1x on a trunk port, an error message appears, and IEEE 802.1x is not enabled. If you try to change the mode of an IEEE 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 IEEE 802.1x on a dynamic port, an error message appears, and IEEE 802.1x is not enabled. If you try to change the mode of an IEEE 802.1x-enabled port to dynamic, the port mode is not changed.
- Dynamic Trunking Protocol (DTP) is not supported on tunnel ports.

Information about VLAN Trunks

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. Ethernet trunks carry the traffic of multiple VLANs over a single link, and you can extend the VLANs across an entire network.

Note You can configure a trunk on a single Ethernet interface or on an EtherChannel bundle.

Trunking Modes

Ethernet trunk interfaces support different trunking modes. 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.

You can configure a trunk on a single Ethernet interface or on an EtherChannel bundle.

Trunk negotiation is managed by the Dynamic Trunking Protocol (DTP), which is a Point-to-Point Protocol (PPP). 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.

You can also specify on DTP interfaces whether the trunk uses IEEE 802.1Q encapsulation or if the encapsulation type is autonegotiated. The DTP supports autonegotiation of IEEE 802.1Q trunks.

Layer 2 Interface Modes

Table 50: Layer 2 Interface Modes

Mode	Function
switchport mode access	Puts the interface (access port) into permanent nontrunking mode and negotiates to convert the link into a nontrunk link. The interface becomes a nontrunk interface regardless of whether or not the neighboring interface is a trunk interface.
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 **trunk** or **desirable** mode. The default switchport mode for all Ethernet interfaces is **dynamic auto**.
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 **trunk**, **desirable**, or **auto** mode.
switchport mode trunk	Puts the interface into permanent trunking mode and negotiates to convert the neighboring 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.

Allowed VLANs on a Trunk

By default, a trunk port sends traffic to and receives traffic from all VLANs. All VLAN IDs, 1 to 4094, are allowed on each trunk. However, you can remove VLANs from the allowed list, preventing traffic from those VLANs from passing over the trunk.

VLAN 1 is the default VLAN on all trunk ports in all Cisco switches, and it has previously been a requirement that VLAN 1 always be enabled on every trunk link. You can use the VLAN 1 minimization feature to disable VLAN 1 on any individual VLAN trunk link so that no user traffic (including spanning-tree advertisements) is sent or received on VLAN 1.

To reduce the risk of spanning-tree loops or storms, you can disable VLAN 1 on any individual VLAN trunk port by removing VLAN 1 from the allowed list. When you remove VLAN 1 from a trunk port, the interface continues to send and receive management traffic, for example, Cisco Discovery Protocol (CDP), Port Aggregation Protocol (PAgP), Link Aggregation Control Protocol (LACP), DTP, and 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, the port will be 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.

Load Sharing on Trunk Ports

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.

Network Load Sharing Using STP Priorities

When two ports on the same switch form a loop, the switch uses the STP port priority to decide 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.

Network 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, blocking different ports for different VLANs. The VLANs keep the traffic separate and maintain redundancy in the event of a lost link.

Default Layer 2 Ethernet Interface VLAN Configuration

The following table shows the default Layer 2 Ethernet interface VLAN configuration.

Table 51: Default Layer 2 Ethernet Interface VLAN Configuration

Feature	Default Setting
Interface mode	**switchport mode dynamic auto**
Allowed VLAN range	VLANs 1 to 4094
VLAN range eligible for pruning	VLANs 2 to 1001
Default VLAN (for access ports)	VLAN 1
Native VLAN (for IEEE 802.1Q trunks)	VLAN 1

How to Configure VLAN Trunks

Configuring an Ethernet Interface as a Trunk Port

Configuring 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.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **switchport mode** {**dynamic** {**auto** | **desirable**} | **trunk**}
5. **switchport access vlan** *vlan-id*
6. **switchport trunk native vlan** *vlan-id*
7. **end**
8. **show interfaces** *interface-id* **switchport**
9. **show interfaces** *interface-id* **trunk**
10. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/2`	Specifies the port to be configured for trunking, and enters interface configuration mode.

Step 4	**switchport mode** {**dynamic** {**auto** | **desirable**} | **trunk**}
	Example:
	`Switch(config-if)# switchport mode dynamic desirable`
		Configures the interface as a Layer 2 trunk (required only if the interface is a Layer 2 access port or tunnel port or to specify the trunking mode).
		• **dynamic auto**—Sets the interface to a trunk link if the neighboring interface is set to trunk or desirable mode. This is the default.
		• **dynamic desirable**—Sets the interface to a trunk link if the neighboring interface is set to trunk, desirable, or auto mode.
		• **trunk**—Sets 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 5	**switchport access vlan** *vlan-id* **Example:** `Switch(config-if)# switchport access vlan 200`	(Optional) Specifies the default VLAN, which is used if the interface stops trunking.
Step 6	**switchport trunk native vlan** *vlan-id* **Example:** `Switch(config-if)# switchport trunk native vlan 200`	Specifies the native VLAN for IEEE 802.1Q trunks.

Step 7	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

	Command or Action	Purpose
Step 8	**show interfaces** *interface-id* **switchport** **Example:** `Switch# show interfaces gigabitethernet 1/0/2 switchport`	Displays the switch port configuration of the interface in the *Administrative Mode* and the *Administrative Trunking Encapsulation* fields of the display.
Step 9	**show interfaces** *interface-id* **trunk** **Example:** `Switch# show interfaces gigabitethernet 1/0/2 trunk`	Displays the trunk configuration of the interface.
Step 10	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Defining the Allowed VLANs on a Trunk

VLAN 1 is the default VLAN on all trunk ports in all Cisco switches, and it has previously been a requirement that VLAN 1 always be enabled on every trunk link. You can use the VLAN 1 minimization feature to disable VLAN 1 on any individual VLAN trunk link so that no user traffic (including spanning-tree advertisements) is sent or received on VLAN 1.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **switchport mode trunk**
5. **switchport trunk allowed vlan** {**add** | **all** | **except** | **remove**} *vlan-list*
6. **switchport trunk allowed vlan** { *word* | **add** | **all** | **except** | **none** | **remove**} *vlan-list*
7. **end**
8. **show interfaces** *interface-id* **switchport**
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Specifies the port to be configured, and enters interface configuration mode.
Step 4	**switchport mode trunk** **Example:** `Switch(config-if)# switchport mode trunk`	Configures the interface as a VLAN trunk port.
Step 5	**switchport trunk allowed vlan** {**add** | **all** | **except** | **remove**} *vlan-list* **Example:** `Switch(config-if)# switchport trunk allowed vlan remove 2`	(Optional) Configures the list of VLANs allowed on the trunk. The *vlan-list* parameter is either a single VLAN number from 1 to 4094 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 6	**switchport trunk allowed vlan** { *word* | **add** | **all** | **except** | **none** | **remove**} *vlan-list* **Example:** `Switch(config-if)# switchport trunk allowed vlan remove 2`	(Optional) Configures the list of VLANs allowed on the trunk. The *vlan-list* parameter is either a single VLAN number from 1 to 4094 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 7	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 8	**show interfaces** *interface-id* **switchport** **Example:** `Switch# show interfaces gigabitethernet 1/0/1 switchport`	Verifies your entries in the *Trunking VLANs Enabled* field of the display.

	Command or Action	Purpose
Step 9	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

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.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **switchport trunk pruning vlan** {**add** | **except** | **none** | **remove**} *vlan-list* [,*vlan* [,*vlan* [,,,]]
5. **end**
6. **show interfaces** *interface-id* **switchport**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet0/1`	Selects the trunk port for which VLANs should be pruned, and enters interface configuration mode.
Step 4	**switchport trunk pruning vlan** {**add** | **except** | **none** | **remove**} *vlan-list* [,*vlan* [,*vlan* [,,,]]	Configures the list of VLANs allowed to be pruned from the trunk. For explanations about using the **add**, **except**, **none**, and **remove** keywords, see the command reference for this release.

	Command or Action	Purpose
		Separate non-consecutive VLAN IDs with a comma and no spaces; use a hyphen to designate a range of IDs. Valid IDs are 2 to 1001. Extended-range VLANs (VLAN IDs 1006 to 4094) cannot be pruned. VLANs that are pruning-ineligible receive flooded traffic. The default list of VLANs allowed to be pruned contains VLANs 2 to 1001.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show interfaces** *interface-id* **switchport** **Example:** `Switch# show interfaces gigabitethernet 1/0/1 switchport`	Verifies your entries in the *Pruning VLANs Enabled* field of the display.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring the Native VLAN for Untagged Traffic

A trunk port configured with IEEE 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.

The native VLAN can be assigned any VLAN ID.

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.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **switchport trunk native vlan** *vlan-id*
5. **end**
6. **show interfaces** *interface-id* **switchport**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. - Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/2`	Defines the interface that is configured as the IEEE 802.1Q trunk, and enters interface configuration mode.
Step 4	**switchport trunk native vlan** *vlan-id* **Example:** `Switch(config-if)# switchport trunk native vlan 12`	Configures the VLAN that is sending and receiving untagged traffic on the trunk port. For *vlan-id*, the range is 1 to 4094. **Note** To return to the default native VLAN, VLAN 1, use the **no switchport trunk native vlan** interface configuration command.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 6	**show interfaces** *interface-id* **switchport** **Example:** `Switch# show interfaces gigabitethernet 1/0/2 switchport`	Verifies your entries in the *Trunking Native Mode VLAN* field.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring Trunk Ports for Load Sharing

Configuring Load Sharing Using STP Port Priorities

These steps describe how to configure a network with load sharing using STP port priorities.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **vtp domain** *domain-name*
4. **vtp mode server**
5. **end**
6. **show vtp status**
7. **show vlan**
8. **configure terminal**
9. **interface** *interface-id*
10. **switchport mode trunk**
11. **end**
12. **show interfaces** *interface-id* **switchport**
13. Repeat the above steps on Switch A for a second port in the switch.
14. Repeat the above steps on Switch B to configure the trunk ports that connect to the trunk ports configured on Switch A.
15. **show vlan**
16. **configure terminal**
17. **interface** *interface-id*
18. **spanning-tree vlan** *vlan-range* **port-priority** *priority-value*
19. **exit**
20. **interface** *interface-id*
21. **spanning-tree vlan** *vlan-range* **port-priority** *priority-value*
22. **end**
23. **show running-config**
24. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:**	Enters global configuration mode on Switch A.

	Command or Action	Purpose
	`Switch# configure terminal`	
Step 3	**vtp domain** *domain-name* **Example:** `Switch(config)# vtp domain workdomain`	Configures a VTP administrative domain. The domain name can be 1 to 32 characters.
Step 4	**vtp mode server** **Example:** `Switch(config)# vtp mode server`	Configures Switch A as the VTP server.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show vtp status** **Example:** `Switch# show vtp status`	Verifies the VTP configuration on both Switch A and Switch B. In the display, check the *VTP Operating Mode* and the *VTP Domain Name* fields.
Step 7	**show vlan** **Example:** `Switch# show vlan`	Verifies that the VLANs exist in the database on Switch A.
Step 8	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 9	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/1`	Defines the interface to be configured as a trunk, and enters interface configuration mode.
Step 10	**switchport mode trunk** **Example:**	Configures the port as a trunk port.

	Command or Action	Purpose
	`Switch(config-if)# switchport mode trunk`	

Step 11	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 12	**show interfaces** *interface-id* **switchport** **Example:** `Switch# show interfaces gigabitethernet 1/0/1 switchport`	Verifies the VLAN configuration.
Step 13	Repeat the above steps on Switch A for a second port in the switch.	
Step 14	Repeat the above steps on Switch B to configure the trunk ports that connect to the trunk ports configured on Switch A.	
Step 15	**show vlan** **Example:** `Switch# show vlan`	When the trunk links come up, VTP passes the VTP and VLAN information to Switch B. This command verifies that Switch B has learned the VLAN configuration.
Step 16	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode on Switch A.
Step 17	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Defines the interface to set the STP port priority, and enters interface configuration mode.
Step 18	**spanning-tree vlan** *vlan-range* **port-priority** *priority-value* **Example:** `Switch(config-if)# spanning-tree vlan 8-10 port-priority 16`	Assigns the port priority for the VLAN range specified. Enter a port priority value from 0 to 240. Port priority values increment by 16.
Step 19	**exit** **Example:**	Returns to global configuration mode.

	Command or Action	Purpose
	`Switch(config-if)# exit`	
Step 20	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/2`	Defines the interface to set the STP port priority, and enters interface configuration mode.
Step 21	**spanning-tree vlan** *vlan-range* **port-priority** *priority-value* **Example:** `Switch(config-if)# spanning-tree vlan 3-6 port-priority 16`	Assigns the port priority for the VLAN range specified. Enter a port priority value from 0 to 240. Port priority values increment by 16.

Step 22	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 23	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 24	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring Load Sharing Using STP Path Cost

These steps describe how to configure a network with load sharing using STP path costs.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **switchport mode trunk**
5. **exit**
6. Repeat Steps 2 through 4 on a second interface in Switch A .
7. **end**

8. **show running-config**
9. **show vlan**
10. **configure terminal**
11. **interface** *interface-id*
12. **spanning-tree vlan** *vlan-range* **cost** *cost-value*
13. **end**
14. Repeat Steps 9 through 13 on the other configured trunk interface on Switch A, and set the spanning-tree path cost to 30 for VLANs 8, 9, and 10.
15. **exit**
16. **show running-config**
17. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode on Switch A.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Defines the interface to be configured as a trunk, and enters interface configuration mode.
Step 4	**switchport mode trunk** **Example:** `Switch(config-if)# switchport mode trunk`	Configures the port as a trunk port.
Step 5	**exit** **Example:** `Switch(config-if)# exit`	Returns to global configuration mode.
Step 6	Repeat Steps 2 through 4 on a second interface in Switch A .	

	Command or Action	Purpose

Step 7	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 8	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries. In the display, make sure that the interfaces are configured as trunk ports.
Step 9	**show vlan** **Example:** `Switch# show vlan`	When the trunk links come up, Switch A receives the VTP information from the other switches. This command verifies that Switch A has learned the VLAN configuration.
Step 10	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 11	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Defines the interface on which to set the STP cost, and enters interface configuration mode.
Step 12	**spanning-tree vlan** *vlan-range* **cost** *cost-value* **Example:** `Switch(config-if)# spanning-tree vlan 2-4 cost 30`	Sets the spanning-tree path cost to 30 for VLANs 2 through 4.

Step 13	**end**
	Example:
	`Switch(config-if)# end`
		Returns to global configuration mode.

Step 14	Repeat Steps 9 through 13 on the other configured trunk interface on Switch A, and set the spanning-tree path cost to 30 for VLANs 8, 9, and 10.	
Step 15	**exit** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Switch(config)# exit`	
Step 16	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries. In the display, verify that the path costs are set correctly for both trunk interfaces.
Step 17	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuration Examples for VLAN Trunking

Example: Configuring a Trunk Port

The following example shows how to configure a port as an IEEE 802.1Q trunk. The example assumes that the neighbor interface is configured to support IEEE 802.1Q trunking.

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface gigabitethernet1/0/2
Switch(config-if)# switchport mode dynamic desirable
Switch(config-if)# end
```

Example: Removing a VLAN from a Port

This example shows how to remove VLAN 2 from the allowed VLAN list on a port:

```
Switch(config)# interface gigabitethernet 1/0/1
Switch(config-if)# switchport trunk allowed vlan remove 2
Switch(config-if)# end
```

Where to Go Next

After configuring VLAN trunks, you can configure the following:

- VLANs

Additional References

Related Documents

Related Topic	Document Title
CLI commands	*VLAN Command Reference (Catalyst 2960, 2960-S, 2960-SF and 2960-Plus Switches)*

Standards and RFCs

Standard/RFC	Title
RFC 1573	Evolution of the Interfaces Group of MIB-II
RFC 1757	Remote Network Monitoring Management
RFC 2021	SNMPv2 Management Information Base for the Transmission Control Protocol using SMIv2

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

CHAPTER 21

Configuring VTP

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Prerequisites for VTP

Before you create VLANs, you must decide whether to use the VLAN Trunking Protocol (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 is designed to work in an environment where updates are made on a single switch and are sent through VTP to other switches in the domain. It does not work well in a situation where multiple updates to the VLAN database occur simultaneously on switches in the same domain, which would result in an inconsistency in the VLAN database.

The switch supports a total of 4094 VLANs. However, the number of configured features affects the usage of the switch hardware. If the switch is notified by VTP of a new VLAN and the switch is already using the maximum available hardware resources, it sends a message that there are not enough hardware resources available and shuts down the VLAN. The output of the **show vlan** user EXEC command shows the VLAN in a suspended state.

You can enable or disable VTP per port by entering the [**no**] **vtp** interface configuration command. When you disable VTP on trunking ports, all VTP instances for that port are disabled. You cannot set VTP to *off* for the MST database and *on* for the VLAN database on the same port.

When you globally set VTP mode to off, it applies to all the trunking ports in the system. However, you can specify on or off on a per-VTP instance basis. For example, you can configure the switch as a VTP server for the VLAN database but with VTP *off* for the MST database.

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 another switch. Otherwise, the switch cannot receive any VTP advertisements.

Restrictions for VTP

⚠

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.

Information About VTP

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.

VTP version 1 and version 2 support only normal-range VLANs (VLAN IDs 1 to 1005). VTP version 3 supports the entire VLAN range (VLANs 1 to 4094). Extended range VLANs (VLANs 1006 to 4094) are supported only in VTP version 3.

You cannot convert from VTP version 3 to VTP version 2 if extended VLANs are configured in the domain.

VTP Domain

A VTP domain (also called a VLAN management domain) consists of one switch or several interconnected switches or switch stacks 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 default, the switch is in the 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.

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 trunk connections, including IEEE 802.1Q. VTP dynamically maps VLANs with unique names and internal index associates across multiple LAN types. 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.

VTP Modes

Table 52: VTP Modes

VTP Mode	Description
VTP server	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. VTP server is the default mode. In VTP server mode, VLAN configurations are saved in NVRAM. If the switch detects a failure while writing a configuration to NVRAM, VTP mode automatically changes from server mode to client mode. If this happens, the switch cannot be returned to VTP server mode until the NVRAM is functioning.
VTP client	A VTP client functions like a VTP server and transmits and receives VTP updates on its trunks, but you cannot create, change, or delete VLANs on a VTP client. VLANs are configured on another switch in the domain that is in server mode. In VTP versions 1 and 2 in VTP client mode, VLAN configurations are not saved in NVRAM. In VTP version 3, VLAN configurations are saved in NVRAM in client mode.

VTP Mode	Description
VTP transparent	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 or version 3, transparent switches do forward VTP advertisements that they receive from other switches through their trunk interfaces. You can create, modify, and delete VLANs on a switch in VTP transparent mode. In VTP versions 1 and 2, the switch must be in VTP transparent mode when you create extended-range VLANs. VTP version 3 also supports creating extended-range VLANs in client or server mode. In VTP versions 1 and 2, the switch must be in VTP transparent mode when you create private VLANs and when they are configured, you should not change the VTP mode from transparent to client or server mode. VTP version 3 also supports private VLANs in client and server modes. When private VLANs are configured, do not change the VTP mode from transparent to client or server mode. 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 using the **copy running-config startup-config** privileged EXEC command.
VTP off	A switch in VTP off mode functions in the same manner as a VTP transparent switch, except that it does not forward VTP advertisements on trunks.

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.

Because trunk ports send and receive VTP advertisements, you must ensure that at least one trunk port is configured on the switch stack and that this trunk port is connected to the trunk port of another switch. Otherwise, the switch cannot receive any VTP advertisements.

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 (including IEEE 802.1Q)
- VLAN name
- VLAN type
- VLAN state
- Additional VLAN configuration information specific to the VLAN type

In VTP version 3, VTP advertisements also include the primary server ID, an instance number, and a start index.

VTP Version 2

If you use VTP in your network, you must decide which version of VTP to use. By default, VTP operates in version 1.

VTP version 2 supports these features that are 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.
- 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. Although VTP version 2 supports only one domain, a VTP version 2 transparent switch forwards a message only when the domain name matches.
- 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 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 Version 3

VTP version 3 supports these features that are not supported in version 1 or version 2:

- Enhanced authentication—You can configure the authentication as **hidden** or **secret**. When **hidden**, the secret key from the password string is saved in the VLAN database file, but it does not appear in plain text in the configuration. Instead, the key associated with the password is saved in hexadecimal format in the running configuration. You must reenter the password if you enter a takeover command in the domain. When you enter the **secret** keyword, you can directly configure the password secret key.

- Support for extended range VLAN (VLANs 1006 to 4094) database propagation—VTP versions 1 and 2 propagate only VLANs 1 to 1005. If extended VLANs are configured, you cannot convert from VTP version 3 to version 1 or 2.

  Note VTP pruning still applies only to VLANs 1 to 1005, and VLANs 1002 to 1005 are still reserved and cannot be modified.

- Private VLAN support.
- Support for any database in a domain—In addition to propagating VTP information, version 3 can propagate Multiple Spanning Tree (MST) protocol database information. A separate instance of the VTP protocol runs for each application that uses VTP.
- VTP primary server and VTP secondary servers—A VTP primary server updates the database information and sends updates that are honored by all devices in the system. A VTP secondary server can only back up the updated VTP configurations received from the primary server to its NVRAM.

  By default, all devices come up as secondary servers. You can enter the **vtp primary** privileged EXEC command to specify a primary server. Primary server status is only needed for database updates when the administrator issues a takeover message in the domain. You can have a working VTP domain without any primary servers. Primary server status is lost if the device reloads or domain parameters change, even when a password is configured on the switch.

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 in all VTP versions.

Figure 31: Flooding Traffic without VTP Pruning

VTP pruning is disabled in the switched network. Port 1 on Switch A and Port 2 on Switch D are assigned to the Red VLAN. If a broadcast is sent from the host connected to Switch A, Switch A floods the broadcast and every switch in the network receives it, even though Switches C, E, and F have no ports in the Red VLAN.

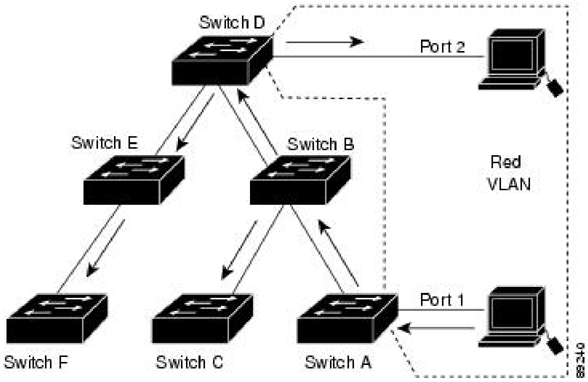
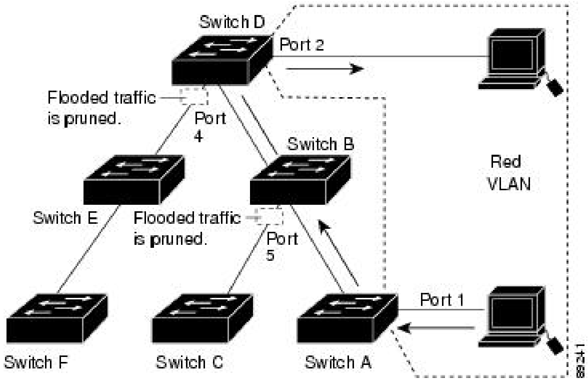


Figure 32: Optimized Flooded Traffic VTP Pruning

VTP pruning is enabled in the switched network. The broadcast traffic from Switch A is not forwarded to Switches C, E, and F because traffic for the Red VLAN has been pruned on the links shown (Port 5 on Switch B and Port 4 on Switch D).



With VTP versions 1 and 2, when you enable pruning on the VTP server, it is enabled for the entire VTP domain. In VTP version 3, you must manually enable pruning on each switch in the domain. Making VLANs pruning-eligible or pruning-ineligible affects pruning eligibility for those VLANs on that trunk only (not on all switches in the VTP domain).

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. Extended-range VLANs (VLAN IDs higher than 1005) are also pruning-ineligible.

VTP Configuration Guidelines

VTP Configuration Requirements

When you configure VTP, you must configure a trunk port so that the switch can send and receive VTP advertisements to and from other switches in the domain.

If you are configuring VTP on a cluster member switch to a VLAN, use the **rcommand**privileged EXEC command to log in to the member switch.

In VTP versions 1 and 2, when you configure extended-range VLANs on the switch, the switch must be in VTP transparent mode. VTP version 3 also supports creating extended-range VLANs in client or server mode.

VTP Settings

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 selected 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 VLAN IDs 1 to 1005 use the VLAN database information.

Domain Names for Configuring VTP

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 the 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 for the VTP Domain

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.

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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 have the same domain name, but they do not need to 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).
- If a switch running VTP version 1, but capable of running VTP version 2, receives VTP version 3 advertisements, it automatically moves to VTP version 2.
- If a switch running VTP version 3 is connected to a switch running VTP version 1, the VTP version 1 switch moves to VTP version 2, and the VTP version 3 switch sends scaled-down versions of the VTP packets so that the VTP version 2 switch can update its database.
- A switch running VTP version 3 cannot move to version 1 or 2 if it has extended VLANs.
- 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 that have version 2 enabled.
- Cisco recommends placing VTP version 1 and 2 switches at the edge of the network because they do not forward VTP version 3 advertisements.
- If there are TrBRF and TrCRF Token Ring networks in your environment, you must enable VTP version 2 or version 3 for Token Ring VLAN switching to function properly. To run Token Ring and Token Ring-Net, disable VTP version 2.
- VTP version 1 and version 2 do not propagate configuration information for extended range VLANs (VLANs 1006 to 4094). You must configure these VLANs manually on each device. VTP version 3 supports extended-range VLANs and support for extended range VLAN database propagation.
- When a VTP version 3 device trunk port receives messages from a VTP version 2 device, it sends a scaled-down version of the VLAN database on that particular trunk in VTP version 2 format. A VTP version 3 device does not send VTP version 2-formatted packets on a trunk unless it first receives VTP version 2 packets on that trunk port.
- When a VTP version 3 device detects a VTP version 2 device on a trunk port, it continues to send VTP version 3 packets, in addition to VTP version 2 packets, to allow both kinds of neighbors to coexist on the same trunk.
- A VTP version 3 device does not accept configuration information from a VTP version 2 or version 1 device.
- Two VTP version 3 regions can only communicate in transparent mode over a VTP version 1 or version 2 region.
- Devices that are only VTP version 1 capable cannot interoperate with VTP version 3 devices.

- For VTP version 1 and version 2, if extended-range VLANs are configured on the switch stack, you cannot change VTP mode to client or server. You receive an error message, and the configuration is not allowed. VTP version 1 and version 2 do not propagate configuration information for extended range VLANs (VLANs 1006 to 4094). You must manually configure these VLANs on each device.

Note For VTP version 1 and 2, before you create extended-range VLANs (VLAN IDs 1006 to 4094), you must set VTP mode to transparent by using the **vtp mode transparent** global configuration command. Save this configuration to the startup configuration so that the switch starts in VTP transparent mode. Otherwise, you lose the extended-range VLAN configuration if the switch resets and boots up in VTP server mode (the default).

- If you configure the switch for VTP client mode, the switch does not create the VLAN database file (vlan.dat). If the switch is then powered off, it resets the VTP configuration to the default. To keep the VTP configuration with VTP client mode after the switch restarts, you must first configure the VTP domain name before the VTP mode.

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.

How to Configure VTP

Configuring VTP Mode

You can configure VTP mode as one of these:

- VTP server mode—In VTP server mode, you can change the VLAN configuration and have it propagated throughout the network.
- VTP client mode—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.
- VTP transparent mode—In VTP transparent mode, VTP is disabled on the switch. The switch does not send VTP updates and does not act on VTP updates received from other switch. However, a VTP transparent switch running VTP version 2 does forward received VTP advertisements on its trunk links.
- VTP off mode—VTP off mode is the same as VTP transparent mode except that VTP advertisements are not forwarded.

When you configure a domain name, it cannot be removed; you can only reassign a switch to a different domain.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **vtp domain** *domain-name*
4. **vtp mode** {**client** | **server** | **transparent** | **off**} {**vlan** | **mst** | **unknown**}
5. **vtp password** *password*
6. **end**
7. **show vtp status**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**vtp domain** *domain-name* **Example:** `Switch(config)# vtp domain eng_group`	Configures the VTP administrative-domain name. The name can be 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. This command is optional for modes other than server mode. VTP server mode requires a domain name. If the switch has a trunk connection to a VTP domain, the switch learns the domain name from the VTP server in the domain. You should configure the VTP domain before configuring other VTP parameters.

Step 4	**vtp mode** {**client** | **server** | **transparent** | **off**} {**vlan** | **mst** | **unknown**}
	Example:
	`Switch(config)# vtp mode server`
		Configures the switch for VTP mode (client, server, transparent, or off).
		• **vlan**—The VLAN database is the default if none are configured.
		• **mst**—The multiple spanning tree (MST) database.
		• **unknown**—An unknown database type.

Step 5	**vtp password** *password* **Example:**	(Optional) Sets the password for the VTP domain. The password can be 8 to 64 characters. If you configure a VTP

	Command or Action	Purpose
	`Switch(config)# vtp password mypassword`	password, the VTP domain does not function properly if you do not assign the same password to each switch in the domain.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show vtp status** **Example:** `Switch# show vtp status`	Verifies your entries in the *VTP Operating Mode* and the *VTP Domain Name* fields of the display.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves the configuration in the startup configuration file. Only VTP mode and domain name are saved in the switch running configuration and can be copied to the startup configuration file.

Configuring a VTP Version 3 Password

You can configure a VTP version 3 password on the switch.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **vtp version 3**
4. **vtp password** *password* [**hidden** | **secret**]
5. **end**
6. **show vtp password**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**vtp version 3** **Example:** `Switch(config)# vtp version 3`	Enables VTP version 3 on the device. The default is VTP version 1.
Step 4	**vtp password** *password* [**hidden** | **secret**] **Example:** `Switch(config)# vtp password mypassword hidden`	(Optional) Sets the password for the VTP domain. The password can be 8 to 64 characters. • (Optional) **hidden**—Saves the secret key generated from the password string in the nvram:vlan.dat file. If you configure a takeover by configuring a VTP primary server, you are prompted to reenter the password. • (Optional) **secret**—Directly configures the password. The secret password must contain 32 hexadecimal characters.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show vtp password** **Example:** `Switch# show vtp password`	Verifies your entries. The output appears like this: VTP password: 89914640C8D90868B6A0D8103847A733
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring a VTP Version 3 Primary Server

When you configure a VTP server as a VTP primary server, the takeover operation starts.

SUMMARY STEPS

1. **vtp version 3**
2. **vtp primary** [**vlan** | **mst**] [**force**]

DETAILED STEPS

	Command or Action	Purpose
Step 1	**vtp version 3** **Example:** `Switch(config)# vtp version 3`	Enables VTP version 3 on the device. The default is VTP version 1.
Step 2	**vtp primary** [**vlan** | **mst**] [**force**] **Example:** `Switch# vtp primary vlan force`	Changes the operational state of a switch from a secondary server (the default) to a primary server and advertises the configuration to the domain. If the switch password is configured as **hidden**, you are prompted to reenter the password. • (Optional) **vlan**—Selects the VLAN database as the takeover feature. This is the default. • (Optional) **mst**—Selects the multiple spanning tree (MST) database as the takeover feature. • (Optional) **force**—Overwrites the configuration of any conflicting servers. If you do not enter **force**, you are prompted for confirmation before the takeover.

Enabling the VTP Version

VTP version 2 and version 3 are disabled by default.

- When you enable VTP version 2 on a switch , every VTP version 2-capable switch in the VTP domain enables version 2. To enable VTP version 3, you must manually configure it on each switch .
- With VTP versions 1 and 2, you can configure the version only on switches in VTP server or transparent mode. If a switch is running VTP version 3, you can change to version 2 when the switch is in client mode if no extended VLANs exist, and no hidden password was configured.

Caution VTP version 1 and VTP version 2 are not interoperable on switches in the same VTP domain. Do not enable VTP version 2 unless every switch in the VTP domain supports version 2.

- In TrCRF and TrBRF Token Ring environments, you must enable VTP version 2 or VTP version 3 for Token Ring VLAN switching to function properly. For Token Ring and Token Ring-Net media, disable VTP version 2.

- **Caution** In VTP version 3, both the primary and secondary servers can exist on an instance in the domain.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **vtp version** {**1** | **2** | **3**}
4. **end**
5. **show vtp status**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**vtp version** {**1** | **2** | **3**}
	Example:
	`Switch(config)# vtp version 2`
		Enables the VTP version on the switch. The default is VTP version 1.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show vtp status** **Example:** `Switch# show vtp status`	Verifies that the configured VTP version is enabled.

	Command or Action	Purpose
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Enabling VTP Pruning

Before you begin

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 actions:

- 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. 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.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **vtp pruning**
4. **end**
5. **show vtp status**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**vtp pruning**	Enables pruning in the VTP administrative domain.

	Command or Action	Purpose
	Example: `Switch(config)# vtp pruning`	By default, pruning is disabled. You need to enable pruning on only one switch in VTP server mode.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show vtp status** **Example:** `Switch# show vtp status`	Verifies your entries in the *VTP Pruning Mode* field of the display.

Configuring VTP on a Per-Port Basis

With VTP version 3, you can enable or disable VTP on a per-port basis. You can enable VTP only on ports that are in trunk mode. Incoming and outgoing VTP traffic are blocked, not forwarded.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **vtp**
5. **end**
6. **show running-config interface** *interface-id*
7. **show vtp status**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet0/1`	Identifies an interface, and enters interface configuration mode.
Step 4	**vtp** **Example:** `Switch(config-if)# vtp`	Enables VTP on the specified port.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config interface** *interface-id* **Example:** `Switch# show running-config interface gigabitethernet 1/0/1`	Verifies the change to the port.
Step 7	**show vtp status** **Example:** `Switch# show vtp status`	Verifies the configuration.

Adding a VTP Client Switch to a VTP Domain

Follow these steps to verify and reset the VTP configuration revision number on a switch *before* adding it to a VTP domain.

Before you begin

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. With VTP versions 1 and 2, adding a switch that has a revision number higher than the revision number in the VTP domain can erase all VLAN information from the VTP server and VTP domain. With VTP version 3, the VLAN information is not erased.

You can use the **vtp mode transparent** global configuration command to disable VTP on the switch and then to change its VLAN information without affecting the other switches in the VTP domain.

SUMMARY STEPS

1. **enable**
2. **show vtp status**
3. **configure terminal**
4. **vtp domain** *domain-name*
5. **end**
6. **show vtp status**
7. **configure terminal**
8. **vtp domain** *domain-name*
9. **end**
10. **show vtp status**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**show vtp status** **Example:** `Switch# show vtp status`	Checks 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 substeps: • Write down the domain name. • Write down the configuration revision number. • Continue with the next steps to reset the switch configuration revision number.
Step 3	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 4	**vtp domain** *domain-name* **Example:** `Switch(config)# vtp domain domain123`	Changes the domain name from the original one displayed in Step 1 to a new name.

	Command or Action	Purpose

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode. The VLAN information on the switch is updated and the configuration revision number is reset to 0.

Step 6	**show vtp status** **Example:** `Switch# show vtp status`	Verifies that the configuration revision number has been reset to 0.
Step 7	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 8	**vtp domain** *domain-name* **Example:** `Switch(config)# vtp domain domain012`	Enters the original domain name on the switch

Step 9	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode. The VLAN information on the switch is updated.

Step 10	**show vtp status** **Example:** `Switch# show vtp status`	(Optional) Verifies that the domain name is the same as in Step 1 and that the configuration revision number is 0. After resetting the configuration revision number, add the switch to the VTP domain. **Note** You can use the **vtp mode transparent** global configuration command to disable VTP on the switch and then to change its VLAN information without affecting the other switches in the VTP domain.

Monitoring VTP

This section describes commands used to display and monitor the VTP configuration.

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 53: VTP Monitoring Commands

Command	Purpose
show vtp counters	Displays counters about VTP messages that have been sent and received.
show vtp devices [**conflict**]	Displays information about all VTP version 3 devices in the domain. Conflicts are VTP version 3 devices with conflicting primary servers. The **show vtp devices** command does not display information when the switch is in transparent or off mode.
show vtp interface [*interface-id*]	Displays VTP status and configuration for all interfaces or the specified interface.
show vtp password	Displays the VTP password. The form of the password displayed depends on whether or not the **hidden** keyword was entered and if encryption is enabled on the switch.
show vtp status	Displays the VTP switch configuration information.

Configuration Examples for VTP

Example: Configuring a Switch as the Primary Server

This example shows how to configure a switch as the primary server for the VLAN database (the default) when a hidden or secret password was configured:

```
Switch# vtp primary vlan
Enter VTP password: mypassword
This switch is becoming Primary server for vlan feature in the VTP  domain

VTP Database Conf Switch ID      Primary Server Revision System Name
------------ ---- -------------- -------------- -------- --------------------
VLANDB       Yes  00d0.00b8.1400=00d0.00b8.1400 1        stp7

Do you want to continue (y/n) [n]? y
```

Where to Go Next

After configuring VTP, you can configure the following:

- VLANs

- VLAN trunking

Additional References

Standards and RFCs

Standard/RFC	Title
RFC 1573	Evolution of the Interfaces Group of MIB-II
RFC 1757	Remote Network Monitoring Management
RFC 2021	SNMPv2 Management Information Base for the Transmission Control Protocol using SMIv2

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

CHAPTER 22

Configuring Voice VLANs

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Prerequisites for Voice VLANs

The following are the prerequisites for voice VLANs:

- Voice VLAN configuration is only supported on switch access ports; voice VLAN configuration is not supported on trunk ports.

  Note Trunk ports can carry any number of voice VLANs, similar to regular VLANs. The configuration of voice VLANs is not supported on trunk ports.

- Before you enable voice VLAN, we recommend that you enable QoS on the switch by entering the **mls qos** global configuration command and configure the port trust state to trust by entering the **mls qos trust cos** interface configuration command. If you use the auto-QoS feature, these settings are automatically configured.

- Before you enable voice VLAN, enable QoS on the switch by entering the **trust device cisco-phone** interface configuration command. If you use the auto QoS feature, these settings are automatically configured.
- You must enable CDP on the switch port connected to the Cisco IP Phone to send the configuration to the phone. (CDP is globally enabled by default on all switch interfaces.)

Restrictions for Voice VLANs

You cannot configure static secure MAC addresses in the voice VLAN.

Information About Voice VLAN

Voice VLANs

The voice VLAN feature enables access ports to carry IP voice traffic from an IP phone. When the switch is connected to a Cisco 7960 IP Phone, the phone sends voice traffic with Layer 3 IP precedence and Layer 2 class of service (CoS) values, which are both set to 5 by default. 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 CoS. QoS uses classification and scheduling to send network traffic from the switch in a predictable manner.

The Cisco 7960 IP Phone is a configurable device, and you can configure it to forward traffic with an IEEE 802.1p priority. You can configure the switch to trust or override the traffic priority assigned by a Cisco IP Phone.

Cisco IP Phone Voice Traffic

You can 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. You can configure access ports on the switch to send Cisco Discovery Protocol (CDP) packets that instruct an attached phone to send voice traffic to the switch in any of these ways:

- In the voice VLAN tagged with a Layer 2 CoS priority value
- In the access VLAN tagged with a Layer 2 CoS priority value
- In the access VLAN, untagged (no Layer 2 CoS priority value)

Note In all configurations, the voice traffic carries a Layer 3 IP precedence value (the default is 5 for voice traffic and 3 for voice control traffic).

Cisco IP Phone Data Traffic

The switch can also process tagged data traffic (traffic in IEEE 802.1Q or IEEE 802.1p frame types) from the device attached to the access port on the Cisco IP Phone. You can configure Layer 2 access ports on the switch to send CDP packets that instruct the attached phone to configure the phone access port in one of these modes:

- In trusted mode, all traffic received through the access port on the Cisco IP Phone passes through the phone unchanged.
- In untrusted mode, all traffic in IEEE 802.1Q or IEEE 802.1p frames received through the access port on the Cisco IP Phone receive a configured Layer 2 CoS value. The default Layer 2 CoS value is 0. Untrusted mode is the default.

Note Untagged traffic from the device attached to the Cisco IP Phone passes through the phone unchanged, regardless of the trust state of the access port on the phone.

Voice VLAN Configuration Guidelines

- Because a Cisco 7960 IP Phone also supports a connection to a PC or other device, a port connecting the switch to a Cisco IP Phone can carry mixed traffic. You can configure a port to decide how the Cisco IP Phone carries voice traffic and data traffic.
- The voice VLAN should be present and active on the switch for the IP phone to correctly communicate on the voice VLAN. Use the **show vlan** privileged EXEC command to see if the VLAN is present (listed in the display). If the VLAN is not listed, create the voice VLAN.
- The Power over Ethernet (PoE) switches are capable of automatically providing power to Cisco pre-standard and IEEE 802.3af-compliant powered devices if they are not being powered by an AC power source.
- 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.
- If the Cisco IP Phone and a device attached to the phone are in the same VLAN, they must be in the same IP subnet. These conditions indicate that they are in the same VLAN:
  - They both use IEEE 802.1p or untagged frames.
  - The Cisco IP Phone uses IEEE 802.1p frames, and the device uses untagged frames.
  - The Cisco IP Phone uses untagged frames, and the device uses IEEE 802.1p frames.
  - The Cisco IP Phone uses IEEE 802.1Q frames, and the voice VLAN is the same as the access VLAN.
- The Cisco IP Phone and a device attached to the phone cannot communicate if they are in the same VLAN and subnet but use different frame types because traffic in the same subnet is not routed (routing would eliminate the frame type difference).
- Voice VLAN ports can also be these port types:
  - Dynamic access port.
  - IEEE 802.1x authenticated port.

Note If you enable IEEE 802.1x on an access port on which a voice VLAN is configured and to which a Cisco IP Phone is connected, the phone loses connectivity to the switch for up to 30 seconds.

- Protected port.
- A source or destination port for a SPAN or RSPAN session.
- Secure port.

Note 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 two plus the maximum number of secure addresses allowed on the access VLAN. When the port is connected to a Cisco IP Phone, the phone requires up to two MAC addresses. The phone address is learned on the voice VLAN and might also be learned on the access VLAN. Connecting a PC to the phone requires additional MAC addresses.

How to Configure Voice VLAN

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 CoS value is not trusted for IEEE 802.1p or IEEE 802.1Q tagged traffic.

Configuring Cisco IP Phone Voice Traffic

You can configure a port connected to the Cisco IP Phone to send CDP packets to the phone to configure the way in which the phone sends voice traffic. The phone can carry voice traffic in IEEE 802.1Q frames for a specified voice VLAN with a Layer 2 CoS value. It can use IEEE 802.1p priority tagging to give voice traffic a higher priority and forward all voice traffic through the native (access) VLAN. The Cisco IP Phone can also send untagged voice traffic or use its own configuration to send voice traffic in the access VLAN. In all configurations, the voice traffic carries a Layer 3 IP precedence value (the default is 5).

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **mls qos trust cos**

5. **switchport voice** {**vlan**{*vlan-id* | **dot1p** | **none** | **untagged**}}
6. **end**
7. Use one of the following:
   - **show interfaces** *interface-id* **switchport**
   - **show running-config interface** *interface-id*
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Device> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Device# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Device(config)# interface gigabitethernet 1/0/1`	Specifies the interface connected to the phone, and enters interface configuration mode.
Step 4	**mls qos trust cos** **Example:** `Device(config-if)# mls qos trust cos`	Configures the interface to classify incoming traffic packets by using the packet CoS value. For untagged packets, the port default CoS value is used. **Note** Before configuring the port trust state, you must first globally enable QoS by using the **mls qos** global configuration command.

Step 5	**switchport voice** {**vlan**{*vlan-id* | **dot1p** | **none** | **untagged**}}
	Example:
	`Device(config-if)# switchport voice vlan dot1p`
		Configures the voice VLAN.
		• *vlan-id*—Configures the phone to forward all voice traffic through the specified VLAN. By default, the Cisco IP Phone forwards the voice traffic with an IEEE 802.1Q priority of 5. Valid VLAN IDs are 1 to 4094.
		• **dot1p**—Configures the switch to accept voice and data IEEE 802.1p priority frames tagged with VLAN ID 0 (the native VLAN). By default, the switch drops all voice and data traffic tagged with VLAN 0. If configured for 802.1p the Cisco IP Phone forwards the traffic with an IEEE 802.1p priority of 5.

	Command or Action	Purpose
		• **none**—Allows the phone to use its own configuration to send untagged voice traffic. • **untagged**—Configures the phone to send untagged voice traffic.

Step 6	**end**
	Example:
	`Device(config-if)# end`
		Returns to privileged EXEC mode.

Step 7	Use one of the following:
	• **show interfaces** *interface-id* **switchport**
	• **show running-config interface** *interface-id*
	Example:
	`Device# show interfaces gigabitethernet 1/0/1 switchport`
	or
	`Device# show running-config interface gigabitethernet 1/0/1`
		Verifies your voice VLAN entries or your QoS and voice VLAN entries.

Step 8	**copy running-config startup-config** **Example:** `Device# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring the Priority of Incoming Data Frames

You can connect a PC or other data device to a Cisco IP Phone port. To process tagged data traffic (in IEEE 802.1Q or IEEE 802.1p frames), you can configure the switch to send CDP packets to instruct the phone how to send data packets from the device attached to the access port on the Cisco IP Phone. The PC can generate packets with an assigned CoS value. You can configure the phone to not change (trust) or to override (not trust) the priority of frames arriving on the phone port from connected devices.

Follow these steps to set the priority of data traffic received from the non-voice port on the Cisco IP Phone:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **switchport priority extend** {**cos** *value* | **trust**}

5. **end**
6. **show interfaces** *interface-id* **switchport**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/1`	Specifies the interface connected to the Cisco IP Phone, and enters interface configuration mode.

Step 4	**switchport priority extend** {**cos** *value* | **trust**}
	Example:
	`Switch(config-if)# switchport priority extend trust`
		Sets the priority of data traffic received from the Cisco IP Phone access port:
		• **cos** *value*—Configures the phone to override the priority received from the PC or the attached device with the specified CoS value. The value is a number from 0 to 7, with 7 as the highest priority. The default priority is **cos** 0.
		• **trust**—Configures the phone access port to trust the priority received from the PC or the attached device.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 6	**show interfaces** *interface-id* **switchport** **Example:** `Switch# show interfaces gigabitethernet1/0/1 switchport`	Verifies your entries.

	Command or Action	Purpose
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Monitoring Voice VLAN

To display voice VLAN configuration for an interface, use the **show interfaces** *interface-id* **switchport** privileged EXEC command.

Where to Go Next

After configuring voice VLANs, you can configure the following:

- VLANs
- VLAN Trunking
- VTP

Additional References

Related Documents

Related Topic	Document Title
CLI commands	

Standards and RFCs

Standard/RFC	Title
RFC 1573	Evolution of the Interfaces Group of MIB-II
RFC 1757	Remote Network Monitoring Management
RFC 2021	SNMPv2 Management Information Base for the Transmission Control Protocol using SMIv2

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

PART XV

Configuring STP and MSTP

CHAPTER 23

Configuring Spanning Tree Protocol

This chapter describes how to configure the Spanning Tree Protocol (STP) on port-based VLANs on the Catalyst switches. The switch can use either the per-VLAN spanning-tree plus (PVST+) protocol based on the IEEE 802.1D standard and Cisco proprietary extensions, or the rapid per-VLAN spanning-tree plus (rapid-PVST+) protocol based on the IEEE 802.1w standard. A switch stack appears as a single spanning-tree node to the rest of the network, and all stack members use the same bridge ID.

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Restrictions for STP

- An attempt to configure a switch as the root switch fails if the value necessary to be the root switch is less than 1.
- If your network consists of switches that support 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.
- 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.

Information About Spanning Tree Protocol

Spanning Tree Protocol

Spanning Tree Protocol (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 bridge in the spanning tree
- Backup—A blocked port in a loopback configuration

The switch that has *all* of its ports as the designated role or as the backup role is the root switch. The switch that has at least *one* of its ports in the designated role is called the designated switch.

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 ports on a switch are part of a loop, the spanning-tree and path cost settings control which port is put in the forwarding state and which is put in the blocking state. The spanning-tree port priority value represents the location of a port in the network topology and how well it is located to pass traffic. The path cost value represents the media speed.

Note By default, the switch sends keepalive messages (to ensure the connection is up) only on interfaces that do not have small form-factor pluggable (SFP) modules. You can change the default for an interface by entering the [**no**] **keepalive** interface configuration command with no keywords.

Spanning-Tree Topology and BPDUs

The stable, active spanning-tree topology of a switched network is controlled by these elements:

- The unique bridge ID (switch priority and MAC address) associated with each VLAN on each switch. In a switch stack, all switches use the same bridge ID for a given spanning-tree instance.

- 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). See the figure following the bullets.

  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, .
- 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.

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, Device Priority, and Extended System ID

The IEEE 802.1D standard requires that each switch has an unique bridge identifier (bridge ID), which controls the selection of the root switch. Because each VLAN is considered as a different *logical bridge* with PVST+ and Rapid PVST+, the same switch must have a different bridge ID for each configured VLAN. Each VLAN on the switch has a unique 8-byte bridge ID. The 2 most-significant bytes are used for the switch priority, and the remaining 6 bytes are derived from the switch MAC address.

The switch supports the IEEE 802.1t spanning-tree extensions, and 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.

The 2 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 54: Device Priority Value and Extended System ID

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.

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.

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:

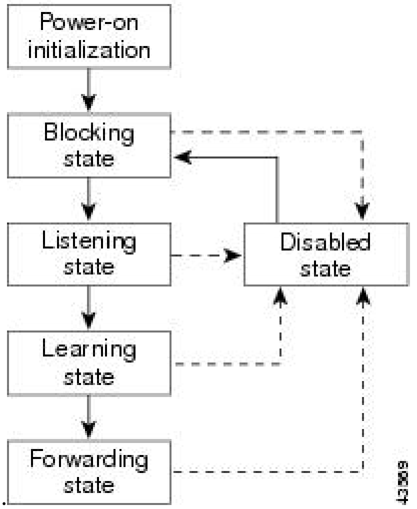
- Blocking—The interface does not participate in frame forwarding.
- Listening—The first transitional state after the blocking state when the spanning tree decides that the interface should participate in frame forwarding.
- Learning—The interface prepares to participate in frame forwarding.
- Forwarding—The 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 33: Spanning-Tree Interface States



An interface moves through the 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 move the interface to the blocking state.
2. While spanning tree waits for 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 switch interface. 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 interface moves to the listening state. An interface always enters the blocking state after switch initialization.

An interface in the blocking state performs these functions:

- Discards frames received on the interface
- 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 decides that the interface should participate in frame forwarding.

An interface in the listening state performs these functions:

- Discards frames received on the interface
- 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 these functions:

- Discards frames received on the interface
- 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 these functions:

- Receives and forwards frames received on the interface
- Forwards frames switched from another interface
- 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 these functions:

- Discards frames received on the interface
- Discards frames switched from another interface for forwarding

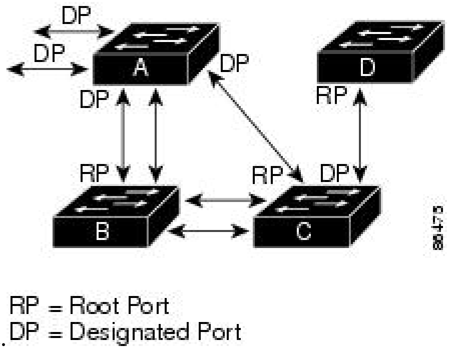
- Does not learn addresses
- Does not receive BPDUs

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.

Figure 34: Spanning-Tree Topology

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.



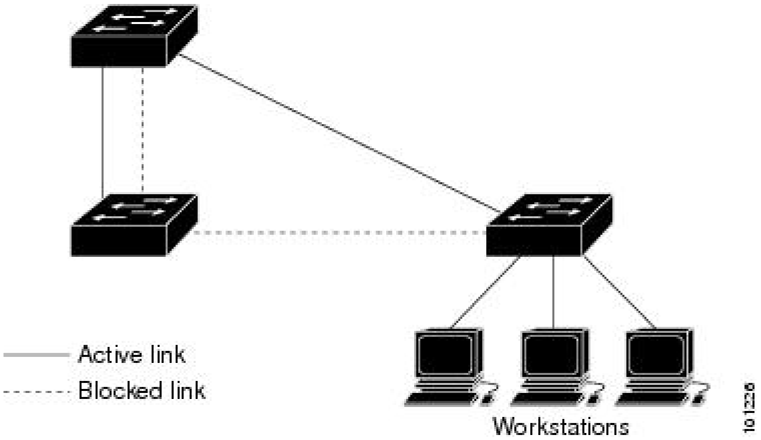
When the spanning-tree topology is calculated based on default parameters, the path between source and destination end stations in a switched network might not be ideal. For instance, connecting higher-speed links to an interface that has a higher number than the root port can cause a root-port change. 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 port to a higher priority (lower numerical value) than the root port, the Gigabit Ethernet port becomes the new root port.

Spanning Tree and Redundant Connectivity

Figure 35: 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. 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 highest value.



You can also create redundant links between switches by using EtherChannel groups.

Spanning-Tree Address Management

IEEE 802.1D specifies 17 multicast addresses, ranging from 0x00180C2000000 to 0x0180C2000010, to be used by different bridge protocols. These addresses are static addresses that cannot be removed.

Regardless of the spanning-tree state, each switch in the stack receives but does not forward packets destined for addresses between 0x0180C2000000 and 0x0180C200000F.

If spanning tree is enabled, the CPU on the switch or on each switch in the stack receives packets destined for 0x0180C2000000 and 0x0180C2000010. If spanning tree is disabled, the switch or each switch in the stack 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 these spanning-tree modes and protocols:

- PVST+—This spanning-tree mode is based on the IEEE 802.1D standard and Cisco proprietary extensions. 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.

- Rapid PVST+—This spanning-tree mode is the same as PVST+ except that is uses a rapid convergence based on the IEEE 802.1w standard. Beginning from 15.2(4)E release, the STP default mode is Rapid PVST+ . To provide rapid convergence, the Rapid PVST+ immediately deletes dynamically learned MAC address entries on a per-port basis upon receiving a topology change. By contrast, PVST+ uses a short aging time for dynamically learned MAC address entries.

  Rapid PVST+ uses the same configuration as PVST+ (except where noted), and the switch needs only minimal extra configuration. The benefit of Rapid PVST+ is that you can migrate a large PVST+ install base to Rapid PVST+ without having to learn the complexities of the Multiple Spanning Tree Protocol (MSTP) configuration and without having to reprovision your network. In Rapid PVST+ mode, each VLAN runs its own spanning-tree instance up to the maximum supported.

- MSTP—This spanning-tree mode is based on the IEEE 802.1s standard. You can map multiple VLANs to the same spanning-tree instance, which reduces the number of spanning-tree instances required to support a large number of VLANs. The MSTP runs on top of the RSTP (based on IEEE 802.1w), which provides for rapid convergence of the spanning tree by eliminating the forward delay and by quickly transitioning root ports and designated ports to the forwarding state. In a switch stack, the cross-stack rapid transition (CSRT) feature performs the same function as RSTP. You cannot run MSTP without RSTP or CSRT.

Supported Spanning-Tree Instances

In PVST+ or Rapid PVST+ mode, the switch or switch stack supports up to 128 spanning-tree instances.

In MSTP mode, the switch or switch stack supports up to 65 MST instances. The number of VLANs that can be mapped to a particular MST instance is unlimited.

Spanning-Tree Interoperability and Backward Compatibility

In a mixed 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.

All stack members run the same version of spanning tree (all PVST+, all Rapid PVST+, or all MSTP).

Table 55: PVST+, MSTP, and Rapid-PVST+ Interoperability and Compatibility

	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

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 IEEE 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 IEEE 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 IEEE 802.1Q VLAN of the trunk with the spanning-tree instance of the non-Cisco IEEE 802.1Q switch.

However, all PVST+ or Rapid PVST+ information is maintained by Cisco switches separated by a cloud of non-Cisco IEEE 802.1Q switches. The non-Cisco IEEE 802.1Q cloud separating the Cisco switches is treated as a single trunk link between the switches.

Rapid PVST+ is automatically enabled on IEEE 802.1Q trunks, and no user configuration is required. The external spanning-tree behavior on access ports and Inter-Switch Link (ISL) trunk ports is not affected by PVST+.

How to Configure Spanning-Tree Features

Default Spanning-Tree Configuration

Table 56: Default Spanning-Tree Configuration

Feature	Default Setting
Enable state	Enabled on VLAN 1.
Spanning-tree mode	Rapid PVST+ (PVST+ and MSTP are disabled.)
Switch priority	32768
Spanning-tree port priority (configurable on a per-interface basis)	128
Spanning-tree port cost (configurable on a per-interface basis)	1000 Mb/s: 4 100 Mb/s: 19 10 Mb/s: 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 Mb/s: 4 100 Mb/s: 19 10 Mb/s: 100

Feature	Default Setting
Spanning-tree timers	Hello time: 2 seconds Forward-delay time: 15 seconds Maximum-aging time: 20 seconds Transmit hold count: 6 BPDUs

Note Beginning in Cisco IOS Release 15.2(4)E, the default STP mode is Rapid PVST+.

Spanning-Tree Configuration Guidelines

Each stack member runs its own spanning tree, and the entire stack appears as a single switch to the rest of the network.

If more VLANs are defined in the VTP than there are spanning-tree instances, you can enable PVST+ or rapid PVST+ on only 128 VLANs on the switch or each switch stack. The remaining VLANs operate with spanning tree disabled. However, you can map multiple VLANs to the same spanning-tree instances by using MSTP.

If 128 instances of spanning tree are already in use, you can disable spanning tree 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.

Note If you have already used all available spanning-tree instances on your switch, adding another VLAN anywhere in the VTP domain creates a VLAN that is not running spanning tree on that switch. If you have the default allowed list on the trunk ports of that switch, the new VLAN is carried on all trunk ports. Depending on the topology of the network, this could create a loop in the new VLAN that will not be broken, particularly if there are several adjacent switches that have all run out of spanning-tree instances. You can prevent this possibility by setting up allowed lists on the trunk ports of switches that have used up their allocation of spanning-tree instances. Setting up allowed lists is not necessary in many cases and can make it more labor-intensive to add another VLAN to the network.

Spanning-tree commands control 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.

The switch supports PVST+, rapid PVST+, and MSTP, but only one version can be active at any time. (For example, all VLANs run PVST+, all VLANs run rapid PVST+, or all VLANs run MSTP.)

Caution Loop guard works only on point-to-point links. We recommend that each end of the link has a directly connected device that is running STP.

Changing the Spanning-Tree Mode

The switch supports three spanning-tree modes: per-VLAN spanning tree plus (PVST+), Rapid PVST+, or multiple spanning tree protocol (MSTP). By default, the switch runs the Rapid PVST+ protocol.

If you want to enable a mode that is different from the default mode, this procedure is required.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree mode** {**pvst** | **mst** | **rapid-pvst**}
4. **interface** *interface-id*
5. **spanning-tree link-type point-to-point**
6. **end**
7. **clear spanning-tree detected-protocols**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**spanning-tree mode** {**pvst** | **mst** | **rapid-pvst**}
	Example:
	`Switch(config)# spanning-tree mode pvst`
		Configures a spanning-tree mode.
		All stack members run the same version of spanning tree.
		• Select **pvst** to enable PVST+.
		• Select **mst** to enable MSTP.
		• Select **rapid-pvst** to enable rapid PVST+.

	Command or Action	Purpose
Step 4	**interface** *interface-id* **Example:** `Switch(config)# interface GigabitEthernet1/0/1`	Specifies an interface to configure, and enters interface configuration mode. Valid interfaces include physical ports, VLANs, and port channels. The VLAN ID range is 1 to 4094. The port-channel range is 1 to .
Step 5	**spanning-tree link-type point-to-point** **Example:** `Switch(config-if)# spanning-tree link-type point-to-point`	Specifies that the link type for this port is point-to-point. If you connect this port (local port) to a remote port through a point-to-point link and the local port becomes a designated port, the switch negotiates with the remote port and rapidly changes the local port to the forwarding state.

Step 6	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 7	**clear spanning-tree detected-protocols** **Example:** `Switch# clear spanning-tree detected-protocols`	If any port on the switch is connected to a port on a legacy IEEE 802.1D switch, this command restarts the protocol migration process on the entire switch. This step is optional if the designated switch detects that this switch is running rapid PVST+.

Disabling Spanning Tree

Spanning tree is enabled by default on VLAN 1 and on all newly created VLANs up to the spanning-tree limit. Disable spanning tree only if you are sure there are no loops in the network topology.

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Caution When spanning tree is disabled and loops are present in the topology, excessive traffic and indefinite packet duplication can drastically reduce network performance.

This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **no spanning-tree vlan** *vlan-id*
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:**	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
	`Switch> enable`	
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**no spanning-tree vlan** *vlan-id* **Example:** `Switch(config)# no spanning-tree vlan 300`	For *vlan-id*, the range is 1 to 4094.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

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 theswitch 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 as 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 software 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.

Note If your network consists of switches that support 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.

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.

This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree vlan** *vlan-id* **root primary** [**diameter** *net-diameter* [**hello-time** *seconds*]]
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree vlan** *vlan-id* **root primary** [**diameter** *net-diameter* [**hello-time** *seconds*]] **Example:** `Switch(config)# spanning-tree vlan 20-24 root primary diameter 4hello-time 5`	Configures a switch to become the root for the specified VLAN. • For *vlan-id*, 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 4094. • (Optional) For **diameter** *net-diameter*, specify the maximum number of switches between any two end stations. The range is 2 to 7. • (Optional) For **hello-time***seconds* seconds, specify the interval in seconds between the generation of configuration messages by the root switch. The range is 1 to 10; the default is 2.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

What to do next

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 through 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.

Configuring a Secondary Root Device

When you configure a switch as the secondary root, the switch priority is modified from the default value (32768) to 28672. With this priority, the switch is 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 that you used when you configured the primary root switch with the **spanning-tree vlan** *vlan-id* **root primary** global configuration command.

This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree vlan** *vlan-id* **root secondary** [**diameter** *net-diameter* [**hello-time** *seconds*]]
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree vlan** *vlan-id* **root secondary** [**diameter** *net-diameter* [**hello-time** *seconds*]] **Example:** `Switch(config)# spanning-tree vlan 20-24 root secondary diameter 4hello-time 5`	Configures a switch to become the secondary root for the specified VLAN. • For *vlan-id*, 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 4094. • (Optional) For **diameter** *net-diameter*, specify the maximum number of switches between any two end stations. The range is 2 to 7. • (Optional) For **hello-time***seconds* seconds, specify the interval in seconds between the generation of configuration messages by the root switch. The range is 1 to 10; the default is 2.

	Command or Action	Purpose
		Use the same network diameter value that you used when configuring the primary root switch.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring 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 to select first and lower priority values (higher numerical values) that you want to select 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.

This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **spanning-tree port-priority** *priority*
5. **spanning-tree vlan** *vlan-id* **port-priority** *priority*
6. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/2`	Specifies an interface to configure, and enters interface configuration mode. Valid interfaces include physical ports and port-channel logical interfaces (**port-channel** *port-channel-number*).

	Command or Action	Purpose
Step 4	**spanning-tree port-priority** *priority* **Example:** `Switch(config-if)# spanning-tree port-priority 0`	Configures the port priority for an interface. For *priority*, the range is 0 to 240, in increments of 16; the default is 128. Valid values are 0, 16, 32, 48, 64, 80, 96, 112, 128, 144, 160, 176, 192, 208, 224, and 240. All other values are rejected. The lower the number, the higher the priority.
Step 5	**spanning-tree vlan** *vlan-id* **port-priority** *priority* **Example:** `Switch(config-if)# spanning-tree vlan 20-25 port-priority 0`	Configures the port priority for a VLAN. • For *vlan-id*, 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 4094. • For *priority*, the range is 0 to 240, in increments of 16; the default is 128. Valid values are 0, 16, 32, 48, 64, 80, 96, 112, 128, 144, 160, 176, 192, 208, 224, and 240. All other values are rejected. The lower the number, the higher the priority.

Step 6	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Configuring 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 to select first and higher cost values that you want to select last. If all interfaces have the same cost value, spanning tree puts the interface with the lowest interfacenumber in the forwarding state and blocks the other interfaces.

This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **spanning-tree cost** *cost*
5. **spanning-tree vlan** *vlan-id* **cost** *cost*
6. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Specifies an interface to configure, and enters interface configuration mode. Valid interfaces include physical ports and port-channel logical interfaces (**port-channel** *port-channel-number*).
Step 4	**spanning-tree cost** *cost* **Example:** `Switch(config-if)# spanning-tree cost 250`	Configures 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 *cost*, the range is 1 to 200000000; the default value is derived from the media speed of the interface.
Step 5	**spanning-tree vlan** *vlan-id* **cost** *cost* **Example:** `Switch(config-if)# spanning-tree vlan 10,12-15,20 cost 300`	Configures 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. • For *vlan-id*, 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 4094. • For *cost*, the range is 1 to 200000000; the default value is derived from the media speed of the interface.

Step 6	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

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.

Configuring the Device Priority of a VLAN

You can configure the switch priority and make it more likely that a standalone switch or a switch in the stack 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.

This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree vlan** *vlan-id* **priority** *priority*
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree vlan** *vlan-id* **priority** *priority* **Example:** `Switch(config)# spanning-tree vlan 20 priority 8192`	Configures the switch priority of a VLAN. • For *vlan-id*, 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 4094. • For *priority*, 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.

	Command or Action	Purpose

Step 4	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Configuring Spanning-Tree Timers

These timers affect the entire spanning-tree performance.

Table 57: Spanning-Tree Timers

Variable	Description
Hello timer	Controls how often the switch broadcasts hello messages to other switches.
Forward-delay timer	Controls how long each of the listening and learning states last before the interface begins forwarding.
Maximum-age timer	Controls the amount of time the switch stores protocol information received on an interface.
Transmit hold count	Controls the number of BPDUs that can be sent before pausing for 1 second.

Configuring the Hello Time

The hello time is the time interval between configuration messages generated and sent by 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 hello time.

This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **spanning-tree vlan** *vlan-id* **hello-time** *seconds*
3. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:**	Enables privileged EXEC mode. - Enter your password if prompted.

	Command or Action	Purpose
	`Switch> enable`	
Step 2	**spanning-tree vlan** *vlan-id* **hello-time** *seconds* **Example:** `Switch(config)# spanning-tree vlan 20-24 hello-time 3`	Configures the hello time of a VLAN. The hello time is the time interval between configuration messages generated and sent by the root switch. These messages mean that the switch is alive. • For *vlan-id*, 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 4094. • For *seconds*, the range is 1 to 10; the default is 2.

Step 3	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Configuring the Forwarding-Delay Time for a VLAN

This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree vlan** *vlan-id* **forward-time** *seconds*
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree vlan** *vlan-id* **forward-time** *seconds* **Example:**	Configures the forward time of a VLAN. The forwarding delay is the number of seconds an interface waits before

	Command or Action	Purpose
	`Switch(config)# spanning-tree vlan 20,25 forward-time 18`	changing from its spanning-tree learning and listening states to the forward state. • For *vlan-id*, 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 4094. • For *seconds*, the range is 4 to 30; the default is 15.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring the Maximum-Aging Time for a VLAN

This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree vlan** *vlan-id* **max-age** *seconds*
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree vlan** *vlan-id* **max-age** *seconds* **Example:** `Switch(config)# spanning-tree vlan 20 max-age 30`	Configures 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. • For *vlan-id*, you can specify a single VLAN identified by VLAN ID number, a range of VLANs separated

	Command or Action	Purpose
		by a hyphen, or a series of VLANs separated by a comma. The range is 1 to 4094. • For *seconds*, the range is 6 to 40; the default is 20.

Step 4	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Configuring the Transmit Hold-Count

You can configure the BPDU burst size by changing the transmit hold count value.

Note Changing this parameter to a higher value can have a significant impact on CPU utilization, especially in Rapid PVST+ mode. Lowering this value can slow down convergence in certain scenarios. We recommend that you maintain the default setting.

This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree transmit hold-count** *value*
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree transmit hold-count** *value* **Example:**	Configures the number of BPDUs that can be sent before pausing for 1 second. For *value*, the range is 1 to 20; the default is 6.

	Command or Action	Purpose
	`Switch(config)# spanning-tree transmit hold-count 6`	

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Monitoring Spanning-Tree Status

Table 58: Commands for Displaying Spanning-Tree Status

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 vlan *vlan-id*	Displays spanning-tree information for the specified VLAN.
show spanning-tree interface *interface-id*	Displays spanning-tree information for the specified interface.
show spanning-tree interface *interface-id* **portfast**	Displays spanning-tree portfast information for the specified interface.
show spanning-tree summary [**totals**]	Displays a summary of interface states or displays the total lines of the STP state section.

To clear spanning-tree counters, use the **clear spanning-tree** [**interface** i*nterface-id*] privileged EXEC command.

Additional References for Spanning-Tree Protocol

Related Documents

Related Topic	Document Title
Configuring MSTP Configuring Optional Spanning -Tree features Configuring Etherchannels and Linking-State Tracking Configuring VLANs Managing Switch Stacks	Software Configuration Guide, Cisco IOS Release 15.2(2)E (Catalyst 2960, 2960-S, 2960-SF and 2960-Plus Switches)

Related Topic	Document Title
Commands reference	Command Reference, Cisco IOS Release 15.2(2)E (Catalyst 2960, 2960-S, 2960-SF and 2960-Plus Switches)

Standards and RFCs

Standard/RFC	Title
None	—

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

CHAPTER 24

Configuring Multiple Spanning-Tree Protocol

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Prerequisites for MSTP

- For two or more switches to be in the same multiple spanning tree (MST) region, they must have the same VLAN-to-instance map, the same configuration revision number, and the same name.
- For load-balancing across redundant paths in the network to work, all VLAN-to-instance mapping assignments must match; otherwise, all traffic flows on a single link.
- For load-balancing between a per-VLAN spanning tree plus (PVST+) and an MST cloud or between a rapid-PVST+ and an MST cloud to work, all MST boundary ports must be forwarding. MST boundary ports are forwarding when the root of the internal spanning tree (IST) of the MST cloud is the root of the common spanning tree (CST). If the MST cloud consists of multiple MST regions, one of the MST regions must contain the CST root, and all of the other MST regions must have a better path to the root contained within the MST cloud than a path through the PVST+ or rapid-PVST+ cloud. You might have to manually configure the switches in the clouds.

Restrictions for MSTP

- The switch stack supports up to 65 MST instances. The number of VLANs that can be mapped to a particular MST instance is unlimited.
- PVST+, Rapid PVST+, and MSTP are supported, but only one version can be active at any time. (For example, all VLANs run PVST+, all VLANs run Rapid PVST+, or all VLANs run MSTP.)
- VLAN Trunking Protocol (VTP) propagation of the MST configuration is not supported. However, you can manually configure the MST configuration (region name, revision number, and VLAN-to-instance mapping) on each switch within the MST region by using the command-line interface (CLI) or through the Simple Network Management Protocol (SNMP) support.
- Partitioning the network into a large number of regions is not recommended. However, if this situation is unavoidable, we recommend that you partition the switched LAN into smaller LANs interconnected by routers or non-Layer 2 devices.
- A region can have one member or multiple members with the same MST configuration; each member must be capable of processing rapid spanning tree protocol (RSTP) Bridge Protocol Data Units (BPDUs). There is no limit to the number of MST regions in a network, but each region can only support up to 65 spanning-tree instances. You can assign a VLAN to only one spanning-tree instance at a time.

Information About MSTP

MSTP Configuration

MSTP, which uses RSTP for rapid convergence, enables multiple VLANs to be grouped into and mapped to the same spanning-tree instance, reducing the number of spanning-tree instances needed to support a large number of VLANs. The MSTP provides for multiple forwarding paths for data traffic, enables load balancing, and reduces the number of spanning-tree instances required to support a large number of VLANs. It improves the fault tolerance of the network because a failure in one instance (forwarding path) does not affect other instances (forwarding paths).

Note The multiple spanning-tree (MST) implementation is based on the IEEE 802.1s standard.

The most common initial deployment of MSTP is in the backbone and distribution layers of a Layer 2 switched network. This deployment provides the highly available network required in a service-provider environment.

When the switch is in the MST mode, the RSTP, which is based on IEEE 802.1w, is automatically enabled. The RSTP provides rapid convergence of the spanning tree through explicit handshaking that eliminates the IEEE 802.1D forwarding delay and quickly transitions root ports and designated ports to the forwarding state.

Both MSTP and RSTP improve the spanning-tree operation and maintain backward compatibility with equipment that is based on the (original) IEEE 802.1D spanning tree, with existing Cisco-proprietary Multiple Instance STP (MISTP), and with existing Cisco PVST+ and rapid per-VLAN spanning-tree plus (Rapid PVST+).

A switch stack appears as a single spanning-tree node to the rest of the network, and all stack members use the same switch ID.

MSTP Configuration Guidelines

- When you enable MST by using the **spanning-tree mode mst** global configuration command, RSTP is automatically enabled.
- For configuration guidelines about UplinkFast, BackboneFast, and cross-stack UplinkFast, see the relevant sections in the Related Topics section.
- When the switch is in MST mode, it uses the long path-cost calculation method (32 bits) to compute the path cost values. With the long path-cost calculation method, the following path cost values are supported:

Speed	Path Cost Value
10 Mb/s	2,000,000
100 Mb/s	200,000
1 Gb/s	20,000
10 Gb/s	2,000
100 Gb/s	200

Root Switch

The switch maintains a spanning-tree instance for the group of VLANs mapped to it. A switch ID, consisting of the switch priority and the switch MAC address, is associated with each instance. For a group of VLANs, the switch with the lowest switch ID becomes the root switch.

When you configure a switch as the root, you modify the switch priority from the default value (32768) to a significantly lower value so that the switch becomes the root switch for the specified spanning-tree instance. When you enter this command, the switch checks the switch priorities of the root switches. Because of the extended system ID support, the switch sets its own priority for the specified instance to 24576 if this value will cause this switches to become the root for the specified spanning-tree instance.

If any root switch for the specified instance has a switch priority lower than 24576, the switch sets its own priority to 4096 less than the lowest switch priority. (4096 is the value of the least-significant bit of a 4-bit switch priority value. For more information, select "Bridge ID, Switch Priority, and Extended System ID" link in Related Topics.

If your network consists of switches that support 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.

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, which is available only for MST instance 0, 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 through the **spanning-tree mst hello-time**, **spanning-tree mst forward-time**, and the **spanning-tree mst max-age** global configuration commands.

Multiple Spanning-Tree Regions

For switches to participate in multiple spanning-tree (MST) instances, you must consistently configure the switches with the same MST configuration information. A collection of interconnected switches that have the same MST configuration comprises an MST region.

The MST configuration controls to which MST region each switch belongs. The configuration includes the name of the region, the revision number, and the MST VLAN-to-instance assignment map. You configure the switch for a region by specifying the MST region configuration on it. You can map VLANs to an MST instance, specify the region name, and set the revision number. For instructions and an example, select the "Specifying the MST Region Configuration and Enabling MSTP" link in Related Topics.

A region can have one or multiple members with the same MST configuration. Each member must be capable of processing RSTP bridge protocol data units (BPDUs). There is no limit to the number of MST regions in a network, but each region can support up to 65 spanning-tree instances. Instances can be identified by any number in the range from 0 to 4094. You can assign a VLAN to only one spanning-tree instance at a time.

IST, CIST, and CST

Unlike PVST+ and Rapid PVST+ in which all the spanning-tree instances are independent, the MSTP establishes and maintains two types of spanning trees:

- An internal spanning tree (IST), which is the spanning tree that runs in an MST region.

  Within each MST region, the MSTP maintains multiple spanning-tree instances. Instance 0 is a special instance for a region, known as the internal spanning tree (IST). All other MST instances are numbered from 1 to 4094.

  The IST is the only spanning-tree instance that sends and receives BPDUs. All of the other spanning-tree instance information is contained in M-records, which are encapsulated within MSTP BPDUs. Because the MSTP BPDU carries information for all instances, the number of BPDUs that need to be processed to support multiple spanning-tree instances is significantly reduced.

  All MST instances within the same region share the same protocol timers, but each MST instance has its own topology parameters, such as root switch ID, root path cost, and so forth. By default, all VLANs are assigned to the IST.

  An MST instance is local to the region; for example, MST instance 1 in region A is independent of MST instance 1 in region B, even if regions A and B are interconnected.

- A common and internal spanning tree (CIST), which is a collection of the ISTs in each MST region, and the common spanning tree (CST) that interconnects the MST regions and single spanning trees.

  The spanning tree computed in a region appears as a subtree in the CST that encompasses the entire switched domain. The CIST is formed by the spanning-tree algorithm running among switches that support the IEEE 802.1w, IEEE 802.1s, and IEEE 802.1D standards. The CIST inside an MST region is the same as the CST outside a region.

Operations Within an MST Region

The IST connects all the MSTP switches in a region. When the IST converges, the root of the IST becomes the CIST regional root. It is the switch within the region with the lowest switch ID and path cost to the CIST root. The CIST regional root is also the CIST root if there is only one region in the network. If the CIST root is outside the region, one of the MSTP switches at the boundary of the region is selected as the CIST regional root.

When an MSTP switch initializes, it sends BPDUs claiming itself as the root of the CIST and the CIST regional root, with both of the path costs to the CIST root and to the CIST regional root set to zero. The switch also initializes all of its MST instances and claims to be the root for all of them. If the switch receives superior MST root information (lower switch ID, lower path cost, and so forth) than currently stored for the port, it relinquishes its claim as the CIST regional root.

During initialization, a region might have many subregions, each with its own CIST regional root. As switches receive superior IST information, they leave their old subregions and join the new subregion that contains the true CIST regional root. All subregions shrink except for the one that contains the true CIST regional root.

For correct operation, all switches in the MST region must agree on the same CIST regional root. Therefore, any two switches in the region only synchronize their port roles for an MST instance if they converge to a common CIST regional root.

Operations Between MST Regions

If there are multiple regions or legacy IEEE 802.1D switches within the network, MSTP establishes and maintains the CST, which includes all MST regions and all legacy STP switches in the network. The MST instances combine with the IST at the boundary of the region to become the CST.

The IST connects all the MSTP switches in the region and appears as a subtree in the CIST that encompasses the entire switched domain. The root of the subtree is the CIST regional root. The MST region appears as a virtual switch to adjacent STP switches and MST regions.

Only the CST instance sends and receives BPDUs, and MST instances add their spanning-tree information into the BPDUs to interact with neighboring switches and compute the final spanning-tree topology. Because of this, the spanning-tree parameters related to BPDU transmission (for example, hello time, forward time, max-age, and max-hops) are configured only on the CST instance but affect all MST instances. Parameters related to the spanning-tree topology (for example, switch priority, port VLAN cost, and port VLAN priority) can be configured on both the CST instance and the MST instance.

MSTP switches use Version 3 RSTP BPDUs or IEEE 802.1D STP BPDUs to communicate with legacy IEEE 802.1D switches. MSTP switches use MSTP BPDUs to communicate with MSTP switches.

IEEE 802.1s Terminology

Some MST naming conventions used in Cisco's prestandard implementation have been changed to identify some *internal* or *regional* parameters. These parameters are significant only within an MST region, as opposed to external parameters that are relevant to the whole network. Because the CIST is the only spanning-tree instance that spans the whole network, only the CIST parameters require the external rather than the internal or regional qualifiers.

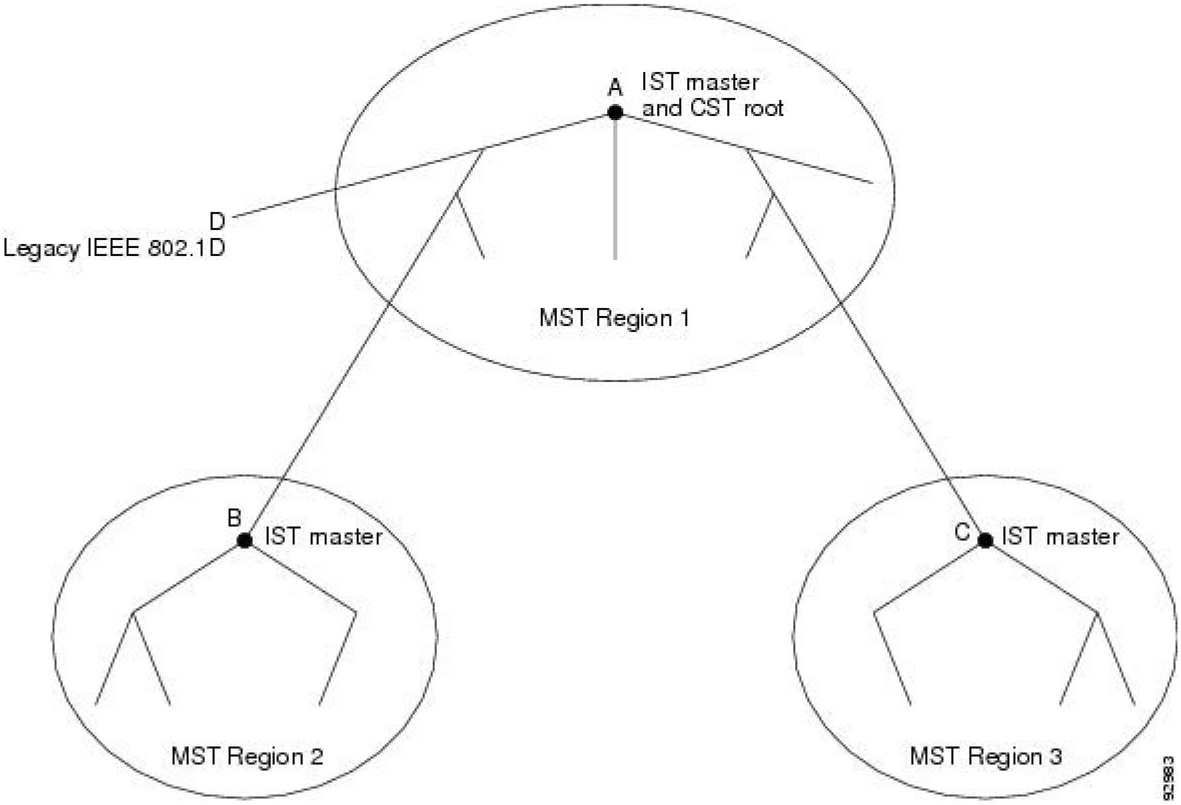
- The CIST root is the root switch for the unique instance that spans the whole network, the CIST.

- The CIST external root path cost is the cost to the CIST root. This cost is left unchanged within an MST region. Remember that an MST region looks like a single switch for the CIST. The CIST external root path cost is the root path cost calculated between these virtual switches and switches that do not belong to any region.
- If the CIST root is in the region, the CIST regional root is the CIST root. Otherwise, the CIST regional root is the closest switch to the CIST root in the region. The CIST regional root acts as a root switch for the IST.
- The CIST internal root path cost is the cost to the CIST regional root in a region. This cost is only relevant to the IST, instance 0.

Illustration of MST Regions

This figure displays three MST regions and a legacy IEEE 802.1D switch (D). The CIST regional root for region 1 (A) is also the CIST root. The CIST regional root for region 2 (B) and the CIST regional root for region 3 (C) are the roots for their respective subtrees within the CIST. The RSTP runs in all regions.

Figure 36: MST Regions, CIST Regional Root, and CST Root



Hop Count

The IST and MST instances do not use the message-age and maximum-age information in the configuration BPDU to compute the spanning-tree topology. Instead, they use the path cost to the root and a hop-count mechanism similar to the IP time-to-live (TTL) mechanism.

By using the **spanning-tree mst max-hops** global configuration command, you can configure the maximum hops inside the region and apply it to the IST and all MST instances in that region. The hop count achieves the same result as the message-age information (triggers a reconfiguration). The root switch of the instance always sends a BPDU (or M-record) with a cost of 0 and the hop count set to the maximum value. When a switch receives this BPDU, it decrements the received remaining hop count by one and propagates this value as the remaining hop count in the BPDUs it generates. When the count reaches zero, the switch discards the BPDU and ages the information held for the port.

The message-age and maximum-age information in the RSTP portion of the BPDU remain the same throughout the region, and the same values are propagated by the region designated ports at the boundary.

Boundary Ports

In the Cisco prestandard implementation, a boundary port connects an MST region to a single spanning-tree region running RSTP, to a single spanning-tree region running PVST+ or rapid PVST+, or to another MST region with a different MST configuration. A boundary port also connects to a LAN, the designated switch of which is either a single spanning-tree switch or a switch with a different MST configuration.

There is no definition of a boundary port in the IEEE 802.1s standard. The IEEE 802.1Q-2002 standard identifies two kinds of messages that a port can receive:

- internal (coming from the same region)
- external (coming from another region)

When a message is internal, the CIST part is received by the CIST, and each MST instance receives its respective M-record.

When a message is external, it is received only by the CIST. If the CIST role is root or alternate, or if the external BPDU is a topology change, it could have an impact on the MST instances.

An MST region includes both switches and LANs. A segment belongs to the region of its designated port. Therefore, a port in a different region than the designated port for a segment is a boundary port. This definition allows two ports internal to a region to share a segment with a port belonging to a different region, creating the possibility of a port receiving both internal and external messages.

The primary change from the Cisco prestandard implementation is that a designated port is not defined as boundary, unless it is running in an STP-compatible mode.

Note If there is a legacy STP switch on the segment, messages are always considered external.

The other change from the Cisco prestandard implementation is that the CIST regional root switch ID field is now inserted where an RSTP or legacy IEEE 802.1Q switch has the sender switch ID. The whole region performs like a single virtual switch by sending a consistent sender switch ID to neighboring switches. In this example, switch C would receive a BPDU with the same consistent sender switch ID of root, whether or not A or B is designated for the segment.

IEEE 802.1s Implementation

The Cisco implementation of the IEEE MST standard includes features required to meet the standard, as well as some of the desirable prestandard functionality that is not yet incorporated into the published standard.

Port Role Naming Change

The boundary role is no longer in the final MST standard, but this boundary concept is maintained in Cisco's implementation. However, an MST instance port at a boundary of the region might not follow the state of the corresponding CIST port. Two boundary roles currently exist:

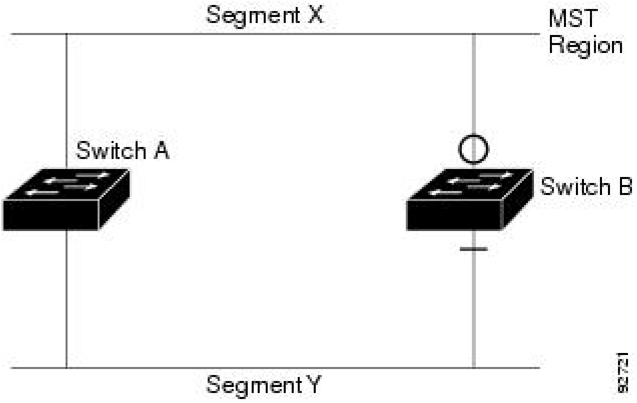
- The boundary port is the root port of the CIST regional root—When the CIST instance port is proposed and is in sync, it can send back an agreement and move to the forwarding state only after all the corresponding MSTI ports are in sync (and thus forwarding). The MSTI ports now have a special *primary* role.
- The boundary port is not the root port of the CIST regional root—The MSTI ports follow the state and role of the CIST port. The standard provides less information, and it might be difficult to understand why an MSTI port can be alternately blocking when it receives no BPDUs (MRecords). In this case, although the boundary role no longer exists, the **show** commands identify a port as boundary in the *type* column of the output.

Interoperation Between Legacy and Standard Switches

Because automatic detection of prestandard switches can fail, you can use an interface configuration command to identify prestandard ports. A region cannot be formed between a standard and a prestandard switch, but they can interoperate by using the CIST. Only the capability of load-balancing over different instances is lost in that particular case. The CLI displays different flags depending on the port configuration when a port receives prestandard BPDUs. A syslog message also appears the first time a switch receives a prestandard BPDU on a port that has not been configured for prestandard BPDU transmission.

Figure 37: Standard and Prestandard Switch Interoperation

Assume that A is a standard switch and B a prestandard switch, both configured to be in the same region. A is the root switch for the CIST, and B has a root port (BX) on segment X and an alternate port (BY) on segment Y. If segment Y flaps, and the port on BY becomes the alternate before sending out a single prestandard BPDU, AY cannot detect that a prestandard switch is connected to Y and continues to send standard BPDUs. The port BY is fixed in a boundary, and no load balancing is possible between A and B. The same problem exists on segment X, but B might transmit topology changes.



Note: We recommend that you minimize the interaction between standard and prestandard MST implementations.

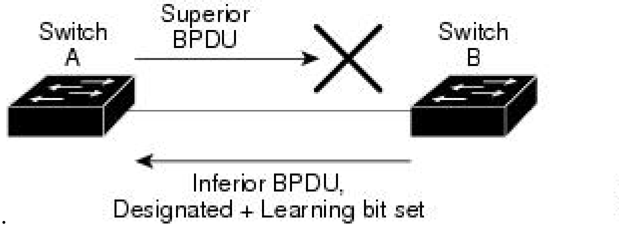
Detecting Unidirectional Link Failure

This feature is not yet present in the IEEE MST standard, but it is included in this Cisco IOS release. The software checks the consistency of the port role and state in the received BPDUs to detect unidirectional link failures that could cause bridging loops.

When a designated port detects a conflict, it keeps its role, but reverts to the discarding state because disrupting connectivity in case of inconsistency is preferable to opening a bridging loop.

Figure 38: Detecting Unidirectional Link Failure

This figure illustrates a unidirectional link failure that typically creates a bridging loop. Switch A is the root switch, and its BPDUs are lost on the link leading to switch B. RSTP and MST BPDUs include the role and state of the sending port. With this information, switch A can detect that switch B does not react to the superior BPDUs it sends and that switch B is the designated, not root switch. As a result, switch A blocks (or keeps blocking) its port, which prevents the bridging loop.



MSTP and Device Stacks

A device stack appears as a single spanning-tree node to the rest of the network, and all stack members use the same bridge ID for a given spanning tree. The bridge ID is derived from the MAC address of the active stack.

If a device that does not support MSTP is added to a device stack that does support MSTP or the reverse, the device is put into a version mismatch state. If possible, the device is automatically upgraded or downgraded to the same version of software that is running on the device stack.

Interoperability with IEEE 802.1D STP

A switch running MSTP supports a built-in protocol migration mechanism that enables it to interoperate with legacy IEEE 802.1D switches. If this switch receives a legacy IEEE 802.1D configuration BPDU (a BPDU with the protocol version set to 0), it sends only IEEE 802.1D BPDUs on that port. An MSTP switch also can detect that a port is at the boundary of a region when it receives a legacy BPDU, an MSTP BPDU (Version 3) associated with a different region, or an RSTP BPDU (Version 2).

However, the switch does not automatically revert to the MSTP mode if it no longer receives IEEE 802.1D BPDUs because it cannot detect whether the legacy switch has been removed from the link unless the legacy switch is the designated switch. A switch might also continue to assign a boundary role to a port when the switch to which this switch is connected has joined the region. To restart the protocol migration process (force the renegotiation with neighboring switches), use the **clear spanning-tree detected-protocols** privileged EXEC command.

If all the legacy switches on the link are RSTP switches, they can process MSTP BPDUs as if they are RSTP BPDUs. Therefore, MSTP switches send either a Version 0 configuration and TCN BPDUs or Version 3 MSTP BPDUs on a boundary port. A boundary port connects to a LAN, the designated switch of which is either a single spanning-tree switch or a switch with a different MST configuration.

RSTP Overview

The RSTP takes advantage of point-to-point wiring and provides rapid convergence of the spanning tree. Reconfiguration of the spanning tree can occur in less than 1 second (in contrast to 50 seconds with the default settings in the IEEE 802.1D spanning tree).

Port Roles and the Active Topology

The RSTP provides rapid convergence of the spanning tree by assigning port roles and by learning the active topology. The RSTP builds upon the IEEE 802.1D STP to select the switch with the highest switch priority (lowest numerical priority value) as the root switch. The RSTP then assigns one of these port roles to individual ports:

- Root port—Provides the best path (lowest cost) when the switch forwards packets to the root switch.
- Designated port—Connects to the designated switch, which 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.
- Alternate port—Offers an alternate path toward the root switch to that provided by the current root port.
- Backup port—Acts as a backup for the path provided by a designated port toward the leaves of the spanning tree. A backup port can exist only when two ports are connected in a loopback by a point-to-point link or when a switch has two or more connections to a shared LAN segment.
- Disabled port—Has no role within the operation of the spanning tree.

A port with the root or a designated port role is included in the active topology. A port with the alternate or backup port role is excluded from the active topology.

In a stable topology with consistent port roles throughout the network, the RSTP ensures that every root port and designated port immediately transition to the forwarding state while all alternate and backup ports are always in the discarding state (equivalent to blocking in IEEE 802.1D). The port state controls the operation of the forwarding and learning processes.

Table 59: Port State Comparison

Operational Status	STP Port State (IEEE 802.1D)	RSTP Port State	Is Port Included in the Active Topology?
Enabled	Blocking	Discarding	No
Enabled	Listening	Discarding	No
Enabled	Learning	Learning	Yes
Enabled	Forwarding	Forwarding	Yes
Disabled	Disabled	Discarding	No

To be consistent with Cisco STP implementations, this guide defines the port state as *blocking* instead of *discarding*. Designated ports start in the listening state.

Rapid Convergence

The RSTP provides for rapid recovery of connectivity following the failure of a switch, a switch port, or a LAN. It provides rapid convergence for edge ports, new root ports, and ports connected through point-to-point links as follows:

- Edge ports—If you configure a port as an edge port on an RSTP switch by using the **spanning-tree portfast** interface configuration command, the edge port immediately transitions to the forwarding state. An edge port is the same as a Port Fast-enabled port, and you should enable it only on ports that connect to a single end station.
- Root ports—If the RSTP selects a new root port, it blocks the old root port and immediately transitions the new root port to the forwarding state.
- Point-to-point links—If you connect a port to another port through a point-to-point link and the local port becomes a designated port, it negotiates a rapid transition with the other port by using the proposal-agreement handshake to ensure a loop-free topology.

  Figure 39: Proposal and Agreement Handshaking for Rapid Convergence

  Switch A is connected to Switch B through a point-to-point link, and all of the ports are in the blocking state. Assume that the priority of Switch A is a smaller numerical value than the priority of Switch B. Switch A sends a proposal message (a configuration BPDU with the proposal flag set) to Switch B, proposing itself as the designated switch.

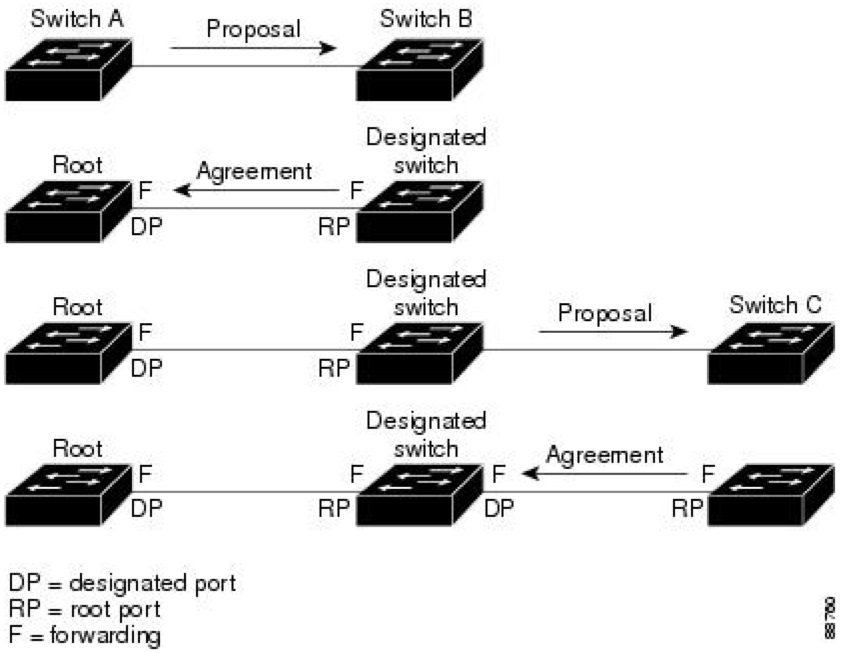
  After receiving the proposal message, Switch B selects as its new root port the port from which the proposal message was received, forces all nonedge ports to the blocking state, and sends an agreement message (a BPDU with the agreement flag set) through its new root port.

  After receiving Switch B’s agreement message, Switch A also immediately transitions its designated port to the forwarding state. No loops in the network are formed because Switch B blocked all of its nonedge ports and because there is a point-to-point link between Switches A and B.

  When Switch C is connected to Switch B, a similar set of handshaking messages are exchanged. Switch C selects the port connected to Switch B as its root port, and both ends immediately transition to the forwarding state. With each iteration of this handshaking process, one more switch joins the active topology. As the network converges, this proposal-agreement handshaking progresses from the root toward the leaves of the spanning tree.

  In a switch stack, the cross-stack rapid transition (CSRT) feature ensures that a stack member receives acknowledgments from all stack members during the proposal-agreement handshaking before moving the port to the forwarding state. CSRT is automatically enabled when the switch is in MST mode.

  The switch learns the link type from the port duplex mode: a full-duplex port is considered to have a point-to-point connection; a half-duplex port is considered to have a shared connection. You can override the default setting that is controlled by the duplex setting by using the **spanning-tree link-type** interface configuration command.



Synchronization of Port Roles

When the switch receives a proposal message on one of its ports and that port is selected as the new root port, the RSTP forces all other ports to synchronize with the new root information.

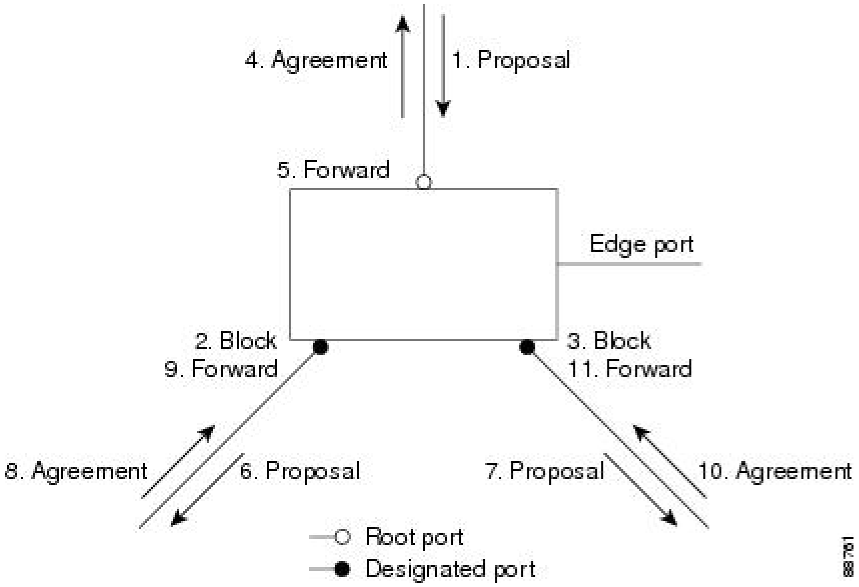
The switch is synchronized with superior root information received on the root port if all other ports are synchronized. An individual port on the switch is synchronized if

- That port is in the blocking state.
- It is an edge port (a port configured to be at the edge of the network).

If a designated port is in the forwarding state and is not configured as an edge port, it transitions to the blocking state when the RSTP forces it to synchronize with new root information. In general, when the RSTP forces a port to synchronize with root information and the port does not satisfy any of the above conditions, its port state is set to blocking.

Figure 40: Sequence of Events During Rapid Convergence

After ensuring that all of the ports are synchronized, the switch sends an agreement message to the designated switch corresponding to its root port. When the switches connected by a point-to-point link are in agreement about their port roles, the RSTP immediately transitions the port states to forwarding.



Bridge Protocol Data Unit Format and Processing

The RSTP BPDU format is the same as the IEEE 802.1D BPDU format except that the protocol version is set to 2. A new 1-byte Version 1 Length field is set to zero, which means that no version 1 protocol information is present.

Table 60: RSTP BPDU Flags

Bit	Function
0	Topology change (TC)
1	Proposal
2–3: 00 01 10 11	Port role: Unknown Alternate port Root port Designated port
4	Learning
5	Forwarding
6	Agreement
7	Topology change acknowledgement (TCA)

The sending switch sets the proposal flag in the RSTP BPDU to propose itself as the designated switch on that LAN. The port role in the proposal message is always set to the designated port.

The sending switch sets the agreement flag in the RSTP BPDU to accept the previous proposal. The port role in the agreement message is always set to the root port.

The RSTP does not have a separate topology change notification (TCN) BPDU. It uses the topology change (TC) flag to show the topology changes. However, for interoperability with IEEE 802.1D switches, the RSTP switch processes and generates TCN BPDUs.

The learning and forwarding flags are set according to the state of the sending port.

Processing Superior BPDU Information

If a port receives superior root information (lower switch ID, lower path cost, and so forth) than currently stored for the port, the RSTP triggers a reconfiguration. If the port is proposed and is selected as the new root port, RSTP forces all the other ports to synchronize.

If the BPDU received is an RSTP BPDU with the proposal flag set, the switch sends an agreement message after all of the other ports are synchronized. If the BPDU is an IEEE 802.1D BPDU, the switch does not set the proposal flag and starts the forward-delay timer for the port. The new root port requires twice the forward-delay time to transition to the forwarding state.

If the superior information received on the port causes the port to become a backup or alternate port, RSTP sets the port to the blocking state but does not send the agreement message. The designated port continues sending BPDUs with the proposal flag set until the forward-delay timer expires, at which time the port transitions to the forwarding state.

Processing Inferior BPDU Information

If a designated port receives an inferior BPDU (such as a higher switch ID or a higher path cost than currently stored for the port) with a designated port role, it immediately replies with its own information.

Topology Changes

This section describes the differences between the RSTP and the IEEE 802.1D in handling spanning-tree topology changes.

- Detection—Unlike IEEE 802.1D in which *any* transition between the blocking and the forwarding state causes a topology change, *only* transitions from the blocking to the forwarding state cause a topology change with RSTP (only an increase in connectivity is considered a topology change). State changes on an edge port do not cause a topology change. When an RSTP switch detects a topology change, it deletes the learned information on all of its nonedge ports except on those from which it received the TC notification.

- Notification—Unlike IEEE 802.1D, which uses TCN BPDUs, the RSTP does not use them. However, for IEEE 802.1D interoperability, an RSTP switch processes and generates TCN BPDUs.

- Acknowledgement—When an RSTP switch receives a TCN message on a designated port from an IEEE 802.1D switch, it replies with an IEEE 802.1D configuration BPDU with the TCA bit set. However, if the TC-while timer (the same as the topology-change timer in IEEE 802.1D) is active on a root port connected to an IEEE 802.1D switch and a configuration BPDU with the TCA bit set is received, the TC-while timer is reset.

  This behavior is only required to support IEEE 802.1D switches. The RSTP BPDUs never have the TCA bit set.

- Propagation—When an RSTP switch receives a TC message from another switch through a designated or root port, it propagates the change to all of its nonedge, designated ports and to the root port (excluding the port on which it is received). The switch starts the TC-while timer for all such ports and flushes the information learned on them.

- Protocol migration—For backward compatibility with IEEE 802.1D switches, RSTP selectively sends IEEE 802.1D configuration BPDUs and TCN BPDUs on a per-port basis.

  When a port is initialized, the migrate-delay timer is started (specifies the minimum time during which RSTP BPDUs are sent), and RSTP BPDUs are sent. While this timer is active, the switch processes all BPDUs received on that port and ignores the protocol type.

  If the switch receives an IEEE 802.1D BPDU after the port migration-delay timer has expired, it assumes that it is connected to an IEEE 802.1D switch and starts using only IEEE 802.1D BPDUs. However, if the RSTP switch is using IEEE 802.1D BPDUs on a port and receives an RSTP BPDU after the timer has expired, it restarts the timer and starts using RSTP BPDUs on that port.

Protocol Migration Process

A switch running MSTP supports a built-in protocol migration mechanism that enables it to interoperate with legacy IEEE 802.1D switches. If this switch receives a legacy IEEE 802.1D configuration BPDU (a BPDU with the protocol version set to 0), it sends only IEEE 802.1D BPDUs on that port. An MSTP switch also can detect that a port is at the boundary of a region when it receives a legacy BPDU, an MST BPDU (Version 3) associated with a different region, or an RST BPDU (Version 2).

However, the switch does not automatically revert to the MSTP mode if it no longer receives IEEE 802.1D BPDUs because it cannot detect whether the legacy switch has been removed from the link unless the legacy switch is the designated switch. A switch also might continue to assign a boundary role to a port when the switch to which it is connected has joined the region.

Default MSTP Configuration

Table 61: Default MSTP Configuration

Feature	Default Setting
Spanning-tree mode	MSTP
Switch priority (configurable on a per-CIST port basis)	32768
Spanning-tree port priority (configurable on a per-CIST port basis)	128
Spanning-tree port cost (configurable on a per-CIST port basis)	1000 Mb/s: 20000 100 Mb/s: 20000 10 Mb/s: 20000
Hello time	3 seconds
Forward-delay time	20 seconds
Maximum-aging time	20 seconds

Feature	Default Setting
Maximum hop count	20 hops

About MST-to-PVST+ Interoperability (PVST+ Simulation)

The PVST+ simulation feature enables seamless interoperability between MST and Rapid PVST+. You can enable or disable this per port, or globally. PVST+ simulation is enabled by default.

However, you may want to control the connection between MST and Rapid PVST+ to protect against accidentally connecting an MST-enabled port to a Rapid PVST+-enabled port. Because Rapid PVST+ is the default STP mode, you may encounter many Rapid PVST+-enabled connections.

Disabling this feature causes the switch to stop the MST region from interacting with PVST+ regions. The MST-enabled port moves to a PVST peer inconsistent (blocking) state once it detects it is connected to a Rapid PVST+-enabled port. This port remains in the inconsistent state until the port stops receiving Shared Spanning Tree Protocol (SSTP) BPDUs, and then the port resumes the normal STP transition process.

You can for instance, disable PVST+ simulation, to prevent an incorrectly configured switch from connecting to a network where the STP mode is not MSTP (the default mode is PVST+).

Observe these guidelines when you configure MST switches (in the same region) to interact with PVST+ switches:

- Configure the root for all VLANs inside the MST region as shown in this example:

  ```
  Switch# show spanning-tree mst interface gigabitethernet 1/1
  GigabitEthernet1/1 of MST00 is root forwarding
  Edge port: no             (trunk) port guard : none    (default)
  Link type: point-to-point (auto)  bpdu filter: disable (default)
  Boundary : boundary       (PVST)  bpdu guard : disable (default)
  Bpdus sent 10, received 310

  Instance Role Sts Cost  Prio.Nbr    Vlans mapped
  -------- ---- --- --------- -------- -------------------------------
  0        Root FWD 20000 128.1       1-2,4-2999,4000-4094
  3        Boun FWD 20000 128.1       3,3000-3999
  ```

  The ports that belong to the MST switch at the boundary simulate PVST+ and send PVST+ BPDUs for all the VLANs.

  If you enable loop guard on the PVST+ switches, the ports might change to a loop-inconsistent state when the MST switches change their configuration. To correct the loop-inconsistent state, you must disable and re-enable loop guard on that PVST+ switch.

- Do not locate the root for some or all of the VLANs inside the PVST+ side of the MST switch because when the MST switch at the boundary receives PVST+ BPDUs for all or some of the VLANs on its designated ports, root guard sets the port to the blocking state.

- When you connect a PVST+ switch to two different MST regions, the topology change from the PVST+ switch does not pass beyond the first MST region. In such a case, the topology changes are propagated only in the instance to which the VLAN is mapped. The topology change stays local to the first MST region, and the Cisco Access Manager (CAM) entries in the other region are not flushed. To make the topology change visible throughout other MST regions, you can map that VLAN to IST or connect the PVST+ switch to the two regions through access links.

- When you disable the PVST+ simulation, note that the PVST+ peer inconsistency can also occur while the port is already in other states of inconsistency. For example, the root bridge for all STP instances must all be in either the MST region or the Rapid PVST+ side. If the root bridge for all STP instances are not on one side or the other, the software moves the port into a PVST + simulation-inconsistent state.

Note We recommend that you put the root bridge for all STP instances in the MST region.

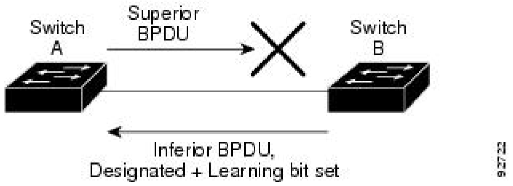
About Detecting Unidirectional Link Failure

The dispute mechanism that detects unidirectional link failures is included in the IEEE 802.1D-2004 RSTP and IEEE 802.1Q-2005 MSTP standard, and requires no user configuration.

The switch checks the consistency of the port role and state in the BPDUs it receives, to detect unidirectional link failures that could cause bridging loops. When a designated port detects a conflict, it keeps its role, but reverts to a discarding (blocking) state because disrupting connectivity in case of inconsistency is preferable to opening a bridging loop.

For example, in the figure below, Switch A is the root bridge and Switch B is the designated port. BPDUs from Switch A are lost on the link leading to switch B.

Figure 41: Detecting Unidirectional Link Failure

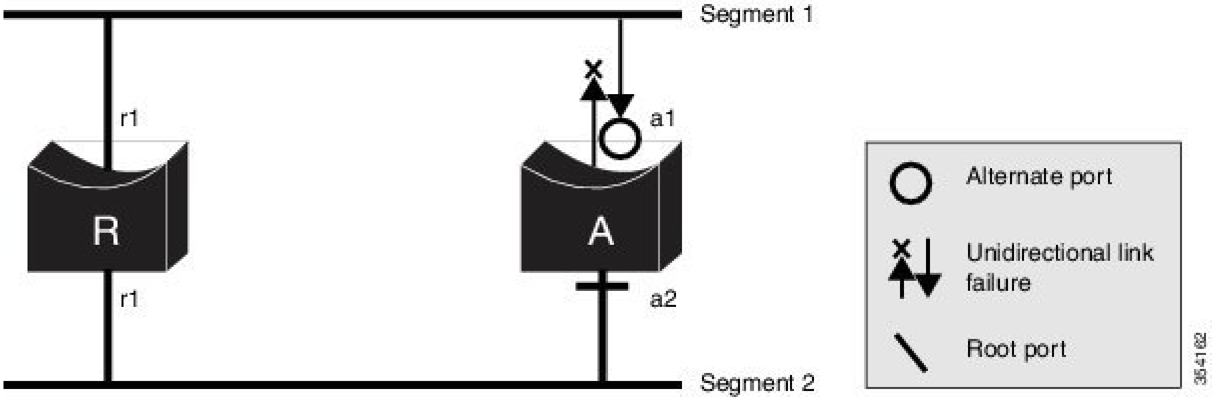


Since Rapid PVST+ (802.1w) and MST BPDUs include the role and state of the sending port, Switch A detects (from the inferior BPDU), that switch B does not react to the superior BPDUs it sends, because switch B has the role of a designated port and not the root bridge. As a result, switch A blocks (or keeps blocking) its port, thus preventing the bridging loop.

Note these guidelines and limitations relating to the dispute mechanism:

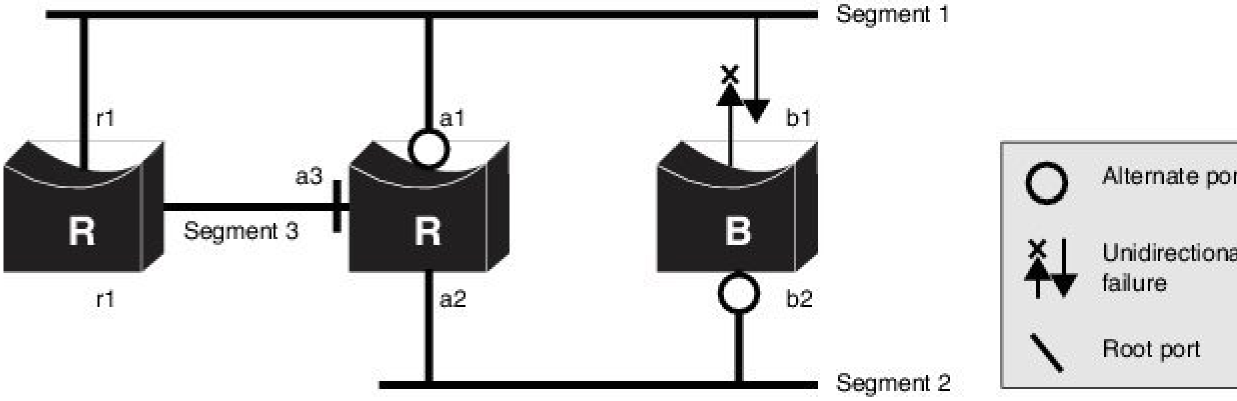
- It works only on switches running RSTP or MST (the dispute mechanism requires reading the role and state of the port initiating BPDUs).
- It may result in loss of connectivity. For example, in the figure below, Bridge A cannot transmit on the port it elected as a root port. As a result of this situation, there is loss of connectivity (r1 and r2 are designated, a1 is root and a2 is alternate. There is only a one way connectivity between A and R).

Figure 42: Loss of Connectivity



- It may cause permanent bridging loops on shared segments. For example, in the figure below, suppose that bridge R has the best priority, and that port b1 cannot receive any traffic from the shared segment 1 and sends inferior designated information on segment 1. Both r1 and a1 can detect this inconsistency. However, with the current dispute mechanism, only r1 will revert to discarding while the root port a1 opens a permanent loop. However, this problem does not occur in Layer 2 switched networks that are connected by point-to-point links.

Figure 43: Bridging Loops on Shared Segments



How to Configure MSTP Features

Specifying the MST Region Configuration and Enabling MSTP

For two or more switches to be in the same MST region, they must have the same VLAN-to-instance mapping, the same configuration revision number, and the same name.

A region can have one member or multiple members with the same MST configuration; each member must be capable of processing RSTP BPDUs. There is no limit to the number of MST regions in a network, but each region can only support up to 65 spanning-tree instances. You can assign a VLAN to only one spanning-tree instance at a time.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree mst configuration**
4. **instance** *instance-id* **vlan** *vlan-range*
5. **name** *name*
6. **revision** *version*
7. **show pending**
8. **exit**
9. **spanning-tree mode mst**
10. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree mst configuration** **Example:** `Switch(config)# spanning-tree mst configuration`	Enters MST configuration mode.
Step 4	**instance** *instance-id* **vlan** *vlan-range* **Example:** `Switch(config-mst)# instance 1 vlan 10-20`	Maps VLANs to an MST instance. • For *instance-id*, the range is 0 to 4094. • For **vlan** *vlan-range*, the range is 1 to 4094. When you map VLANs to an MST instance, the mapping is incremental, and the VLANs specified in the command are added to or removed from the VLANs that were previously mapped. To specify a VLAN range, use a hyphen; for example, **instance 1 vlan 1-63** maps VLANs 1 through 63 to MST instance 1. To specify a VLAN series, use a comma; for example, **instance 1 vlan 10, 20, 30** maps VLANs 10, 20, and 30 to MST instance 1.

	Command or Action	Purpose
Step 5	**name** *name* **Example:** `Switch(config-mst)# name region1`	Specifies the configuration name. The *name* string has a maximum length of 32 characters and is case sensitive.
Step 6	**revision** *version* **Example:** `Switch(config-mst)# revision 1`	Specifies the configuration revision number. The range is 0 to 65535.
Step 7	**show pending** **Example:** `Switch(config-mst)# show pending`	Verifies your configuration by displaying the pending configuration.
Step 8	**exit** **Example:** `Switch(config-mst)# exit`	Applies all changes, and returns to global configuration mode.
Step 9	**spanning-tree mode mst** **Example:** `Switch(config)# spanning-tree mode mst`	Enables MSTP. RSTP is also enabled. Changing spanning-tree modes can disrupt traffic because all spanning-tree instances are stopped for the previous mode and restarted in the new mode. You cannot run both MSTP and PVST+ or both MSTP and Rapid PVST+ at the same time.

Step 10	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring the Root Switch

This procedure is optional.

Before you begin

A multiple spanning tree (MST) must be specified and enabled on the switch. For instructions, see Related Topics.

You must also know the specified MST instance ID. Step 2 in the example uses 0 as the instance ID because that was the instance ID set up by the instructions listed under Related Topics.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree mst** *instance-id* **root primary** [**diameter** *net-diameter* [**hello-time** *seconds*]]
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree mst** *instance-id* **root primary** [**diameter** *net-diameter* [**hello-time** *seconds*]] **Example:** `Switch(config)# spanning-tree mst 0 root primarydiameter 4 hello-time 5`	Configures a switch as the root switch. • For *instance-id*, you can specify a single instance, a range of instances separated by a hyphen, or a series of instances separated by a comma. The range is 0 to 4094. • (Optional) For **diameter** *net-diameter*, specify the maximum number of switches between any two end stations. The range is 2 to 7. This keyword is available for MST instance 0. • (Optional) For **hello-time***seconds* seconds, specify the interval in seconds between the generation of configuration messages by the root switch. The range is 1 to 10; the default is 2.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring a Secondary Root Switch

When you configure a switch with the extended system ID support 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 instance 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 that you used when you configured the primary root switch with the **spanning-tree mst** *instance-id* **root primary** global configuration command.

This procedure is optional.

Before you begin

A multiple spanning tree (MST) must be specified and enabled on the switch. For instructions, see Related Topics.

You must also know the specified MST instance ID. This example uses 0 as the instance ID because that was the instance ID set up by the instructions listed under Related Topics.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree mst** *instance-id* **root secondary** [**diameter** *net-diameter* [**hello-time** *seconds*]]
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree mst** *instance-id* **root secondary** [**diameter** *net-diameter* [**hello-time** *seconds*]] **Example:** `Switch(config)# spanning-tree mst 0 root secondarydiameter 4 hello-time 5`	Configures a switch as the secondary root switch. • For *instance-id*, you can specify a single instance, a range of instances separated by a hyphen, or a series of instances separated by a comma. The range is 0 to 4094. • (Optional) For **diameter** *net-diameter*, specify the maximum number of switches between any two end stations. The range is 2 to 7. This keyword is available for MST instance 0. • (Optional) For **hello-time***seconds* seconds, specify the interval in seconds between the generation of

	Command or Action	Purpose
		configuration messages by the root switch. The range is 1 to 10; the default is 2. Use the same network diameter and hello-time values that you used when configuring the primary root switch.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring Port Priority

If a loop occurs, the MSTP 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, the MSTP puts the interface with the lowest interface number in the forwarding state and blocks the other interfaces.

Note If the switch is a member of a switch stack, you must use the **spanning-tree mst** [*instance-id*] **cost** *cost* interface configuration command instead of the **spanning-tree mst** [*instance-id*] **port-priority** *priority* interface configuration command to select a port to put in the forwarding state. Assign lower cost values to ports that you want selected first and higher cost values to ports that you want selected last. For more information, see the path costs topic listed under Related Topics.

This procedure is optional.

Before you begin

A multiple spanning tree (MST) must be specified and enabled on the switch. For instructions, see Related Topics.

You must also know the specified MST instance ID and the interface used. This example uses 0 as the instance ID and GigabitEthernet0/1 as the interface because that was the instance ID and interface set up by the instructions listed under Related Topics.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **spanning-tree mst** *instance-id* **port-priority** *priority*
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. - Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Specifies an interface to configure, and enters interface configuration mode. Valid interfaces include physical ports and port-channel logical interfaces. The port-channel range is 1 to 48.
Step 4	**spanning-tree mst** *instance-id* **port-priority** *priority* **Example:** `Switch(config-if)# spanning-tree mst 0 port-priority 64`	Configures port priority. - For *instance-id*, you can specify a single instance, a range of instances separated by a hyphen, or a series of instances separated by a comma. The range is 0 to 4094. - For *priority*, the range is 0 to 240 in increments of 16. The default is 128. The lower the number, the higher the priority. The 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**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

The **show spanning-tree mst 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.

Configuring Path Cost

The MSTP path cost default value is derived from the media speed of an interface. If a loop occurs, the MSTP 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, the MSTP puts the interface with the lowest interface number in the forwarding state and blocks the other interfaces.

This procedure is optional.

Before you begin

A multiple spanning tree (MST) must be specified and enabled on the switch. For instructions, see Related Topics.

You must also know the specified MST instance ID and the interface used. This example uses 0 as the instance ID and GigabitEthernet1/0/1 as the interface because that was the instance ID and interface set up by the instructions listed under Related Topics.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **spanning-tree mst** *instance-id* **cost** *cost*
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Specifies an interface to configure, and enters interface configuration mode. Valid interfaces include physical ports and port-channel logical interfaces. The port-channel range is 1 to 48.
Step 4	**spanning-tree mst** *instance-id* **cost** *cost* **Example:** `Switch(config-if)# spanning-tree mst 0 cost 17031970`	Configures the cost. If a loop occurs, the MSTP uses the path cost when selecting an interface to place into the forwarding state. A lower path cost represents higher-speed transmission. • For *instance-id*, you can specify a single instance, a range of instances separated by a hyphen, or a series of instances separated by a comma. The range is 0 to 4094.

	Command or Action	Purpose
		• For *cost*, the range is 1 to 200000000; the default value is derived from the media speed of the interface.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

The **show spanning-tree mst 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.

Configuring the Switch Priority

Changing the priority of a switch makes it more likely to be chosen as the root switch whether it is a standalone switch or a switch in the stack.

Note Exercise care when using this command. For normal network configurations, we recommend that you use the **spanning-tree mst** *instance-id* **root primary** and the **spanning-tree mst** *instance-id* **root secondary** global configuration commands to specify a switch as the root or secondary root switch. You should modify the switch priority only in circumstances where these commands do not work.

This procedure is optional.

Before you begin

A multiple spanning tree (MST) must be specified and enabled on the switch. For instructions, see Related Topics.

You must also know the specified MST instance ID used. This example uses 0 as the instance ID because that was the instance ID set up by the instructions listed under Related Topics.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree mst** *instance-id* **priority** *priority*
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:**	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
	`Switch> enable`	
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree mst** *instance-id* **priority** *priority* **Example:** `Switch(config)# spanning-tree mst 0 priority 40960`	Configures the switch priority. • For *instance-id*, you can specify a single instance, a range of instances separated by a hyphen, or a series of instances separated by a comma. The range is 0 to 4094. • For *priority*, 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. Priority values are 0, 4096, 8192, 12288, 16384, 20480, 24576, 28672, 32768, 36864, 40960, 45056, 49152, 53248, 57344, and 61440. These are the only acceptable values.

Step 4	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Configuring the Hello Time

The hello time is the time interval between configuration messages generated and sent by the root switch.

This procedure is optional.

Before you begin

A multiple spanning tree (MST) must be specified and enabled on the switch. For instructions, see Related Topics.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree mst hello-time** *seconds*
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree mst hello-time** *seconds* **Example:** `Switch(config)# spanning-tree mst hello-time 4`	Configures the hello time for all MST instances. The hello time is the time interval between configuration messages generated and sent by the root switch. These messages indicate that the switch is alive. For *seconds*, the range is 1 to 10; the default is 3.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring the Forwarding-Delay Time

Before you begin

A multiple spanning tree (MST) must be specified and enabled on the switch. For instructions, see Related Topics.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree mst forward-time** *seconds*
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:**	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
	`Switch> enable`	
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree mst forward-time** *seconds* **Example:** `Switch(config)# spanning-tree mst forward-time 25`	Configures the forward time for all MST instances. The forwarding delay is the number of seconds a port waits before changing from its spanning-tree learning and listening states to the forwarding state. For *seconds*, the range is 4 to 30; the default is 20.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring the Maximum-Aging Time

Before you begin

A multiple spanning tree (MST) must be specified and enabled on the switch. For instructions, see Related Topics.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree mst max-age** *seconds*
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:**	Enters global configuration mode.

	Command or Action	Purpose
	`Switch# configure terminal`	
Step 3	**spanning-tree mst max-age** *seconds* **Example:** `Switch(config)# spanning-tree mst max-age 40`	Configures the maximum-aging time for all MST instances. The maximum-aging time is the number of seconds a switch waits without receiving spanning-tree configuration messages before attempting a reconfiguration. For *seconds*, the range is 6 to 40; the default is 20.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring the Maximum-Hop Count

This procedure is optional.

Before you begin

A multiple spanning tree (MST) must be specified and enabled on the switch. For instructions, see Related Topics.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree mst max-hops** *hop-count*
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 3	**spanning-tree mst max-hops** *hop-count* **Example:** `Switch(config)# spanning-tree mst max-hops 25`	Specifies the number of hops in a region before the BPDU is discarded, and the information held for a port is aged. For *hop-count*, the range is 1 to 255; the default is 20.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Specifying the Link Type to Ensure Rapid Transitions

If you connect a port to another port through a point-to-point link and the local port becomes a designated port, the RSTP negotiates a rapid transition with the other port by using the proposal-agreement handshake to ensure a loop-free topology.

By default, the link type is controlled from the duplex mode of the interface: a full-duplex port is considered to have a point-to-point connection; a half-duplex port is considered to have a shared connection. If you have a half-duplex link physically connected point-to-point to a single port on a remote switch running MSTP, you can override the default setting of the link type and enable rapid transitions to the forwarding state.

This procedure is optional.

Before you begin

A multiple spanning tree (MST) must be specified and enabled on the switch. For instructions, see Related Topics.

You must also know the specified MST instance ID and the interface used. This example uses 0 as the instance ID and GigabitEthernet1/0/1 as the interface because that was the instance ID and interface set up by the instructions listed under Related Topics.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **spanning-tree link-type point-to-point**
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:**	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
	`Switch> enable`	
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Specifies an interface to configure, and enters interface configuration mode. Valid interfaces include physical ports, VLANs, and port-channel logical interfaces. The VLAN ID range is 1 to 4094. The port-channel range is 1 to 48.
Step 4	**spanning-tree link-type point-to-point** **Example:** `Switch(config-if)# spanning-tree link-type point-to-point`	Specifies that the link type of a port is point-to-point.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Designating the Neighbor Type

A topology could contain both prestandard and IEEE 802.1s standard compliant devices. By default, ports can automatically detect prestandard devices, but they can still receive both standard and prestandard BPDUs. When there is a mismatch between a device and its neighbor, only the CIST runs on the interface.

You can choose to set a port to send only prestandard BPDUs. The prestandard flag appears in all the **show** commands, even if the port is in STP compatibility mode.

This procedure is optional.

Before you begin

A multiple spanning tree (MST) must be specified and enabled on the switch. For instructions, see Related Topics.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **spanning-tree mst pre-standard**
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Specifies an interface to configure, and enters interface configuration mode. Valid interfaces include physical ports.
Step 4	**spanning-tree mst pre-standard** **Example:** `Switch(config-if)# spanning-tree mst pre-standard`	Specifies that the port can send only prestandard BPDUs.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Restarting the Protocol Migration Process

This procedure restarts the protocol migration process and forces renegotiation with neighboring switches. It reverts the switch to MST mode. It is needed when the switch no longer receives IEEE 802.1D BPDUs after it has been receiving them.

Follow these steps to restart the protocol migration process (force the renegotiation with neighboring switches) on the switch.

Before you begin

A multiple spanning tree (MST) must be specified and enabled on the switch. For instructions, see Related Topics.

If you want to use the interface version of the command, you must also know the MST interface used. This example uses GigabitEthernet1/0/1 as the interface because that was the interface set up by the instructions listed under Related Topics.

SUMMARY STEPS

1. **enable**
2. Enter one of the following commands:
   - **clear spanning-tree detected-protocols**
   - **clear spanning-tree detected-protocols interface** *interface-id*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.

Step 2	Enter one of the following commands:
	• **clear spanning-tree detected-protocols**
	• **clear spanning-tree detected-protocols interface** *interface-id*
	Example:
	`Switch# clear spanning-tree detected-protocols`
	or
	`Switch# clear spanning-tree detected-protocols interface gigabitethernet 1/0/1`
		The switch reverts to the MSTP mode, and the protocol migration process restarts.

What to do next

This procedure may need to be repeated if the switch receives more legacy IEEE 802.1D configuration BPDUs (BPDUs with the protocol version set to 0).

Configuring PVST+ Simulation

PVST+ simulation is enabled by default. This means that all ports automatically interoperate with a connected device that is running in Rapid PVST+ mode. If you disabled the feature and want to re-configure it, refer to the following tasks.

To enable PVST+ simulation globally, perform this task:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree mst simulate pvst global**
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree mst simulate pvst global** **Example:** `Switch(config)# spanning-tree mst simulate pvst global`	Enables PVST+ simulation globally. To prevent the switch from automatically interoperating with a connecting switch that is running Rapid PVST+, enter the **no** version of the command.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Enabling PVST+ Simulation on a Port

To enable PVST+ simulation on a port, perform this task:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **spanning-tree mst simulate pvst**
5. **end**
6. **show spanning-tree summary**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gi0/1`	Selects a port to configure.
Step 4	**spanning-tree mst simulate pvst** **Example:** `Switch(config-if)# spanning-tree mst simulate pvst`	Enables PVST+ simulation on the specified interface. To prevent a specified interface from automatically interoperating with a connecting switch that is not running MST, enter the **spanning-tree mst simulate pvst disable** command.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show spanning-tree summary** **Example:** `Switch# show spanning-tree summary`	Verifies the configuration.

Examples

Examples: PVST+ Simulation

This example shows how to prevent the switch from automatically interoperating with a connecting switch that is running Rapid PVST+:

```
Switch# configure terminal
Switch(config)# no spanning-tree mst simulate pvst global
```

This example shows how to prevent a port from automatically interoperating with a connecting device that is running Rapid PVST+:

```
Switch(config)# interface0/1
Switch(config-if)# spanning-tree mst simulate pvst disable
```

The following sample output shows the system message you receive when a SSTP BPDU is received on a port and PVST+ simulation is disabled:

```
Message
SPANTREE_PVST_PEER_BLOCK: PVST BPDU detected on port %s [port number].

Severity
Critical

Explanation
A PVST+ peer was detected on the specified interface on the switch. PVST+
 simulation feature is disabled, as a result of which the interface was
moved to the spanning tree
Blocking state.

Action
Identify the PVST+ switch from the network which might be configured
incorrectly.
```

The following sample output shows the system message you receive when peer inconsistency on the interface is cleared:

```
Message
SPANTREE_PVST_PEER_UNBLOCK: Unblocking port %s [port number].

Severity
Critical

Explanation
The interface specified in the error message has been restored to normal
 spanning tree state.

Action
None.
```

This example shows the spanning tree status when port **0/1** has been configured to disable PVST+ simulation and is currently in the peer type inconsistent state:

```
Switch# show spanning-tree
VLAN0010
  Spanning tree enabled protocol mstp
  Root ID Priority  32778
          Address   0002.172c.f400
          This bridge is the root
          Hello Time 2 sec Max Age 20 sec Forward Delay 15 sec
  Bridge ID Priority 32778 (priority 32768 sys-id-ext 10)
            Address  0002.172c.f400
          Hello Time 2 sec Max Age 20 sec Forward Delay 15 sec
          Aging Time 300
Interface        Role Sts Cost      Prio.Nbr Type
---------------- ---- --- --------- -------- -------------------------
Gi0/1           Desg BKN*4         128.270 P2p *PVST_Peer_Inc
```

This example shows the spanning tree summary when PVST+ simulation is enabled in the MSTP mode:

```
Switch# show spanning-tree summary
Switch is in mst mode (IEEE Standard)
```

```
Root bridge for: MST0
EtherChannel misconfig guard is enabled
Extended system ID is enabled
Portfast Default is disabled
PortFast BPDU Guard Default is disabled
Portfast BPDU Filter Default is disabled
Loopguard Default is disabled
UplinkFast is disabled
BackboneFast is disabled
Pathcost method used is long
PVST Simulation Default is enabled
Name                   Blocking Listening Learning Forwarding STP Active
---------------------- -------- --------- -------- ---------- ----------
MST0                          2         0        0          0          2
---------------------- -------- --------- -------- ---------- ----------
1 mst                         2         0        0          0          2
```

This example shows the spanning tree summary when PVST+ simulation is disabled in any STP mode:

```
Switch# show spanning-tree summary
Switch is in mst mode (IEEE Standard)
Root bridge for: MST0
EtherChannel misconfig guard is enabled
Extended system ID is enabled
Portfast Default is disabled
PortFast BPDU Guard Default is disabled
Portfast BPDU Filter Default is disabled
Loopguard Default is disabled
UplinkFast is disabled
BackboneFast is disabled
Pathcost method used is long
PVST Simulation Default is disabled
Name                   Blocking Listening Learning Forwarding STP Active
---------------------- -------- --------- -------- ---------- ----------
MST0                          2         0        0          0          2
---------------------- -------- --------- -------- ---------- ----------
1 mst                         2         0        0          0          2
```

This example shows the spanning tree summary when the switch is not in MSTP mode, that is, the switch is in PVST or Rapid-PVST mode. The output string displays the current STP mode:

```
Switch# show spanning-tree summary
Switch is in rapid-pvst mode
Root bridge for: VLAN0001, VLAN2001-VLAN2002
EtherChannel misconfig guard is enabled
Extended system ID is enabled
Portfast Default is disabled
PortFast BPDU Guard Default is disabled
Portfast BPDU Filter Default is disabled
Loopguard Default is disabled
UplinkFast is disabled
BackboneFast is disabled
```

```
Pathcost method used is short
PVST Simulation Default is enabled but inactive in rapid-pvst mode
Name                   Blocking Listening Learning Forwarding STP Active
---------------------- -------- --------- -------- ---------- ----------
VLAN0001                      2         0        0          0          2
VLAN2001                      2         0        0          0          2
VLAN2002                      2         0        0          0          2
---------------------- -------- --------- -------- ---------- ----------
3 vlans                       6         0        0          0          6
```

This example shows the interface details when PVST+ simulation is globally enabled, or the default configuration:

```
Switch# show spanning-tree interface0/1 detail
Port 269 (GigabitEthernet0/1) of VLAN0002 is forwarding
   Port path cost 4, Port priority 128, Port Identifier 128.297.
   Designated root has priority 32769, address 0013.5f20.01c0
   Designated bridge has priority 32769, address 0013.5f20.01c0
   Designated port id is 128.297, designated path cost 0
   Timers: message age 0, forward delay 0, hold 0
   Number of transitions to forwarding state: 1
   Link type is point-to-point by default
   PVST Simulation is enabled by default
   BPDU: sent 132, received 1
```

This example shows the interface details when PVST+ simulation is globally disabled:

```
Switch# show spanning-tree interface0/1 detail
Port 269 (GigabitEthernet0/1) of VLAN0002 is forwarding
   Port path cost 4, Port priority 128, Port Identifier 128.297.
   Designated root has priority 32769, address 0013.5f20.01c0
   Designated bridge has priority 32769, address 0013.5f20.01c0
   Designated port id is 128.297, designated path cost 0
   Timers: message age 0, forward delay 0, hold 0
   Number of transitions to forwarding state: 1
   Link type is point-to-point by default
   PVST Simulation is disabled by default
   BPDU: sent 132, received 1
```

This example shows the interface details when PVST+ simulation is explicitly enabled on the port:

```
Switch# show spanning-tree interface0/1 detail
Port 269 (GigabitEthernet0/1) of VLAN0002 is forwarding
   Port path cost 4, Port priority 128, Port Identifier 128.297.
   Designated root has priority 32769, address 0013.5f20.01c0
   Designated bridge has priority 32769, address 0013.5f20.01c0
   Designated port id is 128.297, designated path cost 0
   Timers: message age 0, forward delay 0, hold 0
   Number of transitions to forwarding state: 1
   Link type is point-to-point by default
   PVST Simulation is enabled
   BPDU: sent 132, received 1
```

This example shows the interface details when the PVST+ simulation feature is disabled and a PVST Peer inconsistency has been detected on the port:

```
Switch# show spanning-tree interface0/1 detail
Port 269 (GigabitEthernet0/1) of VLAN0002 is broken (PVST Peer Inconsistent)
   Port path cost 4, Port priority 128, Port Identifier 128.297.
   Designated root has priority 32769, address 0013.5f20.01c0
   Designated bridge has priority 32769, address 0013.5f20.01c0
   Designated port id is 128.297, designated path cost 0
   Timers: message age 0, forward delay 0, hold 0
   Number of transitions to forwarding state: 1
   Link type is point-to-point by default
   PVST Simulation is disabled
   BPDU: sent 132, received 1
```

Examples: Detecting Unidirectional Link Failure

This example shows the spanning tree status when port **0/1 detail** has been configured to disable PVST+ simulation and the port is currently in the peer type inconsistent state:

```
Switch# show spanning-tree
VLAN0010
  Spanning tree enabled protocol rstp
  Root ID    Priority 32778
             Address  0002.172c.f400
             This bridge is the root
             Hello Time 2 sec Max Age 20 sec Forward Delay 15 sec
  Bridge ID  Priority 32778 (priority 32768 sys-id-ext 10)
             Address  0002.172c.f400
             Hello Time 2 sec Max Age 20 sec Forward Delay 15 sec
             Aging Time 300

Interface        Role Sts Cost      Prio.Nbr Type
---------------- ---- --- --------- -------- -------------------------
Gi0/1            Desg BKN 4         128.270  P2p Dispute
```

This example shows the interface details when a dispute condition is detected:

```
Switch# show spanning-tree interface0/1 detail
Port 269 (GigabitEthernet0/1) of VLAN0002 is designated blocking (dispute)
   Port path cost 4, Port priority 128, Port Identifier 128.297.
   Designated root has priority 32769, address 0013.5f20.01c0
   Designated bridge has priority 32769, address 0013.5f20.01c0
   Designated port id is 128.297, designated path cost 0
   Timers: message age 0, forward delay 0, hold 0
   Number of transitions to forwarding state: 1
   Link type is point-to-point by default
   BPDU: sent 132, received 1
```

Monitoring MST Configuration and Status

Table 62: Commands for Displaying MST Status

show spanning-tree mst configuration	Displays the MST region configuration.
show spanning-tree mst configuration digest	Displays the MD5 digest included in the current MSTCI.
show spanning-tree mst *instance-id*	Displays MST information for the specified instance. **Note** This command displays information only if the port is in a link-up operative state.

show spanning-tree mst interface *interface-id*	Displays MST information for the specified interface.

Additional References for MSTP

Related Documents

Related Topic	Document Title
Configuring STP Configuring Optional Spanning -Tree features Managing Switch Stacks	Software Configuration Guide, Cisco IOS Release 15.2(2)E (Catalyst 2960, 2960-S, 2960-SF and 2960-Plus Switches)
Commands reference	Command Reference, Cisco IOS Release 15.2(2)E (Catalyst 2960, 2960-S, 2960-SF and 2960-Plus Switches)

Standards and RFCs

Standard/RFC	Title
None	—

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

CHAPTER 25

Configuring Optional Spanning-Tree Features

This chapter describes how to configure optional spanning-tree features on the Catalyst switches. You can configure all of these features when your switch is running the per-VLAN spanning-tree plus (PVST+). You can configure only the noted features when your switch or switch stack is running the Multiple Spanning Tree Protocol (MSTP) or the rapid per-VLAN spanning-tree plus (rapid-PVST+) protocol.

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Restriction for Optional Spanning-Tree Features

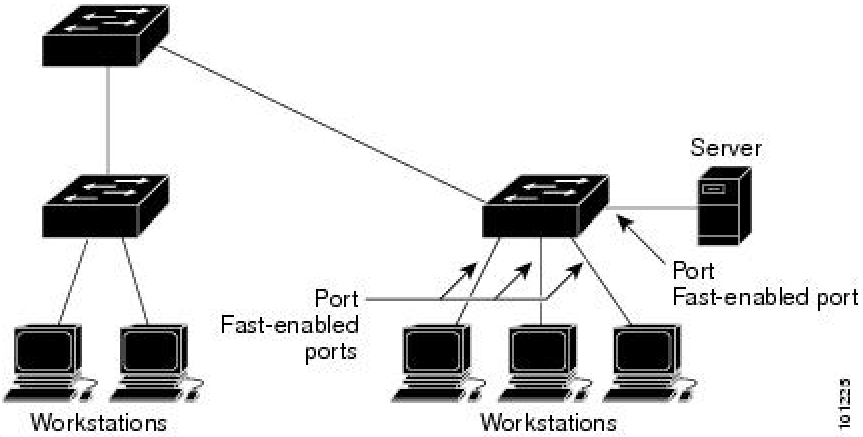
- PortFast minimizes the time that interfaces must wait for spanning tree to converge, so it is effective only when used on interfaces connected to end stations. If you enable PortFast on an interface connecting to another switch, you risk creating a spanning-tree loop.

Information About Optional Spanning-Tree Features

PortFast

PortFast 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.

Figure 44: PortFast-Enabled Interfaces



You can use PortFast on interfaces connected to a single workstation or server to allow those devices to immediately connect to the network, rather than waiting for the spanning tree to converge.

Interfaces connected to a single workstation or server should not receive bridge protocol data units (BPDUs). An interface with PortFast enabled goes through the normal cycle of spanning-tree status changes when the switch is restarted.

You can enable this feature by enabling it on either the interface or on all nontrunking ports.

BPDU Guard

The Bridge Protocol Data Unit (BPDU) guard feature can be globally enabled on the switch or can be enabled per port, but the feature operates with some differences.

When you enable BPDU guard at the global level on PortFast edge-enabled ports, spanning tree shuts down ports that are in a PortFast edge-operational state if any BPDU is received on them. In a valid configuration, PortFast edge-enabled ports do not receive BPDUs. Receiving a BPDU on a Port Fast edge-enabled port means an invalid configuration, such as the connection of an unauthorized device, and the BPDU guard feature puts the port in the error-disabled state. When this happens, the switch shuts down the entire port on which the violation occurred.

When you enable BPDU guard at the interface level on any port without also enabling the PortFast edge feature, and 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 interface back in service. Use the BPDU guard feature in a service-provider network to prevent an access port from participating in the spanning tree.

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.

Enabling BPDU filtering on PortFast edge-enabled interfaces at the global level keeps those interfaces that are in a PortFast edge-operational state from sending or receiving BPDUs. The interfaces 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 interfaces do not receive BPDUs. If a BPDU is received on a PortFast edge-enabled interface, the interface loses its PortFast edge-operational status, and BPDU filtering is disabled.

Enabling BPDU filtering on an interface without also enabling the PortFast edge feature keeps the interface from sending or receiving BPDUs.

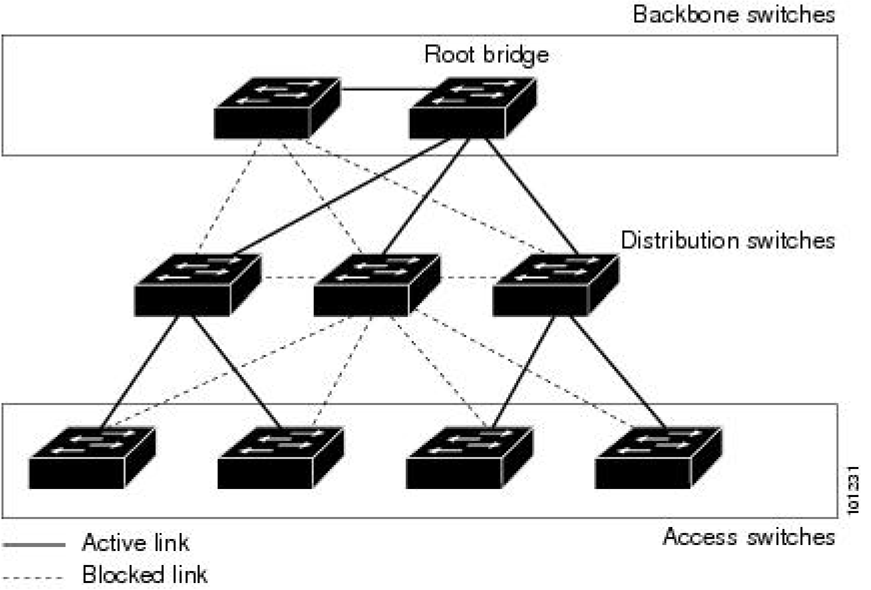
Caution Enabling BPDU filtering on an interface is the same as disabling spanning tree on it and can result in spanning-tree loops.

You can enable the BPDU filtering feature for the entire switch or for an interface.

UplinkFast

Figure 45: Switches in a Hierarchical Network

Switches in hierarchical networks can be grouped into backbone switches, distribution switches, and access switches. This complex network has distribution switches and access switches that each have at least one redundant link that spanning tree blocks to prevent loops.



If a switch loses connectivity, it begins using the alternate paths as soon as the spanning tree selects a new root port. You can accelerate the choice of a new root port when a link or switch fails or when the spanning tree reconfigures itself by enabling UplinkFast. 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.

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 46: UplinkFast Example Before Direct Link Failure

This topology has 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.

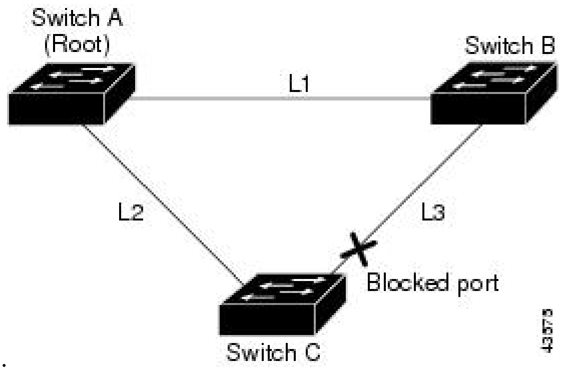
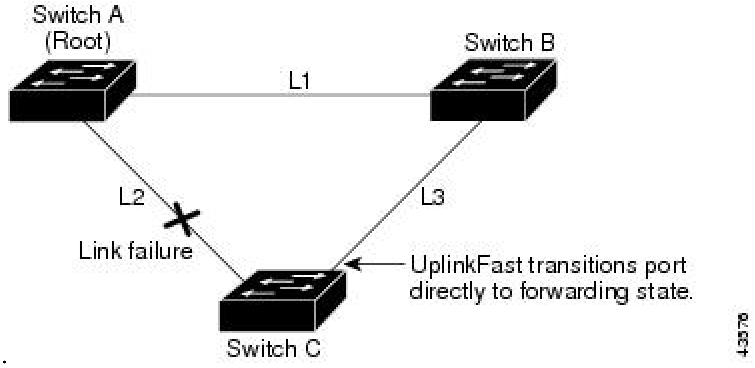


Figure 47: UplinkFast Example After Direct Link Failure

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 interface on Switch C and transitions it to the forwarding state without going through the listening and learning states. This change takes approximately 1 to 5 seconds.



Cross-Stack UplinkFast

Cross-Stack UplinkFast (CSUF) provides a fast spanning-tree transition (fast convergence in less than 1 second under normal network conditions) across a switch stack. During the fast transition, an alternate redundant link on the switch stack is placed in the forwarding state without causing temporary spanning-tree loops or loss of connectivity to the backbone. With this feature, you can have a redundant and resilient network in some configurations. CSUF is automatically enabled when you enable the UplinkFast feature.

CSUF might not provide a fast transition all the time; in these cases, the normal spanning-tree transition occurs, completing in 30 to 40 seconds. For more information, see Related Topics.

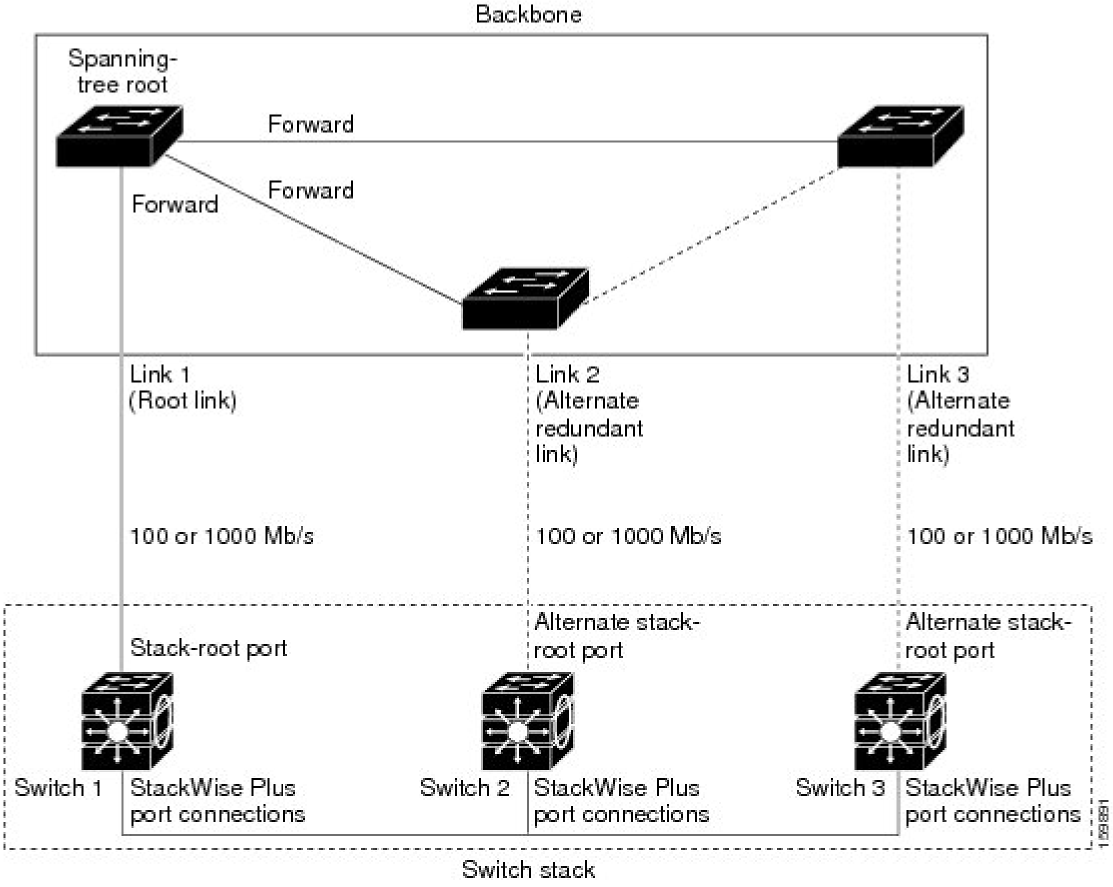
How Cross-Stack UplinkFast Works

Cross-Stack UplinkFast (CSUF) ensures that one link in the stack is elected as the path to the root.

Figure 48: Cross-Stack UplinkFast Topology

The stack-root port on Switch 1 provides the path to the root of the spanning tree. The alternate stack-root ports on Switches 2 and 3 can provide an alternate path to the spanning-tree root if the current stack-root switch fails or if its link to the spanning-tree root fails.

Link 1, the root link, is in the spanning-tree forwarding state. Links 2 and 3 are alternate redundant links that are in the spanning-tree blocking state. If Switch 1 fails, if its stack-root port fails, or if Link 1 fails, CSUF selects either the alternate stack-root port on Switch 2 or Switch 3 and puts it into the forwarding state in less than 1 second.


Backbone
Spanning-tree root
Forward
Forward
Forward
Link 1 (Root link)
Link 2 (Alternate redundant link)
Link 3 (Alternate redundant link)
100 or 1000 Mb/s
100 or 1000 Mb/s
100 or 1000 Mb/s
Stack-root port
Alternate stack-root port
Alternate stack-root port
Switch 1
StackWise Plus port connections
Switch 2
StackWise Plus port connections
Switch 3
StackWise Plus port connections
Switch stack
159891

When certain link loss or spanning-tree events occur (described in the following topic), the Fast Uplink Transition Protocol uses the neighbor list to send fast-transition requests to stack members.

The switch sending the fast-transition request needs to do a fast transition to the forwarding state of a port that it has chosen as the root port, and it must obtain an acknowledgment from each stack switch before performing the fast transition.

Each switch in the stack decides if the sending switch is a better choice than itself to be the stack root of this spanning-tree instance by comparing the root, cost, and bridge ID. If the sending switch is the best choice as the stack root, each switch in the stack returns an acknowledgment; otherwise, it sends a fast-transition request. The sending switch then has not received acknowledgments from all stack switches.

When acknowledgments are received from all stack switches, the Fast Uplink Transition Protocol on the sending switch immediately transitions its alternate stack-root port to the forwarding state. If acknowledgments from all stack switches are not obtained by the sending switch, the normal spanning-tree transitions (blocking, listening, learning, and forwarding) take place, and the spanning-tree topology converges at its normal rate (2 * forward-delay time + max-age time).

The Fast Uplink Transition Protocol is implemented on a per-VLAN basis and affects only one spanning-tree instance at a time.

Events That Cause Fast Convergence

Depending on the network event or failure, the CSUF fast convergence might or might not occur.

Fast convergence (less than 1 second under normal network conditions) occurs under these circumstances:

- The stack-root port link fails.

  If two switches in the stack have alternate paths to the root, only one of the switches performs the fast transition.

- The failed link, which connects the stack root to the spanning-tree root, recovers.
- A network reconfiguration causes a new stack-root switch to be selected.
- A network reconfiguration causes a new port on the current stack-root switch to be chosen as the stack-root port.

Note The fast transition might not occur if multiple events occur simultaneously. For example, if a stack member is powered off, and at the same time, the link connecting the stack root to the spanning-tree root comes back up, the normal spanning-tree convergence occurs.

Normal spanning-tree convergence (30 to 40 seconds) occurs under these conditions:

- The stack-root switch is powered off, or the software failed.
- The stack-root switch, which was powered off or failed, is powered on.
- A new switch, which might become the stack root, is added to the stack.

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 controls 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 starts when a root port or blocked interface 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 switch has lost its connection to the root switch). Under spanning-tree rules, the switch ignores inferior BPDUs for the maximum aging time (default is 20 seconds).

The switch tries to find if it has an alternate path to the root switch. If the inferior BPDU arrives on a blocked interface, the root port and other blocked interfaces 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 interfaces become alternate paths to the root switch. If the inferior BPDU arrives on the root port and there are no blocked interfaces, 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 RLQ request on all alternate paths to learn if any stack member has an alternate root to the root switch and waits for an RLQ reply from other switches in the network and in the stack. The switch sends the RLQ request on all alternate paths and waits for an RLQ reply from other switches in the network.

When a stack member receives an RLQ reply from a nonstack member on a blocked interface and the reply is destined for another nonstacked switch, it forwards the reply packet, regardless of the spanning-tree interface state.

When a stack member receives an RLQ reply from a nonstack member and the response is destined for the stack, the stack member forwards the reply so that all the other stack members receive it.

If the switch discovers that it still has an alternate path to the root, it expires the maximum aging time on the interface 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 interface that received the RLQ reply. If one or more alternate paths can still connect to the root switch, the switch makes all interfaces 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 49: BackboneFast Example Before Indirect Link Failure

This is 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.

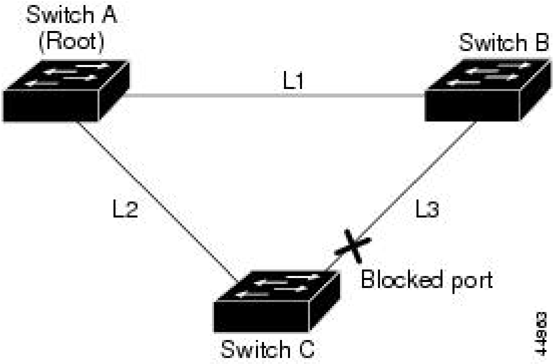


Figure 50: BackboneFast Example After Indirect Link Failure

If link L1 fails, 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 interface on Switch C to move immediately to the listening state without waiting for the maximum aging time for the interface 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. The root-switch election takes approximately 30 seconds, twice the Forward Delay time if the default Forward Delay time of 15 seconds is set. BackboneFast reconfigures the topology to account for the failure of link L1.

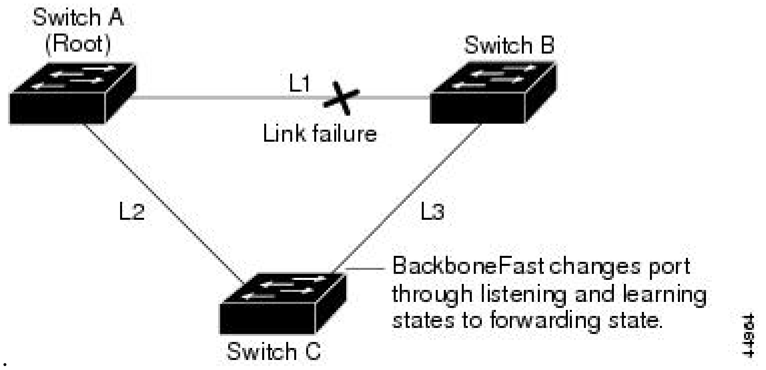
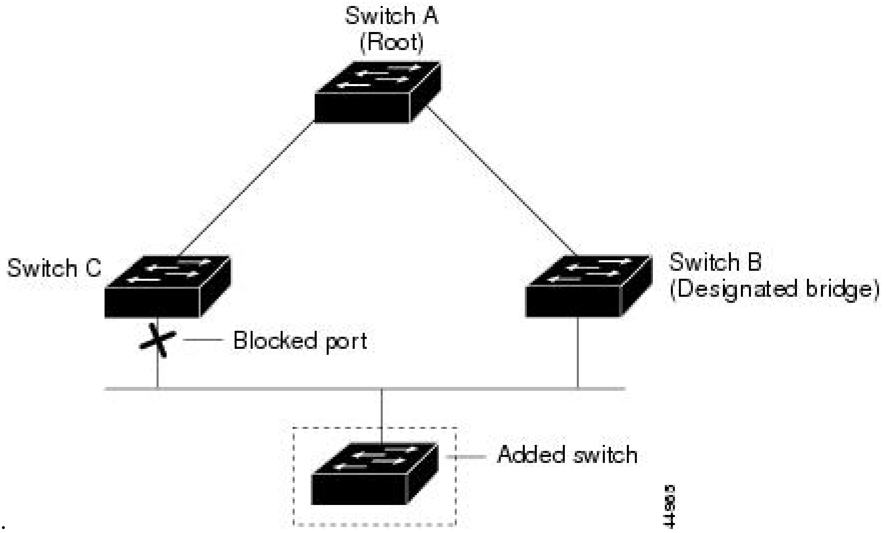

Switch A
(Root)
Switch B
L1
Link failure
L2
L3
BackboneFast changes port
through listening and learning
states to forwarding state.
Switch C
44964

Figure 51: Adding a Switch in a Shared-Medium Topology

If a new switch is introduced into a shared-medium topology, BackboneFast is not activated because the inferior BPDUs did not come from the recognized designated switch (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 switch to Switch A, the root switch.



EtherChannel Guard

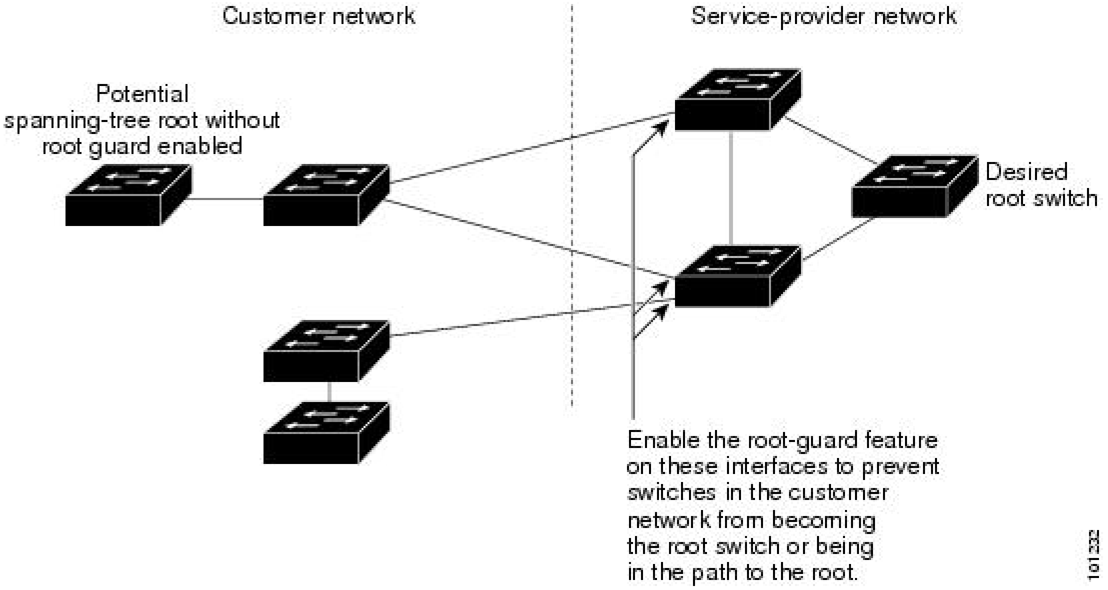
You can use EtherChannel guard to detect an EtherChannel misconfiguration between the switch and a connected device. A misconfiguration can occur if the switch interfaces are configured in an EtherChannel, but the interfaces on the other device are not. A misconfiguration can also occur if the channel parameters are not the same at both ends of the EtherChannel.

If the switch detects a misconfiguration on the other device, EtherChannel guard places the switch interfaces in the error-disabled state, and displays an error message.

Root Guard

Figure 52: Root Guard in a Service-Provider Network

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. 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.


Customer network
Service-provider network
Potential spanning-tree root without root guard enabled
Desired root switch
Enable the root-guard feature on these interfaces to prevent switches in the customer network from becoming the root switch or being in the path to the root.
101232

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.

If the switch is operating in multiple spanning-tree (MST) mode, root guard forces the interface to be a designated port. If a boundary port is blocked in an internal spanning-tree (IST) instance because of root guard, the interface also is blocked in all MST instances. A boundary port is an interface that connects to a LAN, the designated switch of which is either an IEEE 802.1D switch or a switch with a different MST region configuration.

Root guard enabled on an interface applies to all the VLANs to which the interface belongs. VLANs can be grouped and mapped to an MST instance.

Caution Misuse of the root guard feature can cause a loss of connectivity.

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 enabled on the entire switched network. Loop guard prevents alternate and root ports from becoming designated ports, and spanning tree does not send BPDUs on root or alternate ports.

When the switch is operating in PVST+ or rapid-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.

When the switch is operating in MST mode, BPDUs are not sent on nonboundary ports only if the interface is blocked by loop guard in all MST instances. On a boundary port, loop guard blocks the interface in all MST instances.

STP PortFast Port Types

You can configure a spanning tree port as an edge port, a network port, or a normal port. A port can be in only one of these states at a given time. The default spanning tree port type is normal. You can configure the port type either globally or per interface.

Depending on the type of device to which the interface is connected, you can configure a spanning tree port as one of these port types:

- A PortFast edge port—is connected to a Layer 2 host. This can be either an access port or an edge trunk port (**portfast edge trunk**). This type of port interface immediately transitions to the forwarding state, bypassing the listening and learning states. Use PortFast edge on Layer 2 access ports connected to a single workstation or server to allow those devices to connect to the network immediately, rather than waiting for spanning tree to converge.

  Even if the interface receives a bridge protocol data unit (BPDU), spanning tree does not place the port into the blocking state. Spanning tree sets the port's operating state to *non-port fast* even if the configured state remains *port fast edge* and starts participating in the topology change.

  Note If you configure a port connected to a Layer 2 switch or bridge as an edge port, you might create a bridging loop.

- A PortFast network port—is connected only to a Layer 2 switch or bridge. Bridge Assurance is enabled only on PortFast network ports. For more information, refer to *Bridge Assurance*.

  Note If you configure a port that is connected to a Layer 2 host as a spanning tree network port, the port will automatically move into the blocking state.

- A PortFast normal port—is the default type of spanning tree port.

  Note Beginning with Cisco IOS Release 15.2(4)E, or IOS XE 3.8.0E, if you enter the **spanning-tree portfast** [trunk] command in the global or interface configuration mode, the system automatically saves it as **spanning-tree portfast edge** [trunk].

Bridge Assurance

You can use Bridge Assurance to help prevent looping conditions that are caused by unidirectional links (one-way traffic on a link or port), or a malfunction in a neighboring switch. Here a malfunction refers to a switch that is not able to run STP any more, while still forwarding traffic (a brain dead switch).

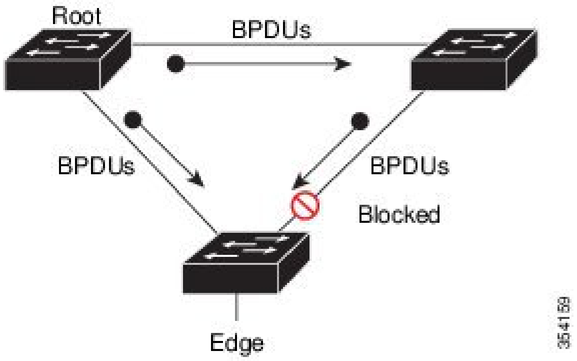
BPDUs are sent out on all operational network ports, including alternate and backup ports, for each hello time period. Bridge Assurance monitors the receipt of BPDUs on point-to-point links on all network ports. When a port does not receive BPDUs within the alloted hello time period, the port is put into a blocked state (the same as a port inconsistent state, which stops forwarding of frames). When the port resumes receipt of BPDUs, the port resumes normal spanning tree operations.

Note Only Rapid PVST+ and MST spanning tree protocols support Bridge Assurance. PVST+ does not support Bridge Assurance.

The following example shows how Bridge Assurance protects your network from bridging loops.

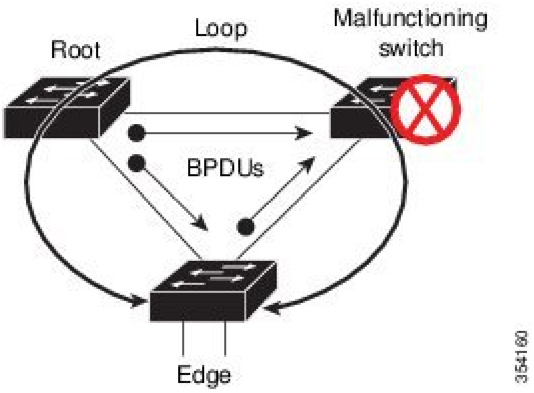
The following figure shows a network with normal STP topology.

Figure 53: Network with Normal STP Topology



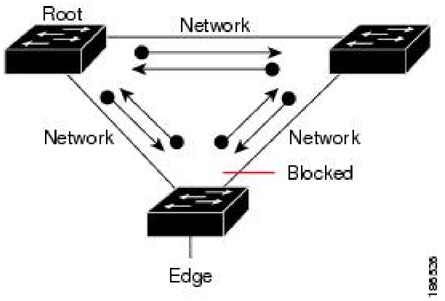
The following figure demonstrates a potential network problem when the device fails (brain dead) and Bridge Assurance is not enabled on the network.

Figure 54: Network Loop Due to a Malfunctioning Switch



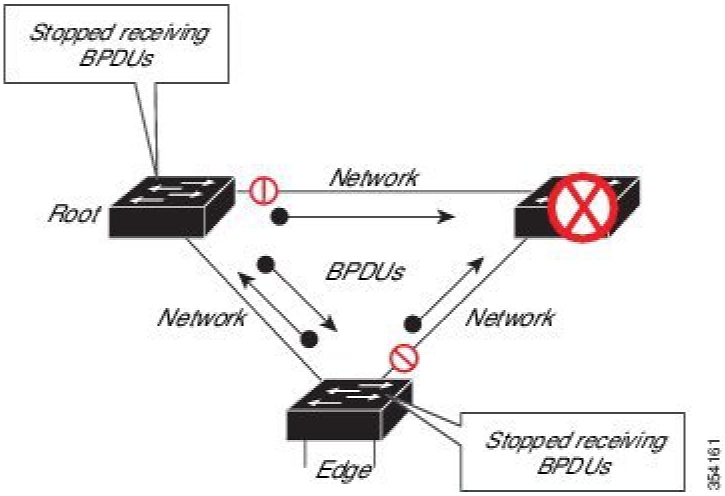
The following figure shows the network with Bridge Assurance enabled, and the STP topology progressing normally with bidirectional BDPUs issuing from every STP network port.

Figure 55: Network with STP Topology Running Bridge Assurance



The following figure shows how the potential network problem shown in figure *Network Loop Due to a Malfunctioning Switch* does not occur when you have Bridge Assurance enabled on your network.

Figure 56: Network Problem Averted with Bridge Assurance Enabled



The system generates syslog messages when a port is block and unblocked. The following sample output shows the log that is generated for each of these states:

BRIDGE_ASSURANCE_BLOCK

```
Sep 17 09:48:16.249 PDT: %SPANTREE-2-BRIDGE_ASSURANCE_BLOCK: Bridge Assurance blocking port
 GigabitEthernet0/1 on VLAN0001.
```

BRIDGE_ASSURANCE_UNBLOCK

```
Sep 17 09:48:58.426 PDT: %SPANTREE-2-BRIDGE_ASSURANCE_UNBLOCK: Bridge Assurance unblocking
 port GigabitEthernet0/1 on VLAN0001.
```

Follow these guidelines when enabling Bridge Assurance:

- It can only be enabled or disabled globally.
- It applies to all operational network ports, including alternate and backup ports.

- Only Rapid PVST+ and MST spanning tree protocols support Bridge Assurance. PVST+ does not support Bridge Assurance.
- For Bridge Assurance to work properly, it must be supported and configured on both ends of a point-to-point link. If the device on one side of the link has Bridge Assurance enabled and the device on the other side does not, the connecting port is blocked and in a Bridge Assurance inconsistent state. We recommend that you enable Bridge Assurance throughout your network.
- To enable Bridge Assurance on a port, BPDU filtering and BPDU Guard must be disabled.
- You can enable Bridge Assurance in conjunction with Loop Guard.
- You can enable Bridge Assurance in conjunction with Root Guard. The latter is designed to provide a way to enforce the root bridge placement in the network.

How to Configure Optional Spanning-Tree Features

Enabling PortFast

An interface with the PortFast feature enabled is moved directly to the spanning-tree forwarding state without waiting for the standard forward-time delay.

If you enable the voice VLAN feature, the PortFast feature is automatically enabled. When you disable voice VLAN, the PortFast feature is not automatically disabled.

You can enable this feature if your switch is running PVST+, Rapid PVST+, or MSTP.

⚠ **Caution** Use PortFast only when connecting a single end station to an access or trunk port. Enabling this feature on an interface 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.

This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **spanning-tree portfast** [**trunk**]
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:**	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
	`Switch> enable`	
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/2`	Specifies an interface to configure, and enters interface configuration mode.
Step 4	**spanning-tree portfast** [**trunk**] **Example:** `Switch(config-if)# spanning-tree portfast trunk`	Enables PortFast on an access port connected to a single workstation or server. By specifying the **trunk** keyword, you can enable PortFast on a trunk port. **Note** To enable PortFast on trunk ports, you must use the **spanning-tree portfast trunk** interface configuration command. The **spanning-tree portfast** command will not work on trunk ports. Make sure that there are no loops in the network between the trunk port and the workstation or server before you enable PortFast on a trunk port. By default, PortFast is disabled on all interfaces.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

What to do next

You can use the **spanning-tree portfast default** global configuration command to globally enable the PortFast feature on all nontrunking ports.

Enabling BPDU Guard

You can enable the BPDU guard feature if your switch is running PVST+, Rapid PVST+, or MSTP.

> **Caution** Configure PortFast edge 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.

This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **spanning-tree portfast edge**
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/2`	Specifies the interface connected to an end station, and enters interface configuration mode.
Step 4	**spanning-tree portfast edge** **Example:** `Switch(config-if)# spanning-tree portfast edge`	Enables the PortFast edge feature.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

What to do next

To prevent the port from shutting down, you can use the **errdisable detect cause bpduguard shutdown vlan** global configuration command to shut down just the offending VLAN on the port where the violation occurred.

You also can use the **spanning-tree bpduguard enable** interface configuration command to enable BPDU guard on any port without also enabling the PortFast edge feature. When the port receives a BPDU, it is put it in the error-disabled state.

Enabling BPDU Filtering

You can also use the **spanning-tree bpdufilter enable** interface configuration command to enable BPDU filtering on any interface without also enabling the PortFast edge feature. This command prevents the interface 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.

You can enable the BPDU filtering feature if your switch is running PVST+, Rapid PVST+, or MSTP.

Caution Configure PortFast edge only on interfaces that connect to end stations; otherwise, an accidental topology loop could cause a data packet loop and disrupt switch and network operation.

This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree portfast edge bpdufilter default**
4. **interface** *interface-id*
5. **spanning-tree portfast edge**
6. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree portfast edge bpdufilter default** **Example:**	Globally enables BPDU filtering. By default, BPDU filtering is disabled.

	Command or Action	Purpose
	`Switch(config)# spanning-tree portfast edge bpdufilter default`	
Step 4	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/2`	Specifies the interface connected to an end station, and enters interface configuration mode.
Step 5	**spanning-tree portfast edge** **Example:** `Switch(config-if)# spanning-tree portfast edge`	Enables the PortFast edge feature on the specified interface.

Step 6	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Enabling UplinkFast for Use with Redundant Links

> **Note** When you enable UplinkFast, it affects all VLANs on the switch or switch stack. You cannot configure UplinkFast on an individual VLAN.

You can configure the UplinkFast or the Cross-Stack UplinkFast (CSUF) feature for Rapid PVST+ or for the MSTP, but the feature remains disabled (inactive) until you change the spanning-tree mode to PVST+.

This procedure is optional. Follow these steps to enable UplinkFast and CSUF.

Before you begin

UplinkFast cannot be enabled on VLANs that have been configured with a switch priority. To enable UplinkFast on a VLAN with switch priority configured, first restore the switch priority on the VLAN to the default value using the **no spanning-tree vlan** *vlan-id* **priority** global configuration command.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree uplinkfast** [**max-update-rate** *pkts-per-second*]
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable**	Enables privileged EXEC mode.

	Command or Action	Purpose
	Example: `Switch> enable`	• Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree uplinkfast** [**max-update-rate** *pkts-per-second*] **Example:** `Switch(config)# spanning-tree uplinkfast max-update-rate 200`	Enables UplinkFast. (Optional) For *pkts-per-second*, 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. When you enter this command, CSUF also is enabled on all nonstack port interfaces.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

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 reduce the chance that a 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.

When you enable the UplinkFast feature using these instructions, CSUF is automatically globally enabled on nonstack port interfaces.

Disabling UplinkFast

This procedure is optional.

Follow these steps to disable UplinkFast and Cross-Stack UplinkFast (CSUF).

Before you begin

UplinkFast must be enabled.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **no spanning-tree uplinkfast**
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**no spanning-tree uplinkfast** **Example:** `Switch(config)# no spanning-tree uplinkfast`	Disables UplinkFast and CSUF on the switch and all of its VLANs.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

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.

When you disable the UplinkFast feature using these instructions, CSUF is automatically globally disabled on nonstack port interfaces.

Enabling BackboneFast

You can enable BackboneFast to detect indirect link failures and to start the spanning-tree reconfiguration sooner.

You can configure the BackboneFast feature for Rapid PVST+ or for the MSTP, but the feature remains disabled (inactive) until you change the spanning-tree mode to PVST+.

This procedure is optional. Follow these steps to enable BackboneFast on the switch.

Before you begin

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.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree backbonefast**
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree backbonefast** **Example:** `Switch(config)# spanning-tree backbonefast`	Enables BackboneFast.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Enabling EtherChannel Guard

You can enable EtherChannel guard to detect an EtherChannel misconfiguration if your switch is running PVST+, Rapid PVST+, or MSTP.

This procedure is optional.

Follow these steps to enable EtherChannel Guard on the switch.

SUMMARY STEPS

1. **enable**

2. **configure terminal**
3. **spanning-tree etherchannel guard misconfig**
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree etherchannel guard misconfig** **Example:** `Switch(config)# spanning-tree etherchannel guard misconfig`	Enables EtherChannel guard.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

What to do next

You can use the **show interfaces status err-disabled** privileged EXEC command to show 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** interface configuration commands on the port-channel interfaces that were misconfigured.

Enabling Root Guard

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.

You can enable this feature if your switch is running PVST+, Rapid PVST+, or MSTP.

This procedure is optional.

Follow these steps to enable root guard on the switch.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **spanning-tree guard root**
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/2`	Specifies an interface to configure, and enters interface configuration mode.
Step 4	**spanning-tree guard root** **Example:** `Switch(config-if)# spanning-tree guard root`	Enables root guard on the interface. By default, root guard is disabled on all interfaces.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Enabling 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. Loop guard operates only on interfaces that are considered point-to-point by the spanning tree.

Note You cannot enable both loop guard and root guard at the same time.

You can enable this feature if your switch is running PVST+, Rapid PVST+, or MSTP.

This procedure is optional. Follow these steps to enable loop guard on the switch.

SUMMARY STEPS

1. Enter one of the following commands:
   - **show spanning-tree active**
   - **show spanning-tree mst**
2. **configure terminal**
3. **spanning-tree loopguard default**
4. **end**

DETAILED STEPS

	Command or Action	Purpose

Step 1	Enter one of the following commands:
	• **show spanning-tree active**
	• **show spanning-tree mst**
	Example:
	`Switch# show spanning-tree active`
	or
	`Switch# show spanning-tree mst`
		Verifies which interfaces are alternate or root ports.

Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree loopguard default** **Example:** `Switch(config)# spanning-tree loopguard default`	Enables loop guard. By default, loop guard is disabled.

	Command or Action	Purpose

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Enabling PortFast Port Types

This section describes the different steps to enable Portfast Port types.

Configuring the Default Port State Globally

To configure the default PortFast state, perform this task:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree portfast** [**edge** | **network** | **normal**] **default**
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree portfast** [**edge** | **network** | **normal**] **default** **Example:** `Switch(config)# spanning-tree portfast default`	Configures the default state for all interfaces on the switch. You have these options: • (Optional) **edge**—Configures all interfaces as edge ports. This assumes all ports are connected to hosts/servers. • (Optional) **network**—Configures all interfaces as spanning tree network ports. This assumes all ports are connected to switches and bridges. Bridge Assurance is enabled on all network ports by default.

	Command or Action	Purpose
		• (Optional) **normal**—Configures all interfaces normal spanning tree ports. These ports can be connected to any type of device. • **default**—The default port type is normal.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring PortFast Edge on a Specified Interface

Interfaces configured as edge ports immediately transition to the forwarding state, without passing through the blocking or learning states, on linkup.

Note Because the purpose of this type of port is to minimize the time that access ports must wait for spanning tree to converge, it is most effective when used on access ports. If you enable PortFast edge on a port connecting to another switch, you risk creating a spanning tree loop.

To configure an edge port on a specified interface, perform this task:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id* | **port-channel** *port_channel_number*
4. **spanning-tree portfast edge** [**trunk**]
5. end
6. **show running interface** *interface-id* | **port-channel** *port_channel_number*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 3	**interface** *interface-id* | **port-channel** *port_channel_number* **Example:** `Switch(config)# interface gigabitethernet 0/1	port-channel port_channel_number`	Specifies an interface to configure.
Step 4	**spanning-tree portfast edge** [**trunk**] **Example:** `Switch(config-if)# spanning-tree portfast trunk`	Enables edge behavior on a Layer 2 access port connected to an end workstation or server. • (Optional) **trunk**—Enables edge behavior on a trunk port. Use this keyword if the link is a trunk. Use this command only on ports that are connected to end host devices that terminate VLANs and from which the port should never receive STP BPDUs. Such end host devices include workstations, servers, and ports on routers that are not configured to support bridging. • Use the **no** version of the command to disable PortFast edge.

Step 5	end
	Example:
	`Switch(config-if)# end`
		Exits configuration mode.

Step 6	**show running interface** *interface-id* | **port-channel** *port_channel_number* **Example:** `Switch# show running interface gigabitethernet 0/1| port-channel port_channel_number`	Verifies the configuration.

Configuring a PortFast Network Port on a Specified Interface

Ports that are connected to Layer 2 switches and bridges can be configured as network ports.

Note Bridge Assurance is enabled only on PortFast network ports. For more information, refer to *Bridge Assurance*.

To configure a port as a network port, perform this task.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id* | **port-channel** *port_channel_number*
4. **spanning-tree portfast network**
5. end

6. **show running interface** *interface-id* | **port-channel** *port_channel_number*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* | **port-channel** *port_channel_number* **Example:** `Switch(config)# interface gigabitethernet 0/1| port-channel port_channel_number`	Specifies an interface to configure.
Step 4	**spanning-tree portfast network** **Example:** `Switch(config-if)# spanning-tree portfast network`	Enables edge behavior on a Layer 2 access port connected to an end workstation or server. • Configures the port as a network port. If you have enabled Bridge Assurance globally, it automatically runs on a spanning tree network port. • Use the **no** version of the command to disable PortFast.

Step 5	end
	Example:
	`Switch(config-if)# end`
		Exits configuration mode.

Step 6	**show running interface** *interface-id* | **port-channel** *port_channel_number* **Example:** `Switch# show running interface gigabitethernet 0/1 | port-channel port_channel_number`	Verifies the configuration.

Enabling Bridge Assurance

To configure the Bridge Assurance, perform the steps given below:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **spanning-tree bridge assurance**
4. **end**
5. **show spanning-tree summary**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**spanning-tree bridge assurance** **Example:** `Switch(config)# spanning-tree bridge assurance`	Enables Bridge Assurance on all network ports on the switch. Bridge Assurance is enabled by default. Use the **no** version of the command to disable the feature. Disabling Bridge Assurance causes all configured network ports to behave as normal spanning tree ports.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show spanning-tree summary** **Example:** `Switch# show spanning-tree summary`	Displays spanning tree information and shows if Bridge Assurance is enabled.

Examples

Examples: Configuring PortFast Edge on a Specified Interface

This example shows how to enable edge behavior on GigabitEthernet interface `0/1`:

```
Switch# configure terminal
Switch(config)# interface gigabitethernet0/1
Switch(config-if)# spanning-tree portfast edge
Switch(config-if)# end
Switch#
```

This example shows how to verify the configuration:

```
Switch# show running-config interface gigabitethernet0/1
Building configuration...
Current configuration:
!
interface GigabitEthernet0/1
no ip address
switchport
switchport access vlan 200
switchport mode access
spanning-tree portfast edge
end
```

This example shows how you can display that port GigabitEthernet `0/1` is currently in the edge state:

```
Switch# show spanning-tree vlan 200
VLAN0200
Spanning tree enabled protocol rstp
Root ID Priority 2
Address 001b.2a68.5fc0
Cost 3
Port 125 (GigabitEthernet5/9)
Hello Time 2 sec Max Age 20 sec Forward Delay 15 sec
Bridge ID Priority 2 (priority 0 sys-id-ext 2)
Address 7010.5c9c.5200
Hello Time 2 sec Max Age 20 sec Forward Delay 15 sec
Aging Time 0 sec
Interface Role Sts Cost Prio.Nbr Type
------------------ ---- --- --------- -------- --------------------------------
Gi0/1 Desg FWD 4 128.1 P2p Edge
```

Examples: Configuring a PortFast Network Port on a Specified Interface

This example shows how to configure GigabitEthernet interface `0/1` as a network port:

```
Switch# configure terminal
Switch(config)# interface gigabitethernet0/1
Switch(config-if)# spanning-tree portfast network
Switch(config-if)# end
Switch#
```

This example shows how to verify the configuration:

```
Switch# show running-config interface gigabitethernet0/1
Building configuration...
Current configuration:
!
interface GigabitEthernet0/1
no ip address
switchport
switchport access vlan 200
switchport mode access
spanning-tree portfast network
end
```

This example shows the output for show spanning-tree vlan

```
Switch# show spanning-tree vlan
Sep 17 09:51:36.370 PDT: %SYS-5-CONFIG_I: Configured from console by console2

VLAN0002
  Spanning tree enabled protocol rstp
  Root ID    Priority    2
             Address     7010.5c9c.5200
             This bridge is the root
             Hello Time   2 sec  Max Age 20 sec  Forward Delay 15 sec

  Bridge ID  Priority    2      (priority 0 sys-id-ext 2)
             Address     7010.5c9c.5200
             Hello Time   2 sec  Max Age 20 sec  Forward Delay 15 sec
             Aging Time  0   sec

Interface           Role Sts Cost      Prio.Nbr Type
------------------- ---- --- --------- -------- --------------------------------
Gi1/0/1             Desg FWD 4         128.1    P2p Edge
Po4                 Desg FWD 3         128.480  P2p Network
Gi4/0/1             Desg FWD 4         128.169  P2p Edge
Gi4/0/47            Desg FWD 4         128.215  P2p Network

Switch#
```

Example: Configuring Bridge Assurance

This output shows port GigabitEthernet `0/1` has been configured as a network port and it is currently in the Bridge Assurance inconsistent state.

Note The output shows the port type as network and *BA_Inc, indicating that the port is in an inconsistent state.

```
Switch# show spanning-tree
VLAN0010
Spanning tree enabled protocol rstp
Root ID Priority 32778
Address 0002.172c.f400
This bridge is the root
Hello Time 2 sec Max Age 20 sec Forward Delay 15 sec
Bridge ID Priority 32778 (priority 32768 sys-id-ext 10)
Address 0002.172c.f400
Hello Time 2 sec Max Age 20 sec Forward Delay 15 sec
Aging Time 300
Interface Role Sts   Cost    Prio.   Nbr    Type
---------------- ---- --- --------- -------- --------------------------------
Gi0/1    Desg BKN*4 128.270 Network, P2p *BA_Inc
```

The example shows the output for show spanning-tree summary.

```
Switch#sh spanning-tree summary
Switch is in rapid-pvst mode
Root bridge for: VLAN0001-VLAN0002, VLAN0128
EtherChannel misconfig guard            is enabled
Extended system ID                      is enabled
Portfast Default                        is network
Portfast Edge BPDU Guard Default        is disabled
Portfast Edge BPDU Filter Default       is disabled
Loopguard Default                       is enabled
```

```
PVST Simulation Default                is enabled but inactive in rapid-pvst mode
Bridge Assurance                       is enabled
UplinkFast                             is disabled
BackboneFast                           is disabled
Configured Pathcost method used is short

Name                   Blocking Listening Learning Forwarding STP Active
---------------------- -------- --------- -------- ---------- ----------
VLAN0001                     0         0        0          5          5
VLAN0002                     0         0        0          4          4
VLAN0128                     0         0        0          4          4
---------------------- -------- --------- -------- ---------- ----------
3 vlans                      0         0        0         13         13

Switch#
```

Monitoring the Spanning-Tree Status

Table 63: Commands for Monitoring 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 *interface-id*	Displays spanning-tree information for the specified interface.
show spanning-tree mst interface *interface-id*	Displays MST information for the specified interface.
show spanning-tree summary [**totals**]	Displays a summary of interface states or displays the total lines of the spanning-tree state section.
show spanning-tree mst interface *interface-id* **portfast edge**	Displays spanning-tree portfast information for the specified interface.

Additional References for Optional Spanning Tree Features

Related Documents

Related Topic	Document Title
Configuring STP Configuring MSTP Configuring Voice VLAN Commands reference	Software Configuration Guide, Cisco IOS Release 15.2(2)E (Catalyst 2960, 2960-S, 2960-SF and 2960-Plus Switches)

Standards and RFCs

Standard/RFC	Title
None	—

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

PART XVI

Configuring Flex Links and the MAC Address-Table Move Update

CHAPTER 26

Configuring Flex Links and the MAC Address-Table Move Update Feature

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Restrictions for Configuring Flex Links and MAC Address-Table Move Update

- Flex Links are supported only on Layer 2 ports and port channels.
- You can configure up to 16 backup links.
- You can configure only one Flex Links backup link for any active link, and it must be a different interface from the active interface.
- An interface can belong to only one Flex Links pair. An interface can be a backup link for only one active link. An active link cannot belong to another Flex Links pair.

- Neither of the links can be a port that belongs to an EtherChannel. However, you can configure two port channels (EtherChannel logical interfaces) as Flex Links, and you can configure a port channel and a physical interface as Flex Links, with either the port channel or the physical interface as the active link.
- A backup link does not have to be the same type (Gigabit Ethernet or port channel) as the active link. However, you should configure both Flex Links with similar characteristics so that there are no loops or changes in behavior if the standby link begins to forward traffic.
- STP is disabled on Flex Links ports. A Flex Links port does not participate in STP, even if the VLANs present on the port are configured for STP. When STP is not enabled, be sure that there are no loops in the configured topology.

Information About Flex Links and MAC Address-Table Move Update

Flex Links

Flex Links are a pair of a Layer 2 interfaces (switch ports or port channels) where one interface is configured to act as a backup to the other. The feature provides an alternative solution to the Spanning Tree Protocol (STP). Users can disable STP and still retain basic link redundancy. Flex Links are typically configured in service provider or enterprise networks where customers do not want to run STP on the switch. If the switch is running STP, Flex Links are not necessary because STP already provides link-level redundancy or backup.

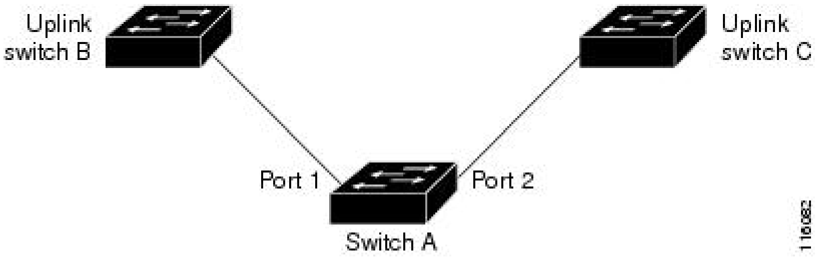
You configure Flex Links on one Layer 2 interface (the active link) by assigning another Layer 2 interface as the Flex Links or backup link. On switches, the Flex Links can be on the same switch or on another switch in the stack. When one of the links is up and forwarding traffic, the other link is in standby mode, ready to begin forwarding traffic if the other link shuts down. At any given time, only one of the interfaces is in the linkup state and forwarding traffic. If the primary link shuts down, the standby link starts forwarding traffic. When the active link comes back up, it goes into standby mode and does not forward traffic. STP is disabled on Flex Links interfaces.

Flex Links Configuration

In the following figure, ports 1 and 2 on switch A are connected to uplink switches B and C. Because they are configured as Flex Links, only one of the interfaces is forwarding traffic; the other is in standby mode. If port 1 is the active link, it begins forwarding traffic between port 1 and switch B; the link between port 2 (the backup link) and switch C is not forwarding traffic. If port 1 goes down, port 2 comes up and starts forwarding traffic to switch C. When port 1 comes back up, it goes into standby mode and does not forward traffic; port 2 continues forwarding traffic.

You can also configure a preemption function, specifying the preferred port for forwarding traffic. For example, you can configure the Flex Links pair with preemption mode. In the scenario shown, when port 1 comes back up and has more bandwidth than port 2, port 1 begins forwarding traffic after 60 seconds. Port 2 becomes the standby port. You do this by entering the **switchport backup interface preemption mode bandwidth** and **switchport backup interface preemption delay** interface configuration commands.

Figure 57: Flex Links Configuration Example



If a primary (forwarding) link goes down, a trap notifies the network management stations. If the standby link goes down, a trap notifies the users.

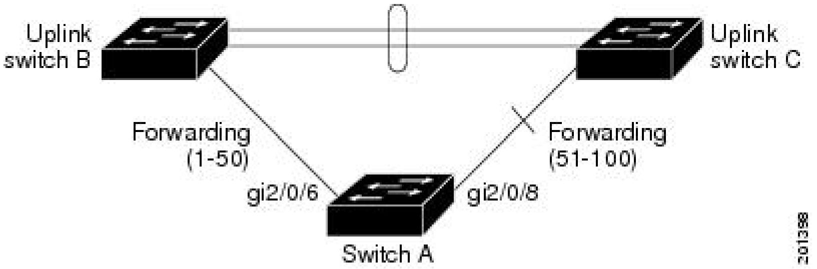
Flex Links are supported only on Layer 2 ports and port channels, not on VLANs or on Layer 3 ports.

VLAN Flex Links Load Balancing and Support

VLAN Flex Links load balancing allows users to configure a Flex Links pair so that both ports simultaneously forward the traffic for some mutually exclusive VLANs. For example, if Flex Links ports are configured for 1 to 100 VLANs, the traffic of the first 50 VLANs can be forwarded on one port and the rest on the other port. If one of the ports fail, the other active port forwards all the traffic. When the failed port comes back up, it resumes forwarding traffic in the preferred VLANs. In addition to providing the redundancy, this Flex Links pair can be used for load balancing. Flex Links VLAN load balancing does not impose any restrictions on uplink switches.

Figure 58: VLAN Flex Links Load-Balancing Configuration Example

The following figure displays a VLAN Flex Links load-balancing configuration.



Multicast Fast Convergence with Flex Links Failover

Multicast fast convergence reduces the multicast traffic convergence time after a Flex Links failure. Multicast fast convergence is implemented by a combination of learning the backup link as an mrouter port, generating IGMP reports, and leaking IGMP reports.

Learning the Other Flex Links Port as the mrouter Port

In a typical multicast network, there is a querier for each VLAN. A switch deployed at the edge of a network has one of its Flex Links ports receiving queries. Flex Links ports are also always forwarding at any given time.

A port that receives queries is added as an mrouter port on the switch. An mrouter port is part of all the multicast groups learned by the switch. After a changeover, queries are received by the other Flex Links port.

The other Flex Links port is then learned as the mrouter port. After changeover, multicast traffic then flows through the other Flex Links port. To achieve faster convergence of traffic, both Flex Links ports are learned as mrouter ports whenever either Flex Links port is learned as the mrouter port. Both Flex Links ports are always part of multicast groups.

Although both Flex Links ports are part of the groups in normal operation mode, all traffic on the backup port is blocked. The normal multicast data flow is not affected by the addition of the backup port as an mrouter port. When the changeover happens, the backup port is unblocked, allowing the traffic to flow. In this case, the upstream multicast data flows as soon as the backup port is unblocked.

Generating IGMP Reports

When the backup link comes up after the changeover, the upstream new distribution switch does not start forwarding multicast data, because the port on the upstream router, which is connected to the blocked Flex Links port, is not part of any multicast group. The reports for the multicast groups were not forwarded by the downstream switch because the backup link is blocked. The data does not flow on this port, until it learns the multicast groups, which occurs only after it receives reports.

The reports are sent by hosts when a general query is received, and a general query is sent within 60 seconds in normal scenarios. When the backup link starts forwarding, to achieve faster convergence of multicast data, the downstream switch immediately sends proxy reports for all the learned groups on this port without waiting for a general query.

Leaking IGMP Reports

To achieve multicast traffic convergence with minimal loss, a redundant data path must be set up before the Flex Links active link goes down. This can be achieved by leaking only IGMP report packets on the Flex Links backup link. These leaked IGMP report messages are processed by upstream distribution routers, so multicast data traffic gets forwarded to the backup interface. Because all incoming traffic on the backup interface is dropped at the ingress of the access switch, no duplicate multicast traffic is received by the host. When the Flex Links active link fails, the access switch starts accepting traffic from the backup link immediately. The only disadvantage of this scheme is that it consumes bandwidth on the link between the distribution switches and on the backup link between the distribution and access switches. This feature is disabled by default and can be configured by using the **switchport backup interface** *interface-id* **multicast fast-convergence** command.

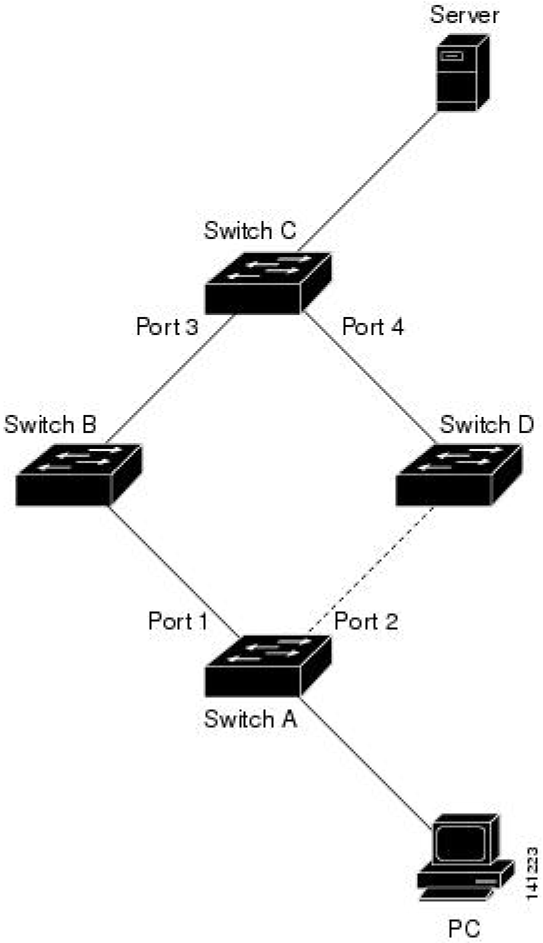
When this feature has been enabled at changeover, the switch does not generate the proxy reports on the backup port, which became the forwarding port.

MAC Address-Table Move Update

The MAC address-table move update feature allows the switch to provide rapid bidirectional convergence when a primary (forwarding) link goes down and the standby link begins forwarding traffic.

Figure 59: MAC Address-Table Move Update Example

In the following figure, switch A is an access switch, and ports 1 and 2 on switch A are connected to uplink switches B and D through a Flex Links pair. Port 1 is forwarding traffic, and port 2 is in the backup state. Traffic from the PC to the server is forwarded from port 1 to port 3. The MAC address of the PC has been learned on port 3 of switch C. Traffic from the server to the PC is forwarded from port 3 to port 1.



If the MAC address-table move update feature is not configured and port 1 goes down, port 2 starts forwarding traffic. However, for a short time, switch C keeps forwarding traffic from the server to the PC through port 3, and the PC does not get the traffic because port 1 is down. If switch C removes the MAC address of the PC on port 3 and relearns it on port 4, traffic can then be forwarded from the server to the PC through port 2.

If the MAC address-table move update feature is configured and enabled on the switches, and port 1 goes down, port 2 starts forwarding traffic from the PC to the server. The switch sends a MAC address-table move update packet from port 2. Switch C gets this packet on port 4 and immediately learns the MAC address of the PC on port 4, which reduces the reconvergence time.

You can configure the access switch, switch A, to *send* MAC address-table move update messages. You can also configure the uplink switches B, C, and D to *get* and process the MAC address-table move update messages. When switch C gets a MAC address-table move update message from switch A, switch C learns the MAC address of the PC on port 4. Switch C updates the MAC address table, including the forwarding table entry for the PC.

Switch A does not need to wait for the MAC address-table update. The switch detects a failure on port 1 and immediately starts forwarding server traffic from port 2, the new forwarding port. This change occurs in less than 100 milliseconds (ms). The PC is directly connected to switch A, and the connection status does not change. Switch A does not need to update the PC entry in the MAC address table.

Flex Links VLAN Load Balancing Configuration Guidelines

- For Flex Links VLAN load balancing, you must choose the preferred VLANs on the backup interface.
- You cannot configure a preemption mechanism and VLAN load balancing for the same Flex Links pair.

MAC Address-Table Move Update Configuration Guidelines

- You can enable and configure this feature on the access switch to *send* the MAC address-table move updates.
- You can enable and configure this feature on the uplink switches to *get* the MAC address-table move updates.

Default Flex Links and MAC Address-Table Move Update Configuration

- Flex Links is not configured, and there are no backup interfaces defined.
- The preemption mode is off.
- The preemption delay is 35 seconds.
- The MAC address-table move update feature is not configured on the switch.

How to Configure Flex Links and the MAC Address-Table Move Update Feature

Configuring Flex Links

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **switchport backup interface** *interface-id*
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 2	**interface** *interface-id* **Example:** `Switch(conf)# interface gigabitethernet1/0/1`	Specifies the interface, and enters interface configuration mode. The interface can be a physical Layer 2 interface or a port channel (logical interface). The port-channel range is 1 to 24.
Step 3	**switchport backup interface** *interface-id* **Example:** `Switch(conf-if)# switchport backup interface gigabitethernet1/0/2`	Configures a physical Layer 2 interface (or port channel) as part of a Flex Links pair with the interface. When one link is forwarding traffic, the other interface is in standby mode.

Step 4	**end**
	Example:
	`Switch(conf-if)# end`
		Returns to privileged EXEC mode.

Configuring a Preemption Scheme for a Pair of Flex Links

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **switchport backup interface** *interface-id*
4. **switchport backup interface** *interface-id* **preemption mode** [**forced** | **bandwidth** | **off**]
5. **switchport backup interface** *interface-id* **preemption delay** *delay-time*
6. **end**
7. **show interface** [*interface-id*] **switchport backup**
8. **copy running-config startup config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode
Step 2	**interface** *interface-id* **Example:** `Switch(conf)# interface gigabitethernet1/0/1`	Specifies the interface, and enters interface configuration mode. The interface can be a physical Layer 2 interface or a port channel (logical interface).

	Command or Action	Purpose
Step 3	**switchport backup interface** *interface-id* **Example:** `Switch(conf-if)# switchport backup interface gigabitethernet1/0/2`	Configures a physical Layer 2 interface (or port channel) as part of a Flex Links pair with the interface. When one link is forwarding traffic, the other interface is in standby mode.
Step 4	**switchport backup interface** *interface-id* **preemption mode** [**forced** | **bandwidth** | **off**] **Example:** `Switch(conf-if)# switchport backup interface gigabitethernet1/0/2 preemption mode forced`	Configures a preemption mechanism and delay for a Flex Links interface pair. You can configure the preemption as: • **forced**—(Optional) The active interface always preempts the backup. • **bandwidth**—(Optional) The interface with the higher bandwidth always acts as the active interface. • **off**—(Optional) No preemption occurs from active to backup.
Step 5	**switchport backup interface** *interface-id* **preemption delay** *delay-time* **Example:** `Switch(conf-if)# switchport backup interface gigabitethernet1/0/2 preemption delay 50`	Configures the time delay until a port preempts another port. **Note** Setting a delay time only works with forced and bandwidth modes.

Step 6	**end**
	Example:
	`Switch(conf-if)# end`
		Returns to privileged EXEC mode.

Step 7	**show interface** [*interface-id*] **switchport backup** **Example:** `Switch# show interface gigabitethernet1/0/2 switchport backup`	Verifies the configuration.
Step 8	**copy running-config startup config** **Example:** `Switch# copy running-config startup config`	(Optional) Saves your entries in the switch startup configuration file.

Configuring VLAN Load Balancing on Flex Links

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **switchport backup interface** *interface-id* **prefer vlan** *vlan-range*
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch (config)# interface gigabitethernet2/0/6`	Specifies the interface, and enters interface configuration mode. The interface can be a physical Layer 2 interface or a port channel (logical interface). The port-channel range is 1 to 24.
Step 3	**switchport backup interface** *interface-id* **prefer vlan** *vlan-range* **Example:** `Switch (config-if)# switchport backup interface gigabitethernet2/0/8 prefer vlan 2`	Configures a physical Layer 2 interface (or port channel) as part of a Flex Links pair with the interface and specifies the VLANs carried on the interface. The VLAN ID range is 1 to 4094.

Step 4	**end**
	Example:
	`Switch (config-if)# end`
		Returns to privileged EXEC mode.

Configuring MAC Address-Table Move Update

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. Use one of the following:
    - **switchport backup interface** *interface-id*
    - **switchport backup interface** *interface-id* **mmu primary vlan** *vlan-id*

4. **end**
5. **mac address-table move update transmit**
6. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch#interface gigabitethernet1/0/1`	Specifies the interface, and enters interface configuration mode. The interface can be a physical Layer 2 interface or a port channel (logical interface). The port-channel range is 1 to 24.
Step 3	Use one of the following: • **switchport backup interface** *interface-id* • **switchport backup interface** *interface-id* **mmu primary vlan** *vlan-id* **Example:** `Switch(config-if)# switchport backup interface gigabitethernet0/2 mmu primary vlan 2`	Configures a physical Layer 2 interface (or port channel), as part of a Flex Links pair with the interface. The MAC address-table move update VLAN is the lowest VLAN ID on the interface. Configure a physical Layer 2 interface (or port channel) and specifies the VLAN ID on the interface, which is used for sending the MAC address-table move update. When one link is forwarding traffic, the other interface is in standby mode.

Step 4	**end**
	Example:
	`Switch(config-if)# end`
		Returns to global configuration mode.

Step 5	**mac address-table move update transmit**
	Example:
	`Switch(config)#`
	`mac address-table move update`
	`transmit`
		Enables the access switch to send MAC address-table move updates to other switches in the network if the primary link goes down and the switch starts forwarding traffic through the standby link.
		Enter command **mac address-table move update** on the switch, for MMU packets to update MAC tables. When the primary link comes back up, the MAC tables need to reconverge and this command will transmit the MMU, that will establish the behavior.

Step 6	**end** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Switch(config)# end`	

This example shows how to configure an access switch to send MAC address-table move update messages:

```
Switch# configure terminal
Switch(conf)# interface gigabitethernet1/0/1
Switch(conf-if)# switchport backup interface gigabitethernet0/2 mmu primary vlan 2
Switch(conf-if)# exit
Switch(conf)# mac address-table move update transmit
Switch(conf)# end
```

Configuring a Switch to Obtain and Process MAC Address-Table Move Update Messages

SUMMARY STEPS

1. **configure terminal**
2. **mac address-table move update receive**
3. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode
Step 2	**mac address-table move update receive** **Example:** `Switch (config)# mac address-table move update receive`	Enables the switch to obtain and processes the MAC address-table move updates.

Step 3	**end**
	Example:
	`Switch (config)# end`
		Returns to privileged EXEC mode.

Monitoring Flex Links, Multicast Fast Convergence, and MAC Address-Table Move Update

Command	Purpose
show interface [*interface-id*] **switchport backup**	Displays the Flex Links backup interface configured for an interface or all the configured Flex Links and the state of each active and backup interface (up or standby mode).
show ip igmp profile address-table move update *profile-id*	Displays the specified IGMP profile or all the IGMP profiles defined on the switch.
show mac address-table move update	Displays the MAC address-table move update information on the switch.

Configuration Examples for Flex Links

Configuring Flex Links: Examples

This example shows how to verify the configuration after you configure an interface with a backup interface:

```
Switch# show interface switchport backup

Switch Backup Interface Pairs:
Active Interface Backup Interface State
------------------------------------------------------------------------
GigabitEthernet1/0/1 GigabitEthernet1/0/2 Active Up/Backup Standby
```

This example shows how to verify the configuration after you configure the preemption mode as forced for a backup interface pair:

```
Switch# show interface switchport backup detail

Switch Backup Interface Pairs:

Active Interface Backup Interface State
------------------------------------------------------------------------
GigabitEthernet1/0/211 GigabitEthernet1/0/2 Active Up/Backup Standby
Interface Pair : Gi1/0/1, Gi1/0/2
Preemption Mode : forced
Preemption Delay : 50 seconds
Bandwidth : 100000 Kbit (Gi1/0/1), 100000 Kbit (Gi1/0/2)
Mac Address Move Update Vlan : auto
```

Configuring VLAN Load Balancing on Flex Links: Examples

In the following example, VLANs 1 to 50, 60, and 100 to 120 are configured on the switch:

```
Switch(config)# interface gigabitethernet 2/0/6
Switch(config-if)# switchport backup interface gigabitethernet 2/0/8 prefer vlan 60,100-120
```

When both interfaces are up, Gi2/0/8 forwards traffic for VLANs 60 and 100 to 120 and Gi2/0/6 forwards traffic for VLANs 1 to 50.

```
Switch# show interfaces switchport backup

Switch Backup Interface Pairs:

Active Interface        Backup Interface        State
------------------------------------------------------------------------
GigabitEthernet2/0/6    GigabitEthernet2/0/8    Active Up/Backup Standby

Vlans Preferred on Active Interface: 1-50
Vlans Preferred on Backup Interface: 60, 100-120
```

When a Flex Links interface goes down (LINK_DOWN), VLANs preferred on this interface are moved to the peer interface of the Flex Links pair. In this example, if interface Gi2/0/6 goes down, Gi2/0/8 carries all VLANs of the Flex Links pair.

```
Switch# show interfaces switchport backup

Switch Backup Interface Pairs:

Active Interface        Backup Interface        State
------------------------------------------------------------------------
GigabitEthernet2/0/6    GigabitEthernet2/0/8    Active Down/Backup Up

Vlans Preferred on Active Interface: 1-50
Vlans Preferred on Backup Interface: 60, 100-120
```

When a Flex Links interface comes up, VLANs preferred on this interface are blocked on the peer interface and moved to the forwarding state on the interface that has just come up. In this example, if interface Gi2/0/6 comes up, VLANs preferred on this interface are blocked on the peer interface Gi2/0/8 and forwarded on Gi2/0/6.

```
Switch# show interfaces switchport backup

Switch Backup Interface Pairs:

Active Interface        Backup Interface        State
------------------------------------------------------------------------
GigabitEthernet2/0/6    GigabitEthernet2/0/8    Active Up/Backup Standby

Vlans Preferred on Active Interface: 1-50
Vlans Preferred on Backup Interface: 60, 100-120

Switch# show interfaces switchport backup detail

Switch Backup Interface Pairs:
```

```
Active Interface        Backup Interface        State
------------------------------------------------------------------------
FastEthernet1/0/3       FastEthernet1/0/4       Active Down/Backup Up

Vlans Preferred on Active Interface: 1-2,5-4094
Vlans Preferred on Backup Interface: 3-4
Preemption Mode  : off
Bandwidth : 10000 Kbit (Fa1/0/3), 100000 Kbit (Fa1/0/4)
Mac Address Move Update Vlan : auto
```

Configuring the MAC Address-Table Move Update: Examples

This example shows how to verify the configuration after you configure an access switch to send MAC address-table move updates:

```
Switch# show mac address-table move update

Switch-ID : 010b.4630.1780
Dst mac-address : 0180.c200.0010
Vlans/Macs supported : 1023/8320
Default/Current settings: Rcv Off/On, Xmt Off/On
Max packets per min : Rcv 40, Xmt 60
Rcv packet count : 5
Rcv conforming packet count : 5
Rcv invalid packet count : 0
Rcv packet count this min : 0
Rcv threshold exceed count : 0
Rcv last sequence# this min : 0
Rcv last interface : Po2
Rcv last src-mac-address : 000b.462d.c502
Rcv last switch-ID : 0403.fd6a.8700
Xmt packet count : 0
Xmt packet count this min : 0
Xmt threshold exceed count : 0
Xmt pak buf unavail cnt : 0
Xmt last interface : None
```

Configuring Multicast Fast Convergence with Flex Links Failover: Examples

These are configuration examples for learning the other Flex Links port as the mrouter port when Flex Links is configured on GigabitEthernet1/0/11 and GigabitEthernet1/0/12, and output for the **show interfaces switchport backup** command:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface GigabitEthernet1/0/11
Switch(config-if)# switchport trunk encapsulation dot1q
Switch(config-if)# switchport mode trunk
Switch(config-if)# switchport backup interface GigabitEthernet1/0/12
Switch(config-if)# exit
Switch(config)# interface GigabitEthernet1/0/12
Switch(config-if)# switchport trunk encapsulation dot1q
Switch(config-if)# switchport mode trunk
Switch(config-if)# end
Switch# show interfaces switchport backup detail
Switch Backup Interface Pairs:
```

```
Active Interface Backup Interface State
GigabitEthernet1/0/11 GigabitEthernet1/0/12 Active Up/Backup Standby
Preemption Mode : off
Multicast Fast Convergence : Off
Bandwidth : 100000 Kbit (Gi1/0/11), 100000 Kbit (Gi1/0/12)
Mac Address Move Update Vlan : auto
```

This output shows a querier for VLANs 1 and 401, with their queries reaching the switch through GigabitEthernet1/0/11:

```
Switch# show ip igmp snooping querier

Vlan  IP Address   IGMP Version  Port
-------------------------------------------------------------
1     10.0.0.10    v2       Gi1/0/11
401   41.41.41.1  v2      Gi1/0/11
```

This example is output for the **show ip igmp snooping mrouter** command for VLANs 1 and 401:

```
Switch# show ip igmp snooping mrouter

Vlan   ports
----   -----
1     Gi1/0/11(dynamic), Gi1/0/12(dynamic)
401   Gi1/0/11(dynamic), Gi1/0/12(dynamic)
```

Similarly, both Flex Links ports are part of learned groups. In this example, GigabitEthernet2/0/11 is a receiver/host in VLAN 1, which is interested in two multicast groups:

```
Switch# show ip igmp snooping groups

Vlan   Group     Type   Version    Port List
-----------------------------------------------------------------------
1   228.1.5.1    igmp   v2    Gi1/0/11, Gi1/0/12, Gi2/0/11
1   228.1.5.2    igmp   v2    Gi1/0/11, Gi1/0/12, Gi2/0/11
```

When a host responds to the general query, the switch forwards this report on all the mrouter ports. In this example, when a host sends a report for the group 228.1.5.1, it is forwarded only on GigabitEthernet1/0/11, because the backup port GigabitEthernet1/0/12 is blocked. When the active link, GigabitEthernet1/0/11, goes down, the backup port, GigabitEthernet1/0/12, begins forwarding.

As soon as this port starts forwarding, the switch sends proxy reports for the groups 228.1.5.1 and 228.1.5.2 on behalf of the host. The upstream router learns the groups and starts forwarding multicast data. This is the default behavior of Flex Links. This behavior changes when the user configures fast convergence using the **switchport backup interface gigabitEthernet 1/0/12 multicast fast-convergence** command. This example shows turning on this feature:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface gigabitEthernet 1/0/11
Switch(config-if)# switchport backup interface gigabitEthernet 1/0/12 multicast
fast-convergence
Switch(config-if)# exit
Switch# show interfaces switchport backup detail

Switch Backup Interface Pairs:
```

```
Active       Interface       Backup Interface State
------------------------------------------------------------------------
GigabitEthernet1/0/11  GigabitEthernet1/0/12  Active Up/Backup Standby
Preemption Mode : off
Multicast Fast Convergence : On
Bandwidth : 100000 Kbit (Gi1/0/11), 100000 Kbit (Gi1/0/12)
Mac Address Move Update Vlan : auto
```

This output shows a querier for VLAN 1 and 401 with their queries reaching the switch through GigabitEthernet1/0/11:

```
Switch# show ip igmp snooping querier

Vlan  IP Address  IGMP Version  Port
-------------------------------------------------------------
1     10.0.0.10   v2      Gi1/0/11
401   41.41.41.1  v2      Gi1/0/11
```

This is output for the **show ip igmp snooping mrouter** command for VLAN 1 and 401:

```
Switch# show ip igmp snooping mrouter

Vlan    ports
----    -----
1    Gi1/0/11(dynamic), Gi1/0/12(dynamic)
401    Gi1/0/11(dynamic), Gi1/0/12(dynamic)
```

Similarly, both the Flex Links ports are a part of the learned groups. In this example, GigabitEthernet2/0/11 is a receiver/host in VLAN 1, which is interested in two multicast groups:

```
Switch# show ip igmp snooping groups

Vlan   Group    Type   Version    Port List
-----------------------------------------------------------------------
1   228.1.5.1    igmp   v2    Gi1/0/11, Gi1/0/12, Gi2/0/11
1   228.1.5.2    igmp   v2    Gi1/0/11, Gi1/0/12, Gi2/0/11
```

Whenever a host responds to the general query, the switch forwards this report on all the mrouter ports. When you turn on this feature through the command-line port, and when a report is forwarded by the switch on GigabitEthernet1/0/11, it is also leaked to the backup port GigabitEthernet1/0/12. The upstream router learns the groups and starts forwarding multicast data, which is dropped at the ingress because GigabitEthernet1/0/12 is blocked. When the active link, GigabitEthernet1/0/11, goes down, the backup port, GigabitEthernet1/0/12, begins forwarding. You do not need to send any proxy reports as the multicast data is already being forwarded by the upstream router. By leaking reports to the backup port, a redundant multicast path has been set up, and the time taken for the multicast traffic convergence is very minimal.

PART XVII

Configuring DHCP and IP Source Guard

CHAPTER 27

Configuring DHCP

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Prerequisites for Configuring DHCP Snooping and Option 82

The prerequisites for DHCP Snooping and Option 82 are as follows:

- You must globally enable DHCP snooping on the switch.
- Before globally enabling DHCP snooping on the switch, make sure that the devices acting as the DHCP server and the DHCP relay agent are configured and enabled.
- If you want the switch to respond to DHCP requests, it must be configured as a DHCP server.
- Before configuring the DHCP snooping information option on your switch, be sure to configure the device that is acting as the DHCP server. You must specify the IP addresses that the DHCP server can assign or exclude, or you must configure DHCP options for these devices.

- For DHCP snooping to function properly, all DHCP servers must be connected to the switch through trusted interfaces. In a service-provider network, a trusted interface is connected to a port on a device in the same network.
- DHCP snooping is not active until DHCP snooping is enabled on a VLAN.
- You must configure the switch to use the Cisco IOS DHCP server binding database to use it for DHCP snooping.
- To use the DHCP snooping option of accepting packets on untrusted inputs, the switch must be an aggregation switch that receives packets with option-82 information from an edge switch.
- The following prerequisites apply to DHCP snooping binding database configuration:
    - You must configure a destination on the DHCP snooping binding database to use the switch for DHCP snooping.
    - Because both NVRAM and the flash memory have limited storage capacity, we recommend that you store the binding file on a TFTP server.
    - For network-based URLs (such as TFTP and FTP), you must create an empty file at the configured URL before the switch can write bindings to the binding file at that URL. See the documentation for your TFTP server to determine whether you must first create an empty file on the server; some TFTP servers cannot be configured this way.
    - To ensure that the lease time in the database is accurate, we recommend that you enable and configure Network Time Protocol (NTP).
    - If NTP is configured, the switch writes binding changes to the binding file only when the switch system clock is synchronized with NTP.
- When configuring a large number of circuit IDs on a switch, consider the impact of lengthy character strings on the NVRAM or the flash memory. If the circuit-ID configurations, combined with other data, exceed the capacity of the NVRAM or the flash memory, an error message appears.
- Before configuring the DHCP relay agent on your switch, make sure to configure the device that is acting as the DHCP server. You must specify the IP addresses that the DHCP server can assign or exclude, configure DHCP options for devices, or set up the DHCP database agent.
- If you want the switch to relay DHCP packets, the IP address of the DHCP server must be configured on the switch virtual interface (SVI) of the DHCP client.
- If the DHCP relay agent is enabled but DHCP snooping is disabled, the DHCP option-82 data insertion feature is not supported.
- If a switch port is connected to a DHCP server, configure a port as trusted by entering the **ip dhcp snooping trust interface** configuration command.
- If a switch port is connected to a DHCP client, configure a port as untrusted by entering the **no ip dhcp snooping trust** interface configuration command.
- Do not enter the **ip dhcp snooping information option allow-untrusted** command on an aggregation switch to which an untrusted device is connected. If you enter this command, an untrusted device might spoof the option-82 information.

Port-Based Address Allocation Configuration Guidelines

- By default, DHCP server port-based address allocation is disabled.
- Only one IP address can be assigned per port.
- Reserved addresses (preassigned) cannot be cleared by using the clear ip dhcp binding global configuration command.
- Preassigned addresses are automatically excluded from normal dynamic IP address assignment. Preassigned addresses cannot be used in host pools, but there can be multiple preassigned addresses per DHCP address pool.
- To restrict assignments from the DHCP pool to preconfigured reservations (unreserved addresses are not offered to the client and other clients are not served by the pool), you can enter the **reserved-only** DHCP pool configuration command.

Information About DHCP

DHCP Server

The DHCP server assigns IP addresses from specified address pools on a switch or router to DHCP clients and manages them. If the DHCP server cannot give the DHCP client the requested configuration parameters from its database, it forwards the request to one or more secondary DHCP servers defined by the network administrator. The switch can act as a DHCP server.

DHCP Relay Agent

A DHCP relay agent is a Layer 3 device that forwards DHCP packets between clients and servers. Relay agents forward requests and replies between clients and servers when they are not on the same physical subnet. Relay agent forwarding is different from the normal Layer 2 forwarding, in which IP datagrams are switched transparently between networks. Relay agents receive DHCP messages and generate new DHCP messages to send on output interfaces.

DHCP Snooping

DHCP snooping is a DHCP security feature that provides network security by filtering untrusted DHCP messages and by building and maintaining a DHCP snooping binding database, also referred to as a DHCP snooping binding table.

DHCP snooping acts like a firewall between untrusted hosts and DHCP servers. You use DHCP snooping to differentiate between untrusted interfaces connected to the end user and trusted interfaces connected to the DHCP server or another switch.

Note For DHCP snooping to function properly, all DHCP servers must be connected to the switch through trusted interfaces.

An untrusted DHCP message is a message that is received through an untrusted interface. By default, the switch considers all interfaces untrusted. So, the switch must be configured to trust some interfaces to use DHCP Snooping. When you use DHCP snooping in a service-provider environment, an untrusted message is sent from a device that is not in the service-provider network, such as a customer's switch. Messages from unknown devices are untrusted because they can be sources of traffic attacks.

The DHCP snooping binding database has the MAC address, the IP address, the lease time, the binding type, the VLAN number, and the interface information that corresponds to the local untrusted interfaces of a switch. It does not have information regarding hosts interconnected with a trusted interface.

Note When configuring DHCP snooping to block unauthorized IP address using the **ip verify source prot-security** command on an interface, the **switchport port-security** command should also be configured.

In a service-provider network, an example of an interface you might configure as trusted is one connected to a port on a device in the same network. An example of an untrusted interface is one that is connected to an untrusted interface in the network or to an interface on a device that is not in the network.

When a switch receives a packet on an untrusted interface and the interface belongs to a VLAN in which DHCP snooping is enabled, the switch compares the source MAC address and the DHCP client hardware address. If the addresses match (the default), the switch forwards the packet. If the addresses do not match, the switch drops the packet.

The switch drops a DHCP packet when one of these situations occurs:

- A packet from a DHCP server, such as a DHCPOFFER, DHCPACK, DHCPNAK, or DHCPLEASEQUERY packet, is received from outside the network or firewall.
- A packet is received on an untrusted interface, and the source MAC address and the DHCP client hardware address do not match.
- The switch receives a DHCPRELEASE or DHCPDECLINE broadcast message that has a MAC address in the DHCP snooping binding database, but the interface information in the binding database does not match the interface on which the message was received.
- A DHCP relay agent forwards a DHCP packet that includes a relay-agent IP address that is not 0.0.0.0, or the relay agent forwards a packet that includes option-82 information to an untrusted port.

If the switch is an aggregation switch supporting DHCP snooping and is connected to an edge switch that is inserting DHCP option-82 information, the switch drops packets with option-82 information when packets are received on an untrusted interface. If DHCP snooping is enabled and packets are received on a trusted port, the aggregation switch does not learn the DHCP snooping bindings for connected devices and cannot build a complete DHCP snooping binding database.

When an aggregation switch can be connected to an edge switch through an untrusted interface and you enter the **ip dhcp snooping information option allow-untrusted** global configuration command, the aggregation switch accepts packets with option-82 information from the edge switch. The aggregation switch learns the bindings for hosts connected through an untrusted switch interface. The DHCP security features, such as dynamic ARP inspection or IP source guard, can still be enabled on the aggregation switch while the switch receives packets with option-82 information on untrusted input interfaces to which hosts are connected. The port on the edge switch that connects to the aggregation switch must be configured as a trusted interface.

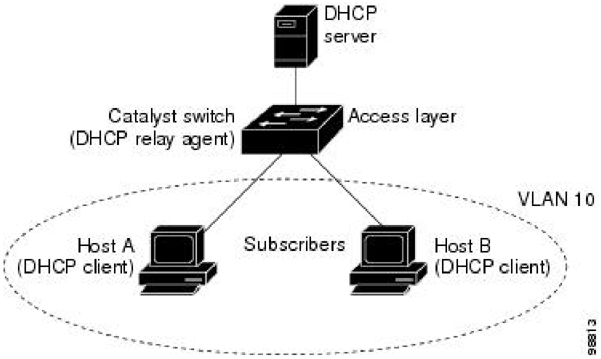
Option-82 Data Insertion

In residential, metropolitan Ethernet-access environments, DHCP can centrally manage the IP address assignments for a large number of subscribers. When the DHCP option-82 feature is enabled on the switch, a subscriber device is identified by the switch port through which it connects to the network (in addition to its MAC address). Multiple hosts on the subscriber LAN can be connected to the same port on the access switch and are uniquely identified.

Note The DHCP option-82 feature is supported only when DHCP snooping is globally enabled on the VLANs to which subscriber devices using option-82 are assigned.

The following illustration shows a metropolitan Ethernet network in which a centralized DHCP server assigns IP addresses to subscribers connected to the switch at the access layer. Because the DHCP clients and their associated DHCP server do not reside on the same IP network or subnet, a DHCP relay agent (the Catalyst switch) is configured with a helper address to enable broadcast forwarding and to transfer DHCP messages between the clients and the server.

Figure 60: DHCP Relay Agent in a Metropolitan Ethernet Network



When you enable the DHCP snooping information option 82 on the switch, the following sequence of events occurs:

- The host (DHCP client) generates a DHCP request and broadcasts it on the network.
- When the switch receives the DHCP request, it adds the option-82 information in the packet. By default, the remote-ID suboption is the switch MAC address, and the circuit-ID suboption is the port identifier, **vlan-mod-port**, from which the packet is received.You can configure the remote ID and circuit ID.
- If the IP address of the relay agent is configured, the switch adds this IP address in the DHCP packet.
- The switch forwards the DHCP request that includes the option-82 field to the DHCP server.
- The DHCP server receives the packet. If the server is option-82-capable, it can use the remote ID, the circuit ID, or both to assign IP addresses and implement policies, such as restricting the number of IP addresses that can be assigned to a single remote ID or circuit ID. Then the DHCP server echoes the option-82 field in the DHCP reply.
- The DHCP server unicasts the reply to the switch if the request was relayed to the server by the switch. The switch verifies that it originally inserted the option-82 data by inspecting the remote ID and possibly the circuit ID fields. The switch removes the option-82 field and forwards the packet to the switch port that connects to the DHCP client that sent the DHCP request.

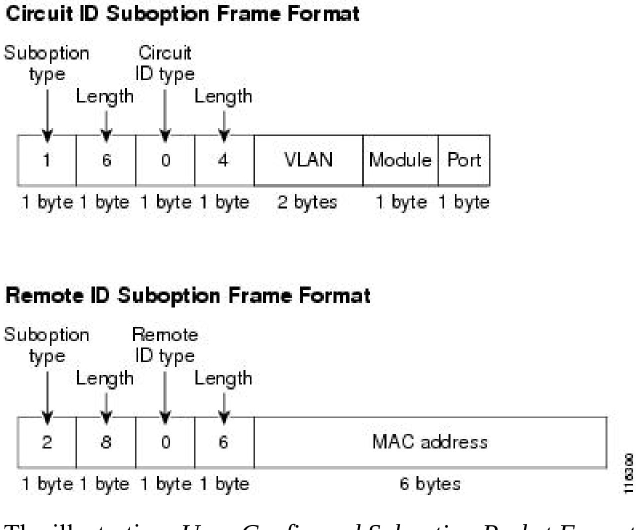
In the default suboption configuration, when the described sequence of events occurs, the values in these fields do not change (see the illustration,*Suboption Packet Formats*):

- Circuit-ID suboption fields
    - Suboption type
    - Length of the suboption type
    - Circuit-ID type
    - Length of the circuit-ID type
- Remote-ID suboption fields
    - Suboption type
    - Length of the suboption type
    - Remote-ID type
    - Length of the remote-ID type

In the port field of the circuit ID suboption, the port numbers start at 3. For example, on a switch with 24 10/100/1000 ports and four small form-factor pluggable (SFP) module slots, port 3 is the Gigabit Ethernet 1/0/1 port, port 4 is the Gigabit Ethernet 1/0/2 port, and so forth. Port 27 is the SFP module slot Gigabit Ethernet1/0/25, and so forth.

The illustration, *Suboption Packet Formats*. shows the packet formats for the remote-ID suboption and the circuit-ID suboption when the default suboption configuration is used. For the circuit-ID suboption, the module number corresponds to the switch number in the stack. The switch uses the packet formats when you globally enable DHCP snooping and enter the ip dhcp snooping information option global configuration command.

Figure 61: Suboption Packet Formats



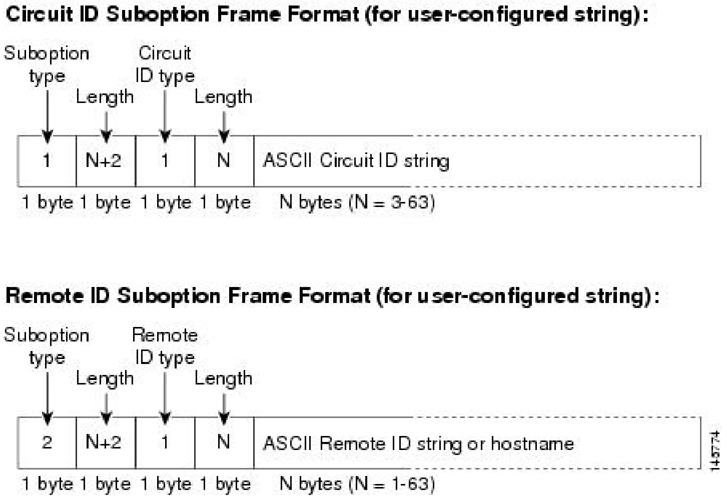
The illustration, *User-Configured Suboption Packet Formats,* shows the packet formats for user-configured remote-ID and circuit-ID suboptions The switch uses these packet formats when DHCP snooping is globally enabled and when the **ip dhcp snooping information option format remote-id** global configuration command

and the**ip dhcp snooping vlan information option format-type circuit-id string** interface configuration command are entered.

The values for these fields in the packets change from the default values when you configure the remote-ID and circuit-ID suboptions:

- Circuit-ID suboption fields
  - The circuit-ID type is 1.
  - The length values are variable, depending on the length of the string that you configure.
- Remote-ID suboption fields
  - The remote-ID type is 1.
  - The length values are variable, depending on the length of the string that you configure.

Figure 62: User-Configured Suboption Packet Formats


Circuit ID Suboption Frame Format (for user-configured string):
Suboption type
Length
Circuit ID type
Length
1
N+2
1
N
ASCII Circuit ID string
1 byte 1 byte 1 byte 1 byte
N bytes (N = 3-63)
Remote ID Suboption Frame Format (for user-configured string):
Suboption type
Length
Remote ID type
Length
2
N+2
1
N
ASCII Remote ID string or hostname
1 byte 1 byte 1 byte 1 byte
N bytes (N = 1-63)
145774

Cisco IOS DHCP Server Database

During the DHCP-based autoconfiguration process, the designated DHCP server uses the Cisco IOS DHCP server database. It has IP addresses, address bindings, and configuration parameters, such as the boot file.

An address binding is a mapping between an IP address and a MAC address of a host in the Cisco IOS DHCP server database. You can manually assign the client IP address, or the DHCP server can allocate an IP address from a DHCP address pool. For more information about manual and automatic address bindings, see the “Configuring DHCP” chapter of the *Cisco IOS IP Configuration Guide, Release 12.4*.

For procedures to enable and configure the Cisco IOS DHCP server database, see the “DHCP Configuration Task List” section in the “Configuring DHCP” chapter of the *Cisco IOS IP Configuration Guide, Release 12.4*.

DHCP Snooping Binding Database

When DHCP snooping is enabled, the switch uses the DHCP snooping binding database to store information about untrusted interfaces. The database can have up to 64,000 bindings.

Each database entry (binding) has an IP address, an associated MAC address, the lease time (in hexadecimal format), the interface to which the binding applies, and the VLAN to which the interface belongs. The database agent stores the bindings in a file at a configured location. At the end of each entry is a checksum that accounts for all the bytes from the start of the file through all the bytes associated with the entry. Each entry is 72 bytes, followed by a space and then the checksum value.

To keep the bindings when the switch reloads, you must use the DHCP snooping database agent. If the agent is disabled, dynamic ARP inspection or IP source guard is enabled, and the DHCP snooping binding database has dynamic bindings, the switch loses its connectivity. If the agent is disabled and only DHCP snooping is enabled, the switch does not lose its connectivity, but DHCP snooping might not prevent DHCP spoofing attacks.

When reloading, the switch reads the binding file to build the DHCP snooping binding database. The switch updates the file when the database changes.

When a switch learns of new bindings or when it loses bindings, the switch immediately updates the entries in the database. The switch also updates the entries in the binding file. The frequency at which the file is updated is based on a configurable delay, and the updates are batched. If the file is not updated in a specified time (set by the write-delay and cancel-timeout values), the update stops.

This is the format of the file with bindings:

```
<initial-checksum>
TYPE DHCP-SNOOPING
VERSION 1
BEGIN
<entry-1> <checksum-1>
<entry-2> <checksum-1-2>
...
...
<entry-n> <checksum-1-2-..-n>
END
```

Each entry in the file is tagged with a checksum value that the switch uses to verify the entries when it reads the file. The initial-checksum entry on the first line distinguishes entries associated with the latest file update from entries associated with a previous file update.

This is an example of a binding file:

```
2bb4c2a1
TYPE DHCP-SNOOPING
VERSION 1
BEGIN
192.1.168.1 3 0003.47d8.c91f 2BB6488E Gi1/0/4 21ae5fbb
192.1.168.3 3 0003.44d6.c52f 2BB648EB Gi1/0/4 1bdb223f
192.1.168.2 3 0003.47d9.c8f1 2BB648AB Gi1/0/4 584a38f0
END
```

When the switch starts and the calculated checksum value equals the stored checksum value, the switch reads entries from the binding file and adds the bindings to its DHCP snooping binding database. The switch ignores an entry when one of these situations occurs:

- The switch reads the entry and the calculated checksum value does not equal the stored checksum value. The entry and the ones following it are ignored.
- An entry has an expired lease time (the switch might not remove a binding entry when the lease time expires).
- The interface in the entry no longer exists on the system.
- The interface is a routed interface or a DHCP snooping-trusted interface.

DHCP Snooping and Switch Stacks

DHCP snooping is managed on the active switch. When a new switch joins the stack, the switch receives the DHCP snooping configuration from the active switch. When a member switch leaves the stack, all DHCP snooping address bindings associated with the switch age out.

All snooping statistics are generated on the active switch. If a new active switch is elected, the statistics counters reset.

When a stack merge occurs, all DHCP snooping bindings in the active switch are lost if it is no longer the active switch. With a stack partition, the existing active switch is unchanged, and the bindings belonging to the partitioned switches age out. The new active switch of the partitioned stack begins processing the new incoming DHCP packets.

DHCP Server and Switch Stacks

The DHCP binding database is managed on the stack's active switch. When a new active switch is assigned, the new active switch downloads the saved binding database from the TFTP server. When a switchover happens, the new active switch stack will use its database file that has been synced from the old active switch stack using the SSO function. The IP addresses associated with the lost bindings are released. You should configure an automatic backup by using the **ip dhcp database** *url* [**timeout** *seconds* | **write-delay** *seconds*] global configuration command.

DHCP Server Port-Based Address Allocation

DHCP server port-based address allocation is a feature that enables DHCP to maintain the same IP address on an Ethernet switch port regardless of the attached device client identifier or client hardware address.

When Ethernet switches are deployed in the network, they offer connectivity to the directly connected devices. In some environments, such as on a factory floor, if a device fails, the replacement device must be working immediately in the existing network. With the current DHCP implementation, there is no guarantee that DHCP would offer the same IP address to the replacement device. Control, monitoring, and other software expect a stable IP address associated with each device. If a device is replaced, the address assignment should remain stable even though the DHCP client has changed.

When configured, the DHCP server port-based address allocation feature ensures that the same IP address is always offered to the same connected port even as the client identifier or client hardware address changes in the DHCP messages received on that port. The DHCP protocol recognizes DHCP clients by the client identifier option in the DHCP packet. Clients that do not include the client identifier option are identified by the client hardware address. When you configure this feature, the port name of the interface overrides the client identifier or hardware address and the actual point of connection, the switch port, becomes the client identifier.

In all cases, by connecting the Ethernet cable to the same port, the same IP address is allocated through DHCP to the attached device.

The DHCP server port-based address allocation feature is only supported on a Cisco IOS DHCP server and not a third-party server.

Default DHCP Snooping Configuration

Table 64: Default DHCP Configuration

Feature	Default Setting
DHCP server	Enabled in Cisco IOS software, requires configuration[6]
DHCP relay agent	Enabled[7]
DHCP packet forwarding address	None configured
Checking the relay agent information	Enabled (invalid messages are dropped)
DHCP relay agent forwarding policy	Replace the existing relay agent information
DHCP snooping enabled globally	Disabled
DHCP snooping information option	Enabled
DHCP snooping option to accept packets on untrusted input interfaces[8]	Disabled
DHCP snooping limit rate	None configured
DHCP snooping trust	Untrusted
DHCP snooping VLAN	Disabled
DHCP snooping MAC address verification	Enabled
Cisco IOS DHCP server binding database	Enabled in Cisco IOS software, requires configuration. **Note** The switch gets network addresses and configuration parameters only from a device configured as a DHCP server.
DHCP snooping binding database agent	Enabled in Cisco IOS software, requires configuration. This feature is operational only when a destination is configured.

[6] The switch responds to DHCP requests only if it is configured as a DHCP server.

[7] The switch relays DHCP packets only if the IP address of the DHCP server is configured on the SVI of the DHCP client.

[8] Use this feature when the switch is an aggregation switch that receives packets with option-82 information from an edge switch.

Default Port-Based Address Allocation Configuration

By default, DHCP server port-based address allocation is disabled.

How to Configure DHCP

Configuring the DHCP Relay Agent

Follow these steps to enable the DHCP relay agent on the switch:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **service dhcp**
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**service dhcp** **Example:** `Switch(config)# service dhcp`	Enables the DHCP server and relay agent on your switch. By default, this feature is enabled.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

	Command or Action	Purpose
Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

- Checking (validating) the relay agent information
- Configuring the relay agent forwarding policy

Enabling DHCP Snooping and Option 82

Follow these steps to enable DHCP snooping on the switch:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip dhcp snooping**
4. **ip dhcp snooping vlan** *vlan-range*
5. **ip dhcp snooping information option**
6. **ip dhcp snooping information option allow-untrusted**
7. **interface** *interface-id*
8. **ip dhcp snooping trust**
9. **ip dhcp snooping limit rate** *rate*
10. **exit**
11. **ip dhcp snooping verify mac-address**
12. **end**
13. **show running-config**
14. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:**	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
	`Switch>` **`enable`**	
Step 2	**configure terminal** **Example:** `Switch#` **`configure terminal`**	Enters global configuration mode.
Step 3	**ip dhcp snooping** **Example:** `Switch(config)#` **`ip dhcp snooping`**	Enables DHCP snooping globally.
Step 4	**ip dhcp snooping vlan** *vlan-range* **Example:** `Switch(config)#` **`ip dhcp snooping vlan 10`**	Enables DHCP snooping on a VLAN or range of VLANs. The range is 1 to 4094. You can enter a single VLAN ID identified by VLAN ID number, a series of VLAN IDs separated by commas, a range of VLAN IDs separated by hyphens, or a range of VLAN IDs separated by entering the starting and ending VLAN IDs separated by a space. • You can enter a single VLAN ID identified by VLAN ID number, a series of VLAN IDs separated by commas, a range of VLAN IDs separated by hyphens, or a range of VLAN IDs separated by entering the starting and ending VLAN IDs separated by a space.
Step 5	**ip dhcp snooping information option** **Example:** `Switch(config)#` **`ip dhcp snooping information option`**	Enables the switch to insert and remove DHCP relay information (option-82 field) in forwarded DHCP request messages to the DHCP server. This is the default setting.
Step 6	**ip dhcp snooping information option allow-untrusted** **Example:** `Switch(config)#` **`ip dhcp snooping information option allow-untrusted`**	(Optional) If the switch is an aggregation switch connected to an edge switch, this command enables the switch to accept incoming DHCP snooping packets with option-82 information from the edge switch. The default setting is disabled. **Note** Enter this command only on aggregation switches that are connected to trusted devices.
Step 7	**interface** *interface-id* **Example:** `Switch(config)#` **`interface gigabitethernet2/0/1`**	Specifies the interface to be configured, and enter interface configuration mode.
Step 8	**ip dhcp snooping trust** **Example:**	(Optional) Configures the interface as trusted or untrusted. Use the **no** keyword to configure an interface to receive

	Command or Action	Purpose
	`Switch(config-if)# ip dhcp snooping trust`	messages from an untrusted client. The default setting is untrusted.
Step 9	**ip dhcp snooping limit rate** *rate* **Example:** `Switch(config-if)# ip dhcp snooping limit rate 100`	(Optional) Configures the number of DHCP packets per second that an interface can receive. The range is 1 to 2048. By default, no rate limit is configured. **Note** We recommend an untrusted rate limit of not more than 100 packets per second. If you configure rate limiting for trusted interfaces, you might need to increase the rate limit if the port is a trunk port assigned to more than one VLAN with DHCP snooping.
Step 10	**exit** **Example:** `Switch(config-if)# exit`	Returns to global configuration mode.
Step 11	**ip dhcp snooping verify mac-address** **Example:** `Switch(config)# ip dhcp snooping verify mac-address`	(Optional) Configures the switch to verify that the source MAC address in a DHCP packet received on untrusted ports matches the client hardware address in the packet. The default is to verify that the source MAC address matches the client hardware address in the packet.

Step 12	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 13	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 14	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Enabling the DHCP Snooping Binding Database Agent

Beginning in privileged EXEC mode, follow these steps to enable and configure the DHCP snooping binding database agent on the switch:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip dhcp snooping database** {**flash**[*number*]**:**/*filename* | **ftp://***user***:***password***@***host*/*filename* | **http://**[[*username***:***password*]**@**]{*hostname* | *host-ip*}[/*directory*] /*image-name***.tar** | **rcp://***user***@***host*/*filename*}| **tftp://***host*/*filename*
4. **ip dhcp snooping database timeout** *seconds*
5. **ip dhcp snooping database write-delay** *seconds*
6. **end**
7. **ip dhcp snooping binding** *mac-address* **vlan** *vlan-id ip-address* **interface** *interface-id* **expiry** *seconds*
8. **show ip dhcp snooping database** [**detail**]
9. **show running-config**
10. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip dhcp snooping database** {**flash**[*number*]**:**/*filename* | **ftp://***user***:***password***@***host*/*filename* | **http://**[[*username***:***password*]**@**]{*hostname* | *host-ip*}[/*directory*] /*image-name***.tar** | **rcp://***user***@***host*/*filename*}| **tftp://***host*/*filename* **Example:** `Switch(config)# ip dhcp snooping database tftp://10.90.90.90/snooping-rp2`	Specifies the URL for the database agent or the binding file by using one of these forms: • **flash**[*number*]**:**/*filename* (Optional) Use the *number* parameter to specify the stack member number of the active switch. The range for *number* is 1 to 9. • **ftp://***user***:***password***@***host*/*filename* • **http://**[[*username***:***password*]**@**]{*hostname* | *host-ip*}[/*directory*] /*image-name***.tar** • **rcp://***user***@***host*/*filename* • **tftp://***host*/*filename*
Step 4	**ip dhcp snooping database timeout** *seconds* **Example:**	Specifies (in seconds) how long to wait for the database transfer process to finish before stopping the process.

	Command or Action	Purpose
	`Switch(config)# ip dhcp snooping database timeout 300`	The default is 300 seconds. The range is 0 to 86400. Use 0 to define an infinite duration, which means to continue trying the transfer indefinitely.
Step 5	**ip dhcp snooping database write-delay** *seconds* **Example:** `Switch(config)# ip dhcp snooping database write-delay 15`	Specifies the duration for which the transfer should be delayed after the binding database changes. The range is from 15 to 86400 seconds. The default is 300 seconds (5 minutes).

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**ip dhcp snooping binding** *mac-address* **vlan** *vlan-id* *ip-address* **interface** *interface-id* **expiry** *seconds* **Example:** `Switch# ip dhcp snooping binding 0001.1234.1234 vlan 1 172.20.50.5 interface gi1/1 expiry 1000`	(Optional) Adds binding entries to the DHCP snooping binding database. The *vlan-id* range is from 1 to 4904. The *seconds* range is from 1 to 4294967295. Enter this command for each entry that you add. Use this command when you are testing or debugging the switch.
Step 8	**show ip dhcp snooping database** [**detail**] **Example:** `Switch# show ip dhcp snooping database detail`	Displays the status and statistics of the DHCP snooping binding database agent.
Step 9	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 10	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Enabling DHCP Server Port-Based Address Allocation

Follow these steps to globally enable port-based address allocation and to automatically generate a subscriber identifier on an interface.

SUMMARY STEPS

1. **enable**

2. **configure terminal**
3. **ip dhcp use subscriber-id client-id**
4. **ip dhcp subscriber-id interface-name**
5. **interface** *interface-id*
6. **ip dhcp server use subscriber-id client-id**
7. **end**
8. **show running-config**
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Device> enable`	Enables privileged EXEC mode. Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Device# configure terminal`	Enters global configuration mode.
Step 3	**ip dhcp use subscriber-id client-id** **Example:** `Device(config)# ip dhcp use subscriber-id client-id`	Configures the DHCP server to globally use the subscriber identifier as the client identifier on all incoming DHCP messages.
Step 4	**ip dhcp subscriber-id interface-name** **Example:** `Device(config)# ip dhcp subscriber-id interface-name`	Automatically generates a subscriber identifier based on the short name of the interface. A subscriber identifier configured on a specific interface takes precedence over this command.
Step 5	**interface** *interface-id* **Example:** `Device(config)# interface gigabitethernet1/0/1`	Specifies the interface to be configured, and enter interface configuration mode.
Step 6	**ip dhcp server use subscriber-id client-id** **Example:** `Device(config-if)# ip dhcp server use subscriber-id client-id`	Configures the DHCP server to use the subscriber identifier as the client identifier on all incoming DHCP messages on the interface.
Step 7	**end** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Device(config-if)# end`	
Step 8	**show running-config** **Example:** `Device# show running-config`	Verifies your entries.
Step 9	**copy running-config startup-config** **Example:** `Device# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

After enabling DHCP port-based address allocation on the switch, use the **ip dhcp pool** global configuration command to preassign IP addresses and to associate them to clients.

Preassigning IP Addresses

To restrict assignments from the DHCP pool to preconfigured reservations, you can enter the **reserved-only** DHCP pool configuration command. Unreserved addresses that are part of the network or on pool ranges are not offered to the client, and other clients are not served by the pool. By entering this command, users can configure a group of switches with DHCP pools that share a common IP subnet and that ignore requests from clients of other switches.

Follow these steps to preassign an IP address and to associate it to a client identified by the interface name.

Before you begin

Enable DHCP port-based address allocation on the switch. For instructions, see Related Topics below.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip dhcp pool** *poolname*
4. **network** *network-number* [*mask* | */prefix-length*]
5. **address** *ip-address* **client-id** *string* [**ascii**]
6. **reserved-only**
7. **end**
8. **show ip dhcp pool**
9. **show running-config**
10. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. - Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip dhcp pool** *poolname* **Example:** `Switch(config)# ip dhcp pool dhcppool`	Enters DHCP pool configuration mode, and define the name for the DHCP pool. The pool name can be a symbolic string (such as Engineering) or an integer (such as 0).
Step 4	**network** *network-number* [*mask* | */prefix-length*] **Example:** `Switch(dhcp-config)# network 10.1.1.0 255.255.255.0`	Specifies the subnet network number and mask of the DHCP address pool.
Step 5	**address** *ip-address* **client-id** *string* [**ascii**] **Example:** `Switch(dhcp-config)# address 10.1.1.7 client-id ethernet 1/0 ascii`	Reserves an IP address for a DHCP client identified by the interface name. *string*—can be an ASCII value or a hexadecimal value.
Step 6	**reserved-only** **Example:** `Switch(dhcp-config)# reserved-only`	(Optional) Uses only reserved addresses in the DHCP address pool. The default is to not restrict pool addresses.

Step 7	**end**
	Example:
	`Switch(dhcp-config)# end`
		Returns to privileged EXEC mode.

Step 8	**show ip dhcp pool** **Example:** `Switch(dhcp-config)# show ip dhcp pool`	Verifies DHCP pool configuration.
Step 9	**show running-config** **Example:**	Verifies your entries.

	Command or Action	Purpose
	`Switch# show running-config`	
Step 10	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

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Monitoring DHCP

Monitoring DHCP Snooping Information

Table 65: Commands for Displaying DHCP Information

show ip dhcp snooping	Displays the DHCP snooping configuration for a switch
show ip dhcp snooping binding	Displays only the dynamically configured bindings in the DHCP snooping binding database, also referred to as a binding table.
show ip dhcp snooping database	Displays the DHCP snooping binding database status and statistics.
show ip dhcp snooping statistics	Displays the DHCP snooping statistics in summary or detail form.
show ip source binding	Display the dynamically and statically configured bindings.

Note If DHCP snooping is enabled and an interface changes to the down state, the switch does not delete the statically configured bindings.

Monitoring DHCP Server Port-Based Address Allocation

Table 66: Commands for Displaying DHCP Port-Based Address Allocation Information

Command	Purpose
show interface *interface id*	Displays the status and configuration of a specific interface.
show ip dhcp pool	Displays the DHCP address pools.
show ip dhcp binding	Displays address bindings on the Cisco IOS DHCP server.

Configuration Examples for DHCP

Enabling DHCP Server Port-Based Address Allocation: Examples

In this example, a subscriber identifier is automatically generated, and the DHCP server ignores any client identifier fields in the DHCP messages and uses the subscriber identifier instead. The subscriber identifier is based on the short name of the interface and the client preassigned IP address 10.1.1.7.

```
Switch# show running config
Building configuration...
Current configuration : 4899 bytes
!
version 12.2
!
hostname switch
!
no aaa new-model
clock timezone EST 0
ip subnet-zero
ip dhcp relay information policy removal pad
no ip dhcp use vrf connected
ip dhcp use subscriber-id client-id
ip dhcp subscriber-id interface-name
ip dhcp excluded-address 10.1.1.1 10.1.1.3
!
ip dhcp pool dhcppool
 network 10.1.1.0 255.255.255.0
 address 10.1.1.7 client-id “Et1/0” ascii
<output truncated>
```

This example shows that the preassigned address was correctly reserved in the DHCP pool:

```
Switch# show ip dhcp pool dhcppool
Pool dhcp pool:
 Utilization mark (high/low) : 100 / 0
 Subnet size (first/next) : 0 / 0
 Total addresses : 254
 Leased addresses : 0
 Excluded addresses : 4
```

```
Pending event : none
1 subnet is currently in the pool:
Current index   IP address range         Leased/Excluded/Total
10.1.1.1        10.1.1.1 - 10.1.1.254     0     / 4 / 254
1 reserved address is currently in the pool
Address         Client
10.1.1.7 Et1/0
```

Feature Information for DHCP Snooping and Option 82

Release	Feature Information
	This feature was introduced.
Cisco IOS 12.2(37)SE	Introduced support for the following commands: • **show ip dhcp snooping statistics** user EXEC command for displaying DHCP snooping statistics. • **clear ip dhcp snooping statistics** privileged EXEC command for clearing the snooping statistics counters.

CHAPTER 28

Configuring IP Source Guard

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

IP Source Guard Configuration Guidelines

- You can configure static IP bindings only on nonrouted ports. If you enter the **ip source binding** *mac-address* **vlan** *vlan-id ip-address* **interface** *interface-id* global configuration command on a routed interface, this error message appears:

```
Static IP source binding can only be configured on switch port.
```

- When IP source guard with source IP filtering is enabled on an interface, DHCP snooping must be enabled on the access VLAN for that interface.

- If you are enabling IP source guard on a trunk interface with multiple VLANs and DHCP snooping is enabled on all the VLANs, the source IP address filter is applied on all the VLANs.

Note If IP source guard is enabled and you enable or disable DHCP snooping on a VLAN on the trunk interface, the switch might not properly filter traffic.

- If you enable IP source guard with source IP and MAC address filtering, DHCP snooping and port security must be enabled on the interface. You must also enter the ip dhcp snooping information option global configuration command and ensure that the DHCP server supports option 82. When IP source guard is enabled with MAC address filtering, the DHCP host MAC address is not learned until the host is granted a lease. When forwarding packets from the server to the host, DHCP snooping uses option-82 data to identify the host port.
- When configuring IP source guard on interfaces on which a private VLAN is configured, port security is not supported.ter
- You can enable this feature when 802.1x port-based authentication is enabled.
- If the number of ternary content addressable memory (TCAM) entries exceeds the maximum, the CPU usage increases.

Information About IP Source Guard

IP Source Guard

You can use IP source guard to prevent traffic attacks if a host tries to use the IP address of its neighbor and you can enable IP source guard when DHCP snooping is enabled on an untrusted interface.

After IPSG is enabled on an interface, the switch blocks all IP traffic received on the interface except for DHCP packets allowed by DHCP snooping.

The switch uses a source IP lookup table in hardware to bind IP addresses to ports. For IP and MAC filtering, a combination of source IP and source MAC lookups are used. IP traffic with a source IP address in the binding table is allowed, all other traffic is denied.

The IP source binding table has bindings that are learned by DHCP snooping or are manually configured (static IP source bindings). An entry in this table has an IP address, its associated MAC address, and its associated VLAN number. The switch uses the IP source binding table only when IP source guard is enabled.

IPSG is supported only on Layer 2 ports, including access and trunk ports. You can configure IPSG with source IP address filtering or with source IP and MAC address filtering.

Source IP Address Filtering

When IPSG is enabled with this option, IP traffic is filtered based on the source IP address. The switch forwards IP traffic when the source IP address matches an entry in the DHCP snooping binding database or a binding in the IP source binding table.

When a DHCP snooping binding or static IP source binding is added, changed, or deleted on an interface, the switch modifies the port ACL by using the IP source binding changes and re-applies the port ACL to the interface.

If you enable IPSG on an interface on which IP source bindings (dynamically learned by DHCP snooping or manually configured) are not configured, the switch creates and applies a port ACL that denies all IP traffic on the interface. If you disable IP source guard, the switch removes the port ACL from the interface.

Source IP and MAC Address Filtering

IP traffic is filtered based on the source IP and MAC addresses. The switch forwards traffic only when the source IP and MAC addresses match an entry in the IP source binding table.

When address filtering is enabled, the switch filters IP and non-IP traffic. If the source MAC address of an IP or non-IP packet matches a valid IP source binding, the switch forwards the packet. The switch drops all other types of packets except DHCP packets.

The switch uses port security to filter source MAC addresses. The interface can shut down when a port-security violation occurs.

IP Source Guard for Static Hosts

Note Do not use IPSG (IP source guard) for static hosts on uplink ports or trunk ports.

IPSG for static hosts extends the IPSG capability to non-DHCP and static environments. The previous IPSG used the entries created by DHCP snooping to validate the hosts connected to a switch. Any traffic received from a host without a valid DHCP binding entry is dropped. This security feature restricts IP traffic on nonrouted Layer 2 interfaces. It filters traffic based on the DHCP snooping binding database and on manually configured IP source bindings. The previous version of IPSG required a DHCP environment for IPSG to work.

IPSG for static hosts allows IPSG to work without DHCP. IPSG for static hosts relies on IP device tracking-table entries to install port ACLs. The switch creates static entries based on ARP requests or other IP packets to maintain the list of valid hosts for a given port. You can also specify the number of hosts allowed to send traffic to a given port. This is equivalent to port security at Layer 3.

IPSG for static hosts also supports dynamic hosts. If a dynamic host receives a DHCP-assigned IP address that is available in the IP DHCP snooping table, the same entry is learned by the IP device tracking table. In a stacked environment, when the active switch failover occurs, the IP source guard entries for static hosts attached to member ports are retained. When you enter the **show ip device tracking all** EXEC command, the IP device tracking table displays the entries as ACTIVE.

Note Some IP hosts with multiple network interfaces can inject some invalid packets into a network interface. The invalid packets contain the IP or MAC address for another network interface of the host as the source address. The invalid packets can cause IPSG for static hosts to connect to the host, to learn the invalid IP or MAC address bindings, and to reject the valid bindings. Consult the vender of the corresponding operating system and the network interface to prevent the host from injecting invalid packets.

IPSG for static hosts initially learns IP or MAC bindings dynamically through an ACL-based snooping mechanism. IP or MAC bindings are learned from static hosts by ARP and IP packets. They are stored in the device tracking database. When the number of IP addresses that have been dynamically learned or statically configured on a given port reaches a maximum, the hardware drops any packet with a new IP address. To resolve hosts that have moved or gone away for any reason, IPSG for static hosts leverages IP device tracking to age out dynamically learned IP address bindings. This feature can be used with DHCP snooping. Multiple bindings are established on a port that is connected to both DHCP and static hosts. For example, bindings are stored in both the device tracking database as well as in the DHCP snooping binding database.

Default IP Source Guard Configuration

By default, IP source guard is disabled.

How to Configure IP Source Guard

Enabling IP Source Guard

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. Use one of the following:
    - `ip verify source`
    - **ip verify source port-security**
5. **exit**
6. **ip source binding** *mac-address* **vlan** *vlan-id* *ip-address* **interface** *interface-id*
7. **end**
8. **show running-config**
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Specifies the interface to be configured, and enters interface configuration mode.
Step 4	Use one of the following:	Enables IP source guard with source IP address filtering.

	Command or Action	Purpose

	• `ip verify source`
	• **ip verify source port-security**
	Example:
	`Switch(config-if)# ip verify source`
	or
	`Switch(config-if)# ip verify source port-security`
		Enables IP source guard with source IP and MAC address filtering.
		When you enable both IP source guard and port security by using the **ip verify source port-security** interface configuration command, there are two caveats:
		• The DHCP server must support option 82, or the client is not assigned an IP address.
		• The MAC address in the DHCP packet is not learned as a secure address. The MAC address of the DHCP client is learned as a secure address only when the switch receives non-DHCP data traffic.

Step 5	**exit** **Example:** `Switch(config-if)# exit`	Returns to global configuration mode.

Step 6	**ip source binding** *mac-address* **vlan** *vlan-id ip-address* **interface** *interface-id*
	Example:
	`Switch(config)# ip source binding 0100.0230.0002`
	`vlan 11 10.0.0.4 interface gigabitethernet1/0/1`
		Adds a static IP source binding.
		Enter this command for each static binding.

Step 7	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 8	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 9	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring IP Source Guard for Static Hosts on a Layer 2 Access Port

You must configure the **ip device tracking maximum** *limit-number* interface configuration command globally for IPSG for static hosts to work. If you only configure this command on a port without enabling IP device tracking globally or by setting an IP device tracking maximum on that interface, IPSG with static hosts rejects all the IP traffic from that interface.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip device tracking**
4. **interface** *interface-id*
5. **switchport mode access**
6. **switchport access vlan** *vlan-id*
7. **ip device tracking maximum** *number*
8. **switchport port-security**
9. **switchport port-security maximum** *value*
10. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip device tracking** **Example:** `Switch(config)# ip device tracking`	Turns on the IP host table, and globally enables IP device tracking.
Step 4	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Enters interface configuration mode.
Step 5	**switchport mode access** **Example:**	Configures a port as access.

	Command or Action	Purpose
	`Switch(config-if)# switchport mode access`	
Step 6	**switchport access vlan** *vlan-id* **Example:** `Switch(config-if)# switchport access vlan 10`	Configures the VLAN for this port.
Step 7	**ip device tracking maximum** *number* **Example:** `Switch(config-if)# ip device tracking maximum 8`	Establishes a maximum limit for the number of static IPs that the IP device tracking table allows on the port. The range is 1to 10. The maximum number is 10. **Note** You must configure the **ip device tracking maximum** *limit-number* interface configuration command.
Step 8	**switchport port-security**	(Optional) Activate port security for this port.
Step 9	**switchport port-security maximum** *value*	(Optional) Establish a maximum of MAC addresses for this port.

Step 10	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuration Examples for Configuring IP Source Guard for Static Hosts

Configuring IP Source Guard for Static Hosts on a Layer 2 Access Port

You must configure the **ip device tracking maximum** *limit-number* interface configuration command globally for IPSG for static hosts to work. If you only configure this command on a port without enabling IP device tracking globally or by setting an IP device tracking maximum on that interface, IPSG with static hosts rejects all the IP traffic from that interface.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip device tracking**
4. **interface** *interface-id*
5. **switchport mode access**

6. **switchport access vlan** *vlan-id*
7. **ip device tracking maximum** *number*
8. **switchport port-security**
9. **switchport port-security maximum** *value*
10. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip device tracking** **Example:** `Switch(config)# ip device tracking`	Turns on the IP host table, and globally enables IP device tracking.
Step 4	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Enters interface configuration mode.
Step 5	**switchport mode access** **Example:** `Switch(config-if)# switchport mode access`	Configures a port as access.
Step 6	**switchport access vlan** *vlan-id* **Example:** `Switch(config-if)# switchport access vlan 10`	Configures the VLAN for this port.

	Command or Action	Purpose
Step 7	**ip device tracking maximum** *number* **Example:** `Switch(config-if)# ip device tracking maximum 8`	Establishes a maximum limit for the number of static IPs that the IP device tracking table allows on the port. The range is 1to 10. The maximum number is 10. **Note** You must configure the **ip device tracking maximum** *limit-number* interface configuration command.
Step 8	**switchport port-security**	(Optional) Activate port security for this port.
Step 9	**switchport port-security maximum** *value*	(Optional) Establish a maximum of MAC addresses for this port.

Step 10	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Monitoring IP Source Guard

Table 67: Privileged EXEC show Commands

Command	Purpose
show ip verify source [**interface** *interface-id*]	Displays the IP source guard configuration on the switch or on a specific interface.
show ip device tracking { **all** | **interface** *interface-id* | **ip** *ip-address* | **mac** *mac-address*}	Displays information about the entries in the IP device tracking table.

Table 68: Interface Configuration Commands

Command	Purpose
ip verify source tracking	Verifies the data source.

For detailed information about the fields in these displays, see the command reference for this release.

PART XVIII

Configuring Dynamic ARP Inspection

CHAPTER 29

Configuring Dynamic ARP Inspection

Restrictions for Dynamic ARP Inspection

This section lists the restrictions and guidelines for configuring Dynamic ARP Inspection on the switch.

- Dynamic ARP inspection is an ingress security feature; it does not perform any egress checking.
- Dynamic ARP inspection is not effective for hosts connected to switches that do not support dynamic ARP inspection or that do not have this feature enabled. Because man-in-the-middle attacks are limited to a single Layer 2 broadcast domain, separate the domain with dynamic ARP inspection checks from the one with no checking. This action secures the ARP caches of hosts in the domain enabled for dynamic ARP inspection.
- Dynamic ARP inspection depends on the entries in the DHCP snooping binding database to verify IP-to-MAC address bindings in incoming ARP requests and ARP responses. Make sure to enable DHCP snooping to permit ARP packets that have dynamically assigned IP addresses.

  When DHCP snooping is disabled or in non-DHCP environments, use ARP ACLs to permit or to deny packets.
- Dynamic ARP inspection is supported on access ports, trunk ports, private VLAN ports and EtherChannel ports.

  Note Do not enable Dynamic ARP inspection on RSPAN VLANs. If Dynamic ARP inspection is enabled on RSPAN VLANs, Dynamic ARP inspection packets might not reach the RSPAN destination port.

- A physical port can join an EtherChannel port channel only when the trust state of the physical port and the channel port match. Otherwise, the physical port remains suspended in the port channel. A port channel inherits its trust state from the first physical port that joins the channel. Consequently, the trust state of the first physical port need not match the trust state of the channel.

Conversely, when you change the trust state on the port channel, the switch configures a new trust state on all the physical ports that comprise the channel.

- The rate limit is calculated separately on each switch in a switch stack. For a cross-stack EtherChannel, this means that the actual rate limit might be higher than the configured value. For example, if you set the rate limit to 30 pps on an EtherChannel that has one port on switch 1 and one port on switch 2, each port can receive packets at 29 pps without causing the EtherChannel to become error-disabled.
- The operating rate for the port channel is cumulative across all the physical ports within the channel. For example, if you configure the port channel with an ARP rate-limit of 400 pps, all the interfaces combined on the channel receive an aggregate 400 pps. The rate of incoming ARP packets on EtherChannel ports is equal to the sum of the incoming rate of packets from all the channel members. Configure the rate limit for EtherChannel ports only after examining the rate of incoming ARP packets on the channel-port members.

  The rate of incoming packets on a physical port is checked against the port-channel configuration rather than the physical-ports configuration. The rate-limit configuration on a port channel is independent of the configuration on its physical ports.

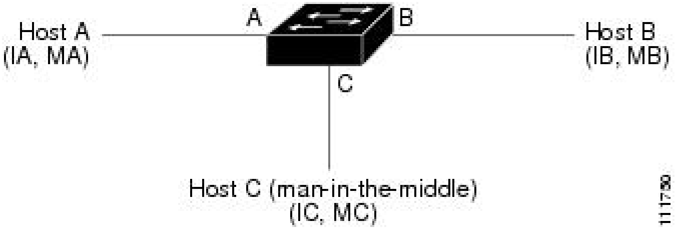
  If the EtherChannel receives more ARP packets than the configured rate, the channel (including all physical ports) is placed in the error-disabled state.
- Make sure to limit the rate of ARP packets on incoming trunk ports. Configure trunk ports with higher rates to reflect their aggregation and to handle packets across multiple dynamic ARP inspection-enabled VLANs. You also can use the **ip arp inspection limit none** interface configuration command to make the rate unlimited. A high rate-limit on one VLAN can cause a denial-of-service attack to other VLANs when the software places the port in the error-disabled state.
- When you enable dynamic ARP inspection on the switch, policers that were configured to police ARP traffic are no longer effective. The result is that all ARP traffic is sent to the CPU.
- In the presence of vlan-bridging & IP device tracking, the cross-stack ARP packet forwarding will not work.

Understanding Dynamic ARP Inspection

ARP provides IP communication within a Layer 2 broadcast domain by mapping an IP address to a MAC address. For example, Host B wants to send information to Host A but does not have the MAC address of Host A in its ARP cache. Host B generates a broadcast message for all hosts within the broadcast domain to obtain the MAC address associated with the IP address of Host A. All hosts within the broadcast domain receive the ARP request, and Host A responds with its MAC address. However,because ARP allows a gratuitous reply from a host even if an ARP request was not received, an ARP spoofing attack and the poisoning of ARP caches can occur. After the attack, all traffic from the device under attack flows through the attacker’s computer and then to the router, switch, or host.

A malicious user can attack hosts, switches, and routers connected to your Layer 2 network by poisoning the ARP caches of systems connected to the subnet and by intercepting traffic intended for other hosts on the subnet. Figure 26-1 shows an example of ARP cache poisoning.

Figure 63: ARP Cache Poisoning



Hosts A, B, and C are connected to the switch on interfaces A, B and C, all of which are on the same subnet. Their IP and MAC addresses are shown in parentheses; for example, Host A uses IP address IA and MAC address MA. When Host A needs to communicate to Host B at the IP layer, it broadcasts an ARP request for the MAC address associated with IP address IB. When the switch and Host B receive the ARP request, they populate their ARP caches with an ARP binding for a host with the IP address IA and a MAC address MA; for example, IP address IA is bound to MAC address MA. When Host B responds, the switch and Host A populate their ARP caches with a binding for a host with the IP address IB and the MAC address MB.

Host C can poison the ARP caches of the switch, Host A, and Host B by broadcasting forged ARP responses with bindings for a host with an IP address of IA (or IB) and a MAC address of MC. Hosts with poisoned ARP caches use the MAC address MC as the destination MAC address for traffic intended for IA or IB. This means that Host C intercepts that traffic. Because Host C knows the true MAC addresses associated with IA and IB, it can forward the intercepted traffic to those hosts by using the correct MAC address as the destination. Host C has inserted itself into the traffic stream from Host A to Host B, the classic *man-in-the middle*attack.

Dynamic ARP inspection is a security feature that validates ARP packets in a network. It intercepts, logs,and discards ARP packets with invalid IP-to-MAC address bindings. This capability protects the network from certain man-in-the-middle attacks.

Dynamic ARP inspection ensures that only valid ARP requests and responses are relayed. The switch performs these activities:

- Intercepts all ARP requests and responses on untrusted ports
- Verifies that each of these intercepted packets has a valid IP-to-MAC address binding before updating the local ARP cache or before forwarding the packet to the appropriate destination
- Drops invalid ARP packets

Dynamic ARP inspection determines the validity of an ARP packet based on valid IP-to-MAC address bindings stored in a trusted database, the DHCP snooping binding database. This database is built by DHCP snooping if DHCP snooping is enabled on the VLANs and on the switch. If the ARP packet is received on a trusted interface, the switch forwards the packet without any checks. On untrusted interfaces, the switch forwards the packet only if it is valid.

You enable dynamic ARP inspection on a per-VLAN basis by using the **ip arp inspection vlan** *vlan-range* global configuration command.

In non-DHCP environments, dynamic ARP inspection can validate ARP packets against user-configured ARP access control lists (ACLs) for hosts with statically configured IP addresses. You define an ARP ACL by using the **arp access-list** *acl-name* global configuration command.

You can configure dynamic ARP inspection to drop ARP packets when the IP addresses in the packets are invalid or when the MAC addresses in the body of the ARP packets do not match the addresses specified in the Ethernet header. Use the **ip arp inspection validate** {[**src-mac**] [**dst-mac**] [**ip**]} global configuration command.

Interface Trust States and Network Security

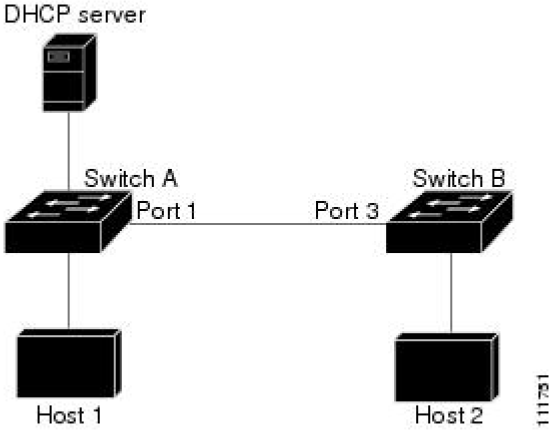
Dynamic ARP inspection associates a trust state with each interface on the switch. Packets arriving on trusted interfaces bypass all dynamic ARP inspection validation checks, and those arriving on untrusted interfaces undergo the dynamic ARP inspection validation process.

In a typical network configuration, you configure all switch ports connected to host ports as untrusted and configure all switch ports connected to switches as trusted. With this configuration, all ARP packets entering the network from a given switch bypass the security check. No other validation is needed at any other place in the VLAN or in the network. You configure the trust setting by using theip arp inspection trust interface configuration command.

Caution Use the trust state configuration carefully. Configuring interfaces as untrusted when they should betrusted can result in a loss of connectivity.

In the following figure, assume that both Switch A and Switch B are running dynamic ARP inspection on the VLAN that includes Host 1 and Host 2. If Host 1 and Host 2 acquire their IP addresses from the DHCP server connected to Switch A, only Switch A binds the IP-to-MAC address of Host 1. Therefore, if the interface between Switch A and Switch B is untrusted, the ARP packets from Host 1 are dropped by Switch B. Connectivity between Host 1 and Host 2 is lost.

Figure 64: ARP Packet Validation on a VLAN Enabled for Dynamic ARP Inspection



Configuring interfaces to be trusted when they are actually untrusted leaves a security hole in the network. If Switch A is not running dynamic ARP inspection, Host 1 can easily poison the ARP cache of Switch B (and Host 2, if the link between the switches is configured as trusted). This condition can occur even though Switch B is running dynamic ARP inspection.

Dynamic ARP inspection ensures that hosts (on untrusted interfaces) connected to a switch running dynamic ARP inspection do not poison the ARP caches of other hosts in the network. However, dynamic ARP inspection does not prevent hosts in other portions of the network from poisoning the caches of the hosts that are connected to a switch running dynamic ARP inspection.

In cases in which some switches in a VLAN run dynamic ARP inspection and other switches do not, configure the interfaces connecting such switches as untrusted. However, to validate the bindings of packets from nondynamic ARP inspection switches, configure the switch running dynamic ARP inspection with ARP ACLs. When you cannot determine such bindings, at Layer 3, isolate switches running dynamic ARP inspection from switches not running dynamic ARP inspection switches.

Note Depending on the setup of the DHCP server and the network, it might not be possible to validate a given ARP packet on all switches in the VLAN.

Rate Limiting of ARP Packets

The switch CPU performs dynamic ARP inspection validation checks; therefore, the number of incoming ARP packets is rate-limited to prevent a denial-of-service attack. By default, the rate for untrusted interfaces is 15 packets per second (pps). Trusted interfaces are not rate-limited. You can change this setting by using the **ip arp inspection limit** interface configuration command.

When the rate of incoming ARP packets exceeds the configured limit, the switch places the port in the error-disabled state. The port remains in that state until you intervene. You can use the **errdisable recovery** global configuration command to enable error disable recovery so that ports automatically emerge from this state after a specified timeout period.

Note The rate limit for an EtherChannel is applied separately to each switch in a stack. For example, if a limit of 20 pps is configured on the EtherChannel, each switch with ports in the EtherChannel can carry up to 20 pps. If any switch exceeds the limit, the entire EtherChannel is placed into the error-disabled state.

Relative Priority of ARP ACLs and DHCP Snooping Entries

Dynamic ARP inspection uses the DHCP snooping binding database for the list of valid IP-to-MAC address bindings.

ARP ACLs take precedence over entries in the DHCP snooping binding database. The switch uses ACLs only if you configure them by using the **ip arp inspection filter vlan** global configuration command. The switch first compares ARP packets to user-configured ARP ACLs. If the ARP ACL denies the ARP packet, the switch also denies the packet even if a valid binding exists in the database populated by DHCP snooping.

Logging of Dropped Packets

When the switch drops a packet, it places an entry in the log buffer and then generates system messages on a rate-controlled basis. After the message is generated, the switch clears the entry from the log buffer. Each log entry contains flow information, such as the receiving VLAN, the port number, the source and destination IP addresses, and the source and destination MAC addresses.

You use the **ip arp inspection log-buffer** global configuration command to configure the number of entries in the buffer and the number of entries needed in the specified interval to generate system messages. You specify the type of packets that are logged by using the **ip arp inspection vlan logging** global configuration command.

Dynamic ARP Inspection Log Buffer

When the switch drops a packet, it places an entry in the log buffer and then generates system messages on a rate-controlled basis. After the message is generated, the switch clears the entry from the log buffer. Each log entry contains flow information, such as the receiving VLAN, the port number, the source and destination IP addresses, and the source and destination MAC addresses.

A log-buffer entry can represent more than one packet. For example, if an interface receives many packets on the same VLAN with the same ARP parameters, the switch combines the packets as one entry in the log buffer and generates a single system message for the entry.

If the log buffer overflows, it means that a log event does not fit into the log buffer, and the display for the **show ip arp inspection log** privileged EXEC command is affected. A -- in the display appears in place of all data except the packet count and the time. No other statistics are provided for the entry. If you see this entry in the display, increase the number of entries in the log buffer or increase the logging rate.

Default Dynamic ARP Inspection Configuration

Feature	Default Settings
Dynamic ARP inspection	Disabled on all VLANs.
Interface trust state	All interfaces are untrusted.
Rate limit of incoming ARP packets	The rate is 15 pps on untrusted interfaces, assuming that the network is a switched network with a host connecting to as many as 15 new hosts per second. The rate is unlimited on all trusted interfaces. The burst interval is 1 second.
ARP ACLs for non-DHCP environments	No ARP ACLs are defined.
Validation checks	No checks are performed.
Log buffer	When dynamic ARP inspection is enabled, all denied or dropped ARP packets are logged. The number of entries in the log is 32. The number of system messages is limited to 5 per second. The logging-rate interval is 1 second.
Per-VLAN logging	All denied or dropped ARP packets are logged.

How to Configure Dynamic ARP Inspection

Configuring Dynamic ARP Inspection in DHCP Environments

Before you begin

This procedure shows how to configure dynamic ARP inspection when two switches support this feature. Host 1 is connected to Switch A, and Host 2 is connected to Switch B. Both switches are running dynamic ARP inspection on VLAN 1 where the hosts are located. A DHCP server is connected to Switch A. Both hosts acquire their IP addresses from the same DHCP server. Therefore, Switch A has the bindings for Host 1 and Host 2, and Switch B has the binding for Host 2.

Note Dynamic ARP inspection depends on the entries in the DHCP snooping binding database to verify IP-to-MAC address bindings in incoming ARP requests and ARP responses. Make sure to enable DHCP snooping to permit ARP packets that have dynamically assigned IP addresses.

Follow these steps to configure dynamic ARP inspection. You must perform this procedure on both switches. This procedure is required.

SUMMARY STEPS

1. **enable**
2. **show cdp neighbors**
3. **configure terminal**
4. **ip arp inspection vlan** *vlan-range*
5. **Interface***interface-id*
6. **ip arp inspection trust**
7. **end**
8. **show ip arp inspection interfaces**
9. **show ip arp inspection vlan** *vlan-range*
10. **show ip dhcp snooping binding**
11. **show ip arp inspection statistics vlan** *vlan-range*
12. **configure terminal**
13. **configure terminal**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**show cdp neighbors** **Example:** `Switch(config-if)#show cdp neighbors`	Verify the connection between the switches.
Step 3	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 4	**ip arp inspection vlan** *vlan-range* **Example:** `Switch(config)# ip arp inspection vlan 1`	Enable dynamic ARP inspection on a per-VLAN basis. By default, dynamic ARP inspection is disabled on all VLANs. For vlan-range, 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 4094. Specify the same VLAN ID for both switches.
Step 5	**Interface***interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/1`	Specifies the interface connected to the other switch, and enter interface configuration mode.
Step 6	**ip arp inspection trust** **Example:** `Switch(config-if)#ip arp inspection trust`	Configures the connection between the switches as trusted. By default, all interfaces are untrusted. The switch does not check ARP packets that it receives from the other switch on the trusted interface. It simply forwards the packets. For untrusted interfaces, the switch intercepts all ARP requests and responses. It verifies that the intercepted packets have valid IP-to-MAC address bindings before updating the local cache and before forwarding the packet to the appropriate destination. The switch drops invalid packets and logs them in the log buffer according to the logging configuration specified with the ip arp inspection vlan logging global configuration command.

Step 7	**end**
	Example:
	`Switch(config-if)#end`
		Returns to privileged EXEC mode.

Step 8	**show ip arp inspection interfaces** **Example:**	Verifies the dynamic ARP inspection configuration on interfaces.
Step 9	**show ip arp inspection vlan** *vlan-range* **Example:** `Switch(config-if)#show ip arp inspection vlan 1`	Verifies the dynamic ARP inspection configuration on VLAN.
Step 10	**show ip dhcp snooping binding** **Example:** `Switch(config-if)#show ip dhcp snooping binding`	Verifies the DHCP bindings.
Step 11	**show ip arp inspection statistics vlan** *vlan-range* **Example:** `Switch(config-if)#show ip arp inspection statistics vlan 1`	Checks the dynamic ARP inspection statistics on VLAN.

	Command or Action	Purpose
Step 12	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 13	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Configuring ARP ACLs for Non-DHCP Environments

This procedure shows how to configure dynamic ARP inspection when Switch B shown in Figure 2 does not support dynamic ARP inspection or DHCP snooping.

If you configure port 1 on Switch A as trusted, a security hole is created because both Switch A and Host 1 could be attacked by either Switch B or Host 2. To prevent this possibility, you must configure port 1 on Switch A as untrusted. To permit ARP packets from Host 2, you must set up an ARP ACL and apply it to VLAN 1. If the IP address of Host 2 is not static (it is impossible to apply the ACL configuration on Switch A) you must separate Switch A from Switch B at Layer 3 and use a router to route packets between them.

Follow these steps to configure an ARP ACL on Switch A. This procedure is required in non-DHCP environments.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **arp access-list** *acl-name*
4. **permit ip host** *sender-ip* **mac host** *sender-mac* **[log]**
5. **exit**
6. **ip arp inspection filter** *arp-acl-name* **vlan** *vlan-range* [**static**]
7. **interface** *interface-id*
8. **no ip arp inspection trust**
9. **end**
10. Use the following show commands:
    - **show arp access-list** acl-name
    - **show ip arp inspection vlan** *vlan-range*
    - **show ip arp inspection interfaces**
11. **show running-config**
12. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch>` **`enable`**	Enables privileged EXEC mode. - Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch#` **`configure terminal`**	Enters global configuration mode.
Step 3	**arp access-list** *acl-name*	Defines an ARP ACL, and enters ARP access-list configuration mode. By default, no ARP access lists are defined. **Note** At the end of the ARP access list, there is an implicit **deny ip any mac any** command.
Step 4	**permit ip host** *sender-ip* **mac host** *sender-mac* **[log]**	Permits ARP packets from the specified host (Host 2). - For*sender-ip*, enter the IP address of Host 2. - For *sender-mac*, enter the MAC address of Host 2. - (Optional) Specifies the log to log a packet in the log buffer when it matches the access control entry (ACE). Matches are logged if you also configure the **matchlog** keyword in the **ip arp inspection vlan logging** global configuration command.
Step 5	**exit**	Returns to global configuration mode.
Step 6	**ip arp inspection filter** *arp-acl-name* **vlan** *vlan-range* [**static**]	Applies ARP ACL to the VLAN. By default, no defined ARP ACLs are applied to any VLAN. - For *arp-acl-name*, specify the name of the ACL created in Step 2. - For *vlan-range*, specify the VLAN that the switches and hosts are in. 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 4094. - (Optional) Specify **static** to treat implicit denies in the ARP ACL as explicit denies and to drop packets that do not match any previous clauses in the ACL. DHCP bindings are not used.

	Command or Action	Purpose
		If you do not specify this keyword, it means that there is no explicit deny in the ACL that denies the packet, and DHCP bindings determine whether a packet is permitted or denied if the packet does not match any clauses in the ACL. ARP packets containing only IP-to-MAC address bindings are compared against the ACL. Packets are permitted only if the access list permits them.
Step 7	**interface** *interface-id*	Specifies Switch A interface that is connected to Switch B, and enters the interface configuration mode.
Step 8	**no ip arp inspection trust**	Configures Switch A interface that is connected to Switch B as untrusted. By default, all interfaces are untrusted. For untrusted interfaces, the switch intercepts all ARP requests and responses. It verifies that the intercepted packets have valid IP-to-MAC address bindings before updating the local cache and before forwarding the packet to the appropriate destination. The switch drops invalid packets and logs them in the log buffer according to the logging configuration specified with the **ip arp inspection vlan logging** global configuration command.
Step 9	**end**	Returns to privileged EXEC mode.
Step 10	Use the following show commands: • **show arp access-list** acl-name • **show ip arp inspection vlan** *vlan-range* • **show ip arp inspection interfaces**	Verifies your entries.
Step 11	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 12	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Limiting the Rate of Incoming ARP Packets

The switch CPU performs dynamic ARP inspection validation checks; therefore, the number of incoming ARP packets is rate-limited to prevent a denial- of-service attack.

When the rate of incoming ARP packets exceeds the configured limit, the switch places the port in the error-disabled state. The port remains in that state until you enable error-disabled recovery so that ports automatically emerge from this state after a specified timeout period.

Note Unless you configure a rate limit on an interface, changing the trust state of the interface also changes its rate limit to the default value for that trust state. After you configure the rate limit, the interface retains the rate limit even when its trust state is changed. If you enter the **no ip arp inspection limit** interface configuration command, the interface reverts to its default rate limit.

Follow these steps to limit the rate of incoming ARP packets. This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **ip arp inspection limit {rate pps [burst interval seconds] | none}**
5. **exit**
6. Use the following commands:
   - **errdisable detect cause arp-inspection**
   - **errdisable recovery cause arp-inspection**
   - **errdisable recovery interval** *interval*
7. **exit**
8. Use the following show commands:
   - **show ip arp inspection interfaces**
   - **show errdisable recovery**
9. **show running-config**
10. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 3	**interface** *interface-id*	Specifies the interface to be rate-limited, and enter interface configuration mode.
Step 4	**ip arp inspection limit {rate pps [burst interval seconds] | none}**	Limits the rate of incoming ARP requests and responses on the interface. The default rate is 15 pps on untrusted interfaces and unlimited on trusted interfaces. The burst interval is 1 second. The keywords have these meanings: • For **rate***pps*, specify an upper limit for the number of incoming packets processed per second. The range is 0 to 2048 pps. • (Optional) For **burst interval***seconds*, specify the consecutive interval in seconds, over which the interface is monitored for a high rate of ARP packets. The range is 1 to 15. • For **rate none**, specify no upper limit for the rate of incoming ARP packets that can be processed.
Step 5	**exit**	Returns to global configuration mode.
Step 6	Use the following commands: • **errdisable detect cause arp-inspection** • **errdisable recovery cause arp-inspection** • **errdisable recovery interval** *interval*	(Optional) Enables error recovery from the dynamic ARP inspection error-disabled state, and configure the dynamic ARP inspection recover mechanism variables. By default, recovery is disabled, and the recovery interval is 300 seconds. For **interval** *interval*, specify the time in seconds to recover from the error-disabled state. The range is 30 to 86400.
Step 7	**exit**	Returns to privileged EXEC mode.
Step 8	Use the following show commands: • **show ip arp inspection interfaces** • **show errdisable recovery**	Verifies your settings.
Step 9	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 10	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Performing Dynamic ARP Inspection Validation Checks

Dynamic ARP inspection intercepts, logs, and discards ARP packets with invalid IP-to-MAC address bindings. You can configure the switch to perform additional checks on the destination MAC address, the sender and target IP addresses, and the source MAC address.

Follow these steps to perform specific checks on incoming ARP packets. This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip arp inspection validate {[src-mac] [dst-mac] [ip]}**
4. **exit**
5. **show ip arp inspection vlan** *vlan-range*
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip arp inspection validate {[src-mac] [dst-mac] [ip]}**	Performs a specific check on incoming ARP packets. By default, no checks are performed. The keywords have these meanings: • For **src-mac**, check the source MAC address in the Ethernet header against the sender MAC address in the ARP body. This check is performed on both ARP requests and responses. When enabled, packets with different MAC addresses are classified as invalid and are dropped. • For **dst-mac**, check the destination MAC address in the Ethernet header against the target MAC address in ARP body. This check is performed for ARP responses. When enabled, packets with different MAC addresses are classified as invalid and are dropped.

	Command or Action	Purpose
		• For **ip**, check the ARP body for invalid and unexpected IP addresses. Addresses include 0.0.0.0, 255.255.255.255, and all IP multicast addresses. Sender IP addresses are checked in all ARP requests and responses, and target IP addresses are checked only in ARP responses. You must specify at least one of the keywords. Each command overrides the configuration of the previous command; that is, if a command enables src and dst mac validations, and a second command enables IP validation only, the src and dst mac validations are disabled as a result of the second command.
Step 4	**exit**	Returns to privileged EXEC mode.
Step 5	**show ip arp inspection vlan** *vlan-range*	Verifies your settings.
Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring Dynamic ARP Inspection Log Buffer

Follow these steps to configure the log buffer. This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip arp inspection log-buffer** {**entries** *number* | **logs** *number* **interval** *seconds*}
4. **ip arp inspection vlan** *vlan-range* **logging {acl-match {matchlog | none} | dhcp-bindings {all | none | permit}}**
5. **exit**
6. **show ip arp inspection log**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip arp inspection log-buffer** {**entries** *number* | **logs** *number* **interval** *seconds*}	Configures the dynamic ARP inspection logging buffer. By default, when dynamic ARP inspection is enabled, denied or dropped ARP packets are logged. The number of log entries is 32. The number of system messages is limited to 5 per second. The logging-rate interval is 1 second. The keywords have these meanings: • For **entries** *number* , specify the number of entries to be logged in the buffer. The range is 0 to 1024. • For **logs** *number* **interval** *seconds*, specify the number of entries to generate system messages in the specified interval. For **logs** *number*, the range is 0 to 1024. A 0 value means that the entry is placed in the log buffer, but a system message is not generated. For **interval** *seconds*, the range is 0 to 86400 seconds (1 day). A 0 value means that a system message is immediately generated (and the log buffer is always empty). An interval setting of 0 overrides a log setting of 0. The **logs** and **interval** settings interact. If the logs number X is greater than interval seconds Y, X divided by Y (X/Y) system messages are sent every second. Otherwise, one system message is sent every Y divided by X (Y/X) seconds.
Step 4	**ip arp inspection vlan** *vlan-range* **logging {acl-match {matchlog | none} | dhcp-bindings {all | none | permit}}**	Control the type of packets that are logged per VLAN. By default, all denied or all dropped packets are logged. The term logged means the entry is placed in the log buffer and a system message is generated. The keywords have these meanings: • For *vlan-range*, specify a single VLAN identified by VLAN ID number, a range of VLANs separated by a

	Command or Action	Purpose
		hyphen, or a series of VLANs separated by a comma. The range is 1 to 4094. For **acl-match matchlog**, log packets based on the ACE logging configuration. If you specify the matchlog keyword in this command and the log keyword in the permit or deny ARP access-list configuration command, ARP packets permitted or denied by the ACL are logged. • For **acl-match none**, do not log packets that match ACLs. • For **dhcp-bindings all**, log all packets that match DHCP bindings. • For **dhcp-bindings none**, do not log packets that match DHCP bindings. • For **dhcp-bindings permit**, log DHCP-binding permitted packets.
Step 5	**exit**	Return to privileged EXEC mode.
Step 6	**show ip arp inspection log**	Verify your settings.
Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Verifying the DAI Configuration

To display and verify the DAI configuration, use the following commands:

Command	Description
show arp access-list [*acl-name*]	Displays detailed information about ARP ACLs.
show ip arp inspection interfaces [interface-id]	Displays the trust state and the rate limit of ARP packets for the specified interface or all interfaces.

Command	Description
show ip arp inspection vlan *vlan-range*	Displays the configuration and the operating state of dynamic ARP inspection for the specified VLAN. If no VLANs are specified or if a range is specified, displays information only for VLANs with dynamic ARP inspection enabled (active).

Monitoring DAI

To monitor DAI, use the following commands:

Command	Description
clear ip arp inspection statistics	Clears dynamic ARP inspection statistics.
show ip arp inspection statistics [**vlan** *vlan-range*]	Displays statistics for forwarded, dropped, MAC validation failure, IP validation failure, ACL permitted and denied, and DHCP permitted and denied packets for the specified VLAN. If no VLANs are specified or if a range is specified, displays information only for VLANs with dynamic ARP inspection enabled (active).
clear ip arp inspection log	Clears the dynamic ARP inspection log buffer.
show ip arp inspection log	Displays the configuration and contents of the dynamic ARP inspection log buffer.

For the **show ip arp inspection statistics** command, the switch increments the number of forwarded packets for each ARP request and response packet on a trusted dynamic ARP inspection port. The switch increments the number of ACL or DHCP permitted packets for each packet that is denied by source MAC, destination MAC, or IP validation checks, and the switch increments the appropriate.

Configuration Examples for Dynamic ARP Inspection

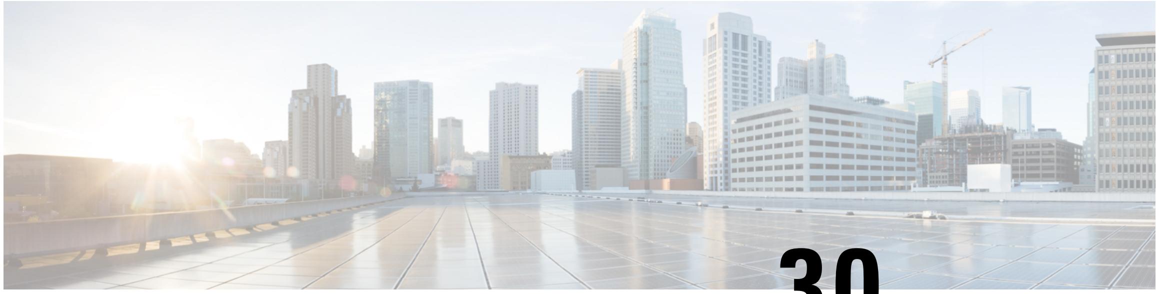
Example: Configuring ARP ACLs for Non-DHCP Environments

This example shows how to configure an ARP ACL called host2 on Switch A, to permit ARP packets from Host 2 (IP address 10.1.1.10 and MAC address 0001.0001.0001), to apply the ACL to VLAN 1, and to configure port 1 on Switch A as untrusted:

```
Switch(config)#arp access-list host2

 Switch(config-arp-acl)#permit ip host 10.1.1.10 mac host 10.11.11.11

 Switch(config-arp-acl)# exit

Switch(config)# ip arp inspection filter host2 vlan 1

Switch(config)# interface gigabitethernet1/0/1

 Switch(config-if)# no ip arp inspection trust
```

PART XIX

Configuring Port-Based Traffic Control



CHAPTER 30

Configuring Port-Based Traffic Control

Overview of Port-Based Traffic Control

Port-based traffic control is a set of Layer 2 features on the Cisco Catalyst switches used to filter or block packets at the port level in response to specific traffic conditions. The following port-based traffic control features are supported:

- Storm Control
- Protected Ports
- Port Blocking

Configuring Storm Control

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Information About Storm Control

Storm Control

Storm control prevents traffic on a LAN from being disrupted by a broadcast, multicast, or unicast storm on one of the physical interfaces. A LAN storm occurs when packets flood the LAN, creating excessive traffic and degrading network performance. Errors in the protocol-stack implementation, mistakes in network configurations, or users issuing a denial-of-service attack can cause a storm.

Storm control (or traffic suppression) monitors packets passing from an interface to the switching bus and determines if the packet is unicast, multicast, or broadcast. The switch counts the number of packets of a specified type received within the 1-second time interval and compares the measurement with a predefined suppression-level threshold.

How Traffic Activity is Measured

Storm control uses one of these methods to measure traffic activity:

- Bandwidth as a percentage of the total available bandwidth of the port that can be used by the broadcast, multicast, or unicast traffic
- Traffic rate in packets per second at which broadcast, multicast, or unicast packets are received
- Traffic rate in bits per second at which broadcast, multicast, or unicast packets are received

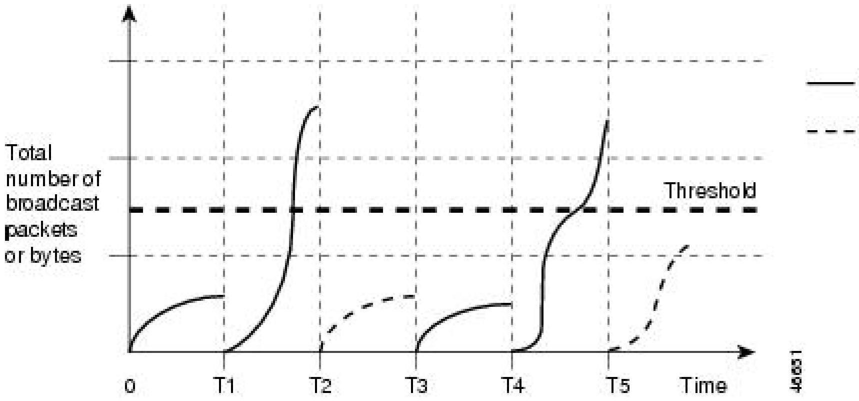
With each method, the port blocks traffic when the rising threshold is reached. The port remains blocked until the traffic rate drops below the falling threshold (if one is specified) and then resumes normal forwarding. If the falling suppression level is not specified, the switch blocks all traffic until the traffic rate drops below the rising suppression level. In general, the higher the level, the less effective the protection against broadcast storms.

Note When the storm control threshold for multicast traffic is reached, all multicast traffic except control traffic, such as bridge protocol data unit (BDPU) and Cisco Discovery Protocol frames, are blocked. However, the switch does not differentiate between routing updates, such as OSPF, and regular multicast data traffic, so both types of traffic are blocked.

Traffic Patterns

Figure 65: Broadcast Storm Control Example

This example shows broadcast traffic patterns on an interface over a given period of time.



Broadcast traffic being forwarded exceeded the configured threshold between time intervals T1 and T2 and between T4 and T5. When the amount of specified traffic exceeds the threshold, all traffic of that kind is dropped for the next time period. Therefore, broadcast traffic is blocked during the intervals following T2 and T5. At the next time interval (for example, T3), if broadcast traffic does not exceed the threshold, it is again forwarded.

The combination of the storm-control suppression level and the 1-second time interval controls the way the storm control algorithm works. A higher threshold allows more packets to pass through. A threshold value of 100 percent means that no limit is placed on the traffic. A value of 0.0 means that all broadcast, multicast, or unicast traffic on that port is blocked.

Note Because packets do not arrive at uniform intervals, the 1-second time interval during which traffic activity is measured can affect the behavior of storm control.

You use the **storm-control** interface configuration commands to set the threshold value for each traffic type.

How to Configure Storm Control

Configuring Storm Control and Threshold Levels

You configure storm control on a port and enter the threshold level that you want to be used for a particular type of traffic.

However, because of hardware limitations and the way in which packets of different sizes are counted, threshold percentages are approximations. Depending on the sizes of the packets making up the incoming traffic, the actual enforced threshold might differ from the configured level by several percentage points.

Note Storm control is supported on physical interfaces. You can also configure storm control on an EtherChannel. When storm control is configured on an EtherChannel, the storm control settings propagate to the EtherChannel physical interfaces.

Follow these steps to storm control and threshold levels:

Before you begin

Storm control is supported on physical interfaces. You can also configure storm control on an EtherChannel. When storm control is configured on an EtherChannel, the storm control settings propagate to the EtherChannel physical interfaces.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **storm-control** {**broadcast** | **multicast** | **unicast**} **level** {*level* [*level-low*] | **bps** *bps* [*bps-low*] | **pps** *pps* [*pps-low*]}
5. **storm-control action** {**shutdown** | **trap**}
6. **end**
7. **show storm-control** [*interface-id*] [**broadcast** | **multicast** | **unicast**]
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/1`	Specifies the interface to be configured, and enter interface configuration mode.

Step 4	**storm-control** {**broadcast** | **multicast** | **unicast**} **level** {*level* [*level-low*] | **bps** *bps* [*bps-low*] | **pps** *pps* [*pps-low*]}
	Example:
	`Switch(config-if)# storm-control unicast level 87 65`
		Configures broadcast, multicast, or unicast storm control. By default, storm control is disabled.
		The keywords have these meanings:
		• For *level*, specifies the rising threshold level for broadcast, multicast, or unicast traffic as a percentage (up to two decimal places) of the bandwidth. The port blocks traffic when the rising threshold is reached. The range is 0.00 to 100.00.
		• (Optional) For *level-low*, specifies the falling threshold level as a percentage (up to two decimal places) of the bandwidth. This value must be less than or equal to the rising suppression value. The port forwards traffic when traffic drops below this level. If you do not configure a falling suppression level, it is set to the rising suppression level. The range is 0.00 to 100.00.
		If you set the threshold to the maximum value (100 percent), no limit is placed on the traffic. If you set the threshold to 0.0, all broadcast, multicast, and unicast traffic on that port is blocked.
		• For **bps** *bps*, specifies the rising threshold level for broadcast, multicast, or unicast traffic in bits per second (up to one decimal place). The port blocks traffic when the rising threshold is reached. The range is 0.0 to 10000000000.0.
		• (Optional) For *bps-low*, specifies the falling threshold level in bits per second (up to one decimal place). It can be less than or equal to the rising threshold level.

	Command or Action	Purpose
		The port forwards traffic when traffic drops below this level. The range is 0.0 to 10000000000.0. • For **pps** *pps*, specifies the rising threshold level for broadcast, multicast, or unicast traffic in packets per second (up to one decimal place). The port blocks traffic when the rising threshold is reached. The range is 0.0 to 10000000000.0. • (Optional) For *pps-low*, specifies the falling threshold level in packets per second (up to one decimal place). It can be less than or equal to the rising threshold level. The port forwards traffic when traffic drops below this level. The range is **0.0 to** 10000000000.0. For BPS and PPS settings, you can use metric suffixes such as k, m, and g for large number thresholds.

Step 5	**storm-control action** {**shutdown** | **trap**}
	Example:
	`Switch(config-if)# storm-control action trap`
		Specifies the action to be taken when a storm is detected. The default is to filter out the traffic and not to send traps.
		• Select the **shutdown** keyword to error-disable the port during a storm.
		• Select the **trap** keyword to generate an SNMP trap when a storm is detected.

Step 6	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 7	**show storm-control** [*interface-id*] [**broadcast** | **multicast** | **unicast**] **Example:** `Switch# show storm-control gigabitethernet1/0/1 unicast`	Verifies the storm control suppression levels set on the interface for the specified traffic type. If you do not enter a traffic type, details for all traffic types (broadcast, multicast and unicast) are displayed.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring Small-Frame Arrival Rate

Incoming VLAN-tagged packets smaller than 67 bytes are considered small frames. They are forwarded by the switch, but they do not cause the switch storm-control counters to increment.

You globally enable the small-frame arrival feature on the switch and then configure the small-frame threshold for packets on each interface. Packets smaller than the minimum size and arriving at a specified rate (the threshold) are dropped since the port is error disabled.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **errdisable detect cause small-frame**
4. **errdisable recovery interval** *interval*
5. **errdisable recovery cause small-frame**
6. **interface** *interface-id*
7. **small-frame violation-rate** *pps*
8. **end**
9. **show interfaces** *interface-id*
10. **show running-config**
11. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**errdisable detect cause small-frame** **Example:** `Switch(config)# errdisable detect cause small-frame`	Enables the small-frame rate-arrival feature on the switch.
Step 4	**errdisable recovery interval** *interval* **Example:** `Switch(config)# errdisable recovery interval 60`	(Optional) Specifies the time to recover from the specified error-disabled state.

	Command or Action	Purpose
Step 5	**errdisable recovery cause small-frame** **Example:** `Switch(config)# errdisable recovery cause small-frame`	(Optional) Configures the recovery time for error-disabled ports to be automatically re-enabled after they are error disabled by the arrival of small frames Storm control is supported on physical interfaces. You can also configure storm control on an EtherChannel. When storm control is configured on an EtherChannel, the storm control settings propagate to the EtherChannel physical interfaces.
Step 6	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/2`	Enters interface configuration mode, and specify the interface to be configured.
Step 7	**small-frame violation-rate** *pps* **Example:** `Switch(config-if)# small-frame violation rate 10000`	Configures the threshold rate for the interface to drop incoming packets and error disable the port. The range is 1 to 10,000 packets per second (pps)

Step 8	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 9	**show interfaces** *interface-id* **Example:** `Switch# show interfaces gigabitethernet1/0/2`	Verifies the configuration.
Step 10	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 11	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuration Examples for Configuring Storm Control

Example: Configuring Storm Control and Threshold Levels

This example shows how to enable broadcast address storm control on a port to a level of 20 percent. When the broadcast traffic exceeds the configured level of 20 percent of the total available bandwidth of the port within the traffic-storm-control interval, the switch drops all broadcast traffic until the end of the traffic-storm-control interval:

```
Switch# configure terminal
Switch(config)# interface gigabitethernet1/0/1
Switch(config-if)# storm-control broadcast level 20
```

Configuring Protected Ports

Information About Protected Ports

Protected Ports

Some applications require that no traffic be forwarded at Layer 2 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. Data traffic cannot be forwarded between protected ports at Layer 2; only control traffic, such as PIM packets, is forwarded because these packets are processed by the CPU and forwarded in software. All data 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.

Default Protected Port Configuration

The default is to have no protected ports defined.

Protected Ports Guidelines

You can configure protected ports on a physical interface (for example, Gigabit Ethernet port 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.

How to Configure Protected Ports

Configuring a Protected Port

Before you begin

Protected ports are not pre-defined. This is the task to configure one.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **switchport protected**
5. **end**
6. **show interfaces** *interface-id* **switchport**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Specifies the interface to be configured, and enter interface configuration mode.
Step 4	**switchport protected** **Example:** `Switch(config-if)# switchport protected`	Configures the interface to be a protected port.
Step 5	**end** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Switch(config)# end`	
Step 6	**show interfaces** *interface-id* **switchport** **Example:** `Switch# show interfaces gigabitethernet 1/0/1 switchport`	Verifies your entries.
Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring Port Blocking

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Information About Port Blocking

Port Blocking

By default, the switch floods packets with unknown destination MAC addresses out of all ports. If unknown unicast and multicast traffic is forwarded to a protected port, there could be security issues. To prevent unknown unicast or multicast traffic from being forwarded from one port to another, you can block a port (protected or nonprotected) from flooding unknown unicast or multicast packets to other ports.

Note With multicast traffic, the port blocking feature blocks only pure Layer 2 packets. Multicast packets that contain IPv4 or IPv6 information in the header are not blocked.

How to Configure Port Blocking

Blocking Flooded Traffic on an Interface

Before you begin

The interface can be a physical interface or an EtherChannel group. When you block multicast or unicast traffic for a port channel, it is blocked on all ports in the port-channel group.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **switchport block multicast**
5. **switchport block unicast**
6. **end**
7. **show interfaces** *interface-id* **switchport**
8. **show running-config**
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Specifies the interface to be configured, and enter interface configuration mode.
Step 4	**switchport block multicast** **Example:** `Switch(config-if)# switchport block multicast`	Blocks unknown multicast forwarding out of the port.

	Command or Action	Purpose
Step 5	**switchport block unicast** **Example:** `Switch(config-if)# switchport block unicast`	Blocks unknown unicast forwarding out of the port.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show interfaces** *interface-id* **switchport** **Example:** `Switch# show interfaces gigabitethernet 1/0/1 switchport`	Verifies your entries.
Step 8	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 9	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring Port Security

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Prerequisites for Port Security

Note If you try to set the maximum value to a number less than the number of secure addresses already configured on an interface, the command is rejected.

Restrictions for Port Security

- The maximum number of secure MAC addresses that you can configure on a switch is set by the maximum number of available MAC addresses allowed in the system. This number is the total of available MAC addresses, including those used for other Layer 2 functions and any other secure MAC addresses configured on interfaces.

Information About Port Security

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. If you limit the number of secure MAC addresses to one and assign a single secure MAC address, the workstation attached to that port is assured the full bandwidth of the port.

If a port is configured as a secure port and the maximum number of secure MAC addresses is reached, when the MAC address of a station attempting to access the port is different from any of the identified secure MAC addresses, a security violation occurs. Also, if a station with a secure MAC address configured or learned on one secure port attempts to access another secure port, a violation is flagged.

Types of Secure MAC Addresses

The switch supports 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 configured, 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, when the switch restarts, the interface does not need to dynamically reconfigure them.

Sticky Secure MAC Addresses

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. 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. All sticky secure MAC addresses are added to the running configuration.

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 sticky secure addresses, 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.

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.
- Running diagnostic tests with port security enabled.

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 maximum limit allowed on the port, packets with unknown source addresses are dropped until you remove a sufficient number of secure MAC addresses to drop below the maximum value or increase the number of maximum allowable addresses. You are not notified that a security violation has occurred.

  Note We do not recommend configuring the protect violation mode on a trunk port. The protect mode disables learning when any VLAN reaches its maximum limit, even if the port has not reached its maximum limit.

- restrict—when the number of secure MAC addresses reaches the maximum limit allowed on the port, packets with unknown source addresses are dropped until you remove a sufficient number of secure MAC addresses to drop below the maximum value or increase the number of maximum allowable addresses. In this mode, you are notified that a security violation has occurred. An SNMP trap is sent, a syslog message is logged, and the violation counter increments.
- shutdown—a port security violation causes the interface to become error-disabled and to shut down immediately, and the port LED turns off. 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 shut down** interface configuration commands. This is the default mode.
- shutdown vlan—Use to set the security violation mode per-VLAN. In this mode, the VLAN is error disabled instead of the entire port when a violation occurs

This table shows the violation mode and the actions taken when you configure an interface for port security.

Table 69: Security Violation Mode Actions

Violation Mode	Traffic is forwarded [9]	Sends SNMP trap	Sends syslog message	Displays error message [10]	Violation counter increments	Shuts down port
protect	No	No	No	No	No	No
restrict	No	Yes	Yes	No	Yes	No
shutdown	No	No	No	No	Yes	Yes

Violation Mode	Traffic is forwarded [9]	Sends SNMP trap	Sends syslog message	Displays error message [10]	Violation counter increments	Shuts down port
shutdown vlan	No	No	Yes	No	Yes	No [11]

[9] Packets with unknown source addresses are dropped until you remove a sufficient number of secure MAC addresses.

[10] The switch returns an error message if you manually configure an address that would cause a security violation.

[11] Shuts down only the VLAN on which the violation occurred.

Default Port Security Configuration

Table 70: Default Port Security Configuration

Feature	Default Setting
Port security	Disabled on a port.
Sticky address learning	Disabled.
Maximum number of secure MAC addresses per port	1.
Violation mode	Shutdown. The port shuts down when the maximum number of secure MAC addresses is exceeded.
Port security aging	Disabled. Aging time is 0. Static aging is disabled. Type is absolute.

Port Security Configuration Guidelines

- Port security can only be configured on static access ports or trunk ports. A secure port cannot be a dynamic access port.

- A secure port cannot be a destination port for Switched Port Analyzer (SPAN).

- Voice VLAN is only supported on access ports and not on trunk ports, even though the configuration is allowed.

- When you enable port security on an interface that is also configured with a voice VLAN, set the maximum allowed secure addresses on the port to two. When the port is connected to a Cisco IP phone, the IP phone requires one MAC address. The Cisco IP phone address is learned on the voice VLAN, but is not learned on the access VLAN. If you connect a single PC to the Cisco IP phone, no additional MAC addresses are required. If you connect more than one PC to the Cisco IP phone, you must configure enough secure addresses to allow one for each PC and one for the phone.

- When a trunk port configured with port security and assigned to an access VLAN for data traffic and to a voice VLAN for voice traffic, entering the **switchport voice** and **switchport priority extend** interface configuration commands has no effect.

When a connected device uses the same MAC address to request an IP address for the access VLAN and then an IP address for the voice VLAN, only the access VLAN is assigned an IP address.

- When you enter a maximum secure address value for an interface, and the new value is greater than the previous value, the new value overwrites the previously configured value. If the new value is less than the previous value and the number of configured secure addresses on the interface exceeds the new value, the command is rejected.
- The switch does not support port security aging of sticky secure MAC addresses.

This table summarizes port security compatibility with other port-based features.

Table 71: Port Security Compatibility with Other Switch Features

Type of Port or Feature on Port	Compatible with Port Security
DTP [12] port [13]	No
Trunk port	Yes
Dynamic-access port [14]	No
Routed port	No
SPAN source port	Yes
SPAN destination port	No
EtherChannel	Yes
Tunneling port	Yes
Protected port	Yes
IEEE 802.1x port	Yes
Voice VLAN port [15]	Yes
IP source guard	Yes
Dynamic Address Resolution Protocol (ARP) inspection	Yes
Flex Links	Yes

[12] DTP=Dynamic Trunking Protocol

[13] A port configured with the **switchport mode dynamic** interface configuration command.

[14] A VLAN Query Protocol (VQP) port configured with the **switchport access vlan dynamic** interface configuration command.

[15] You must set the maximum allowed secure addresses on the port to two plus the maximum number of secure addresses allowed on the access VLAN.

Port Security Aging

You can use port security aging to set the aging time for all 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.

Port Security and Switch Stacks

When a switch joins a stack, the new switch will get the configured secure addresses. All dynamic secure addresses are downloaded by the new stack member from the other stack members.

When a switch (either the active switch or a stack member) leaves the stack, the remaining stack members are notified, and the secure MAC addresses configured or learned by that switch are deleted from the secure MAC address table.

How to Configure Port Security

Enabling and Configuring Port Security

Before you begin

This task restricts input to an interface by limiting and identifying MAC addresses of the stations allowed to access the port:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **port-security mac-address forbidden** *mac address*
4. **interface** *interface-id*
5. **switchport mode** {**access** | **trunk**}
6. **switchport voice vlan** *vlan-id*
7. **switchport port-security**
8. **switchport port-security [maximum** *value* [**vlan** {*vlan-list* | {**access** | **voice**}}]]
9. **switchport port-security violation** {**protect** | **restrict** | **shutdown** | **shutdown vlan**}
10. **switchport port-security [mac-address** *mac-address* [**vlan** {*vlan-id* | {**access** | **voice**}}]
11. **switchport port-security mac-address sticky**
12. **switchport port-security mac-address sticky** [*mac-address* | **vlan** {*vlan-id* | {**access** | **voice**}}]
13. **switchport port-security mac-address forbidden** *mac address*
14. **end**
15. **show port-security**
16. **show running-config**
17. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**port-security mac-address forbidden** *mac address* **Example:** `Switch(config)# port-security mac-address forbidden 2.2.2`	Specifies a MAC address that should be forbidden by port-security on all the interfaces.
Step 4	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/1`	Specifies the interface to be configured, and enter interface configuration mode.

Step 5	**switchport mode** {**access** | **trunk**}
	Example:
	`Switch(config-if)# switchport mode access`
		Sets the interface switchport mode as access or trunk; an interface in the default mode (dynamic auto) cannot be configured as a secure port.

Step 6	**switchport voice vlan** *vlan-id* **Example:** `Switch(config-if)# switchport voice vlan 22`	Enables voice VLAN on a port. vlan-id—Specifies the VLAN to be used for voice traffic.
Step 7	**switchport port-security** **Example:** `Switch(config-if)# switchport port-security`	Enable port security on the interface. **Note** Under certain conditions, when port security is enabled on the member ports in a switch stack, the DHCP and ARP packets would be dropped. To resolve this, configure a shut and no shut on the interface.
Step 8	**switchport port-security [maximum** *value* **[vlan** {*vlan-list* | {**access** | **voice**}}]]	(Optional) Sets the maximum number of secure MAC addresses for the interface. The maximum number of secure MAC addresses that you can configure on a switch

	Command or Action	Purpose
	Example: `Switch(config-if)# `**`switchport port-security maximum 20`**	or switch stack is set by the maximum number of available MAC addresses allowed in the system. This number is the total of available MAC addresses, including those used for other Layer 2 functions and any other secure MAC addresses configured on interfaces. (Optional) **vlan**—sets a per-VLAN maximum value Enter one of these options after you enter the **vlan** keyword: • *vlan-list*—On a trunk port, you can set a per-VLAN maximum value on a range of VLANs separated by a hyphen or a series of VLANs separated by commas. For nonspecified VLANs, the per-VLAN maximum value is used. • **access**—On an access port, specifies the VLAN as an access VLAN. • **voice**—On an access port, specifies the VLAN as a voice VLAN. **Note** The **voice** keyword is available only if a voice VLAN is configured on a port and if that port is not the access VLAN. If an interface is configured for voice VLAN, configure a maximum of two secure MAC addresses.

Step 9	**switchport port-security violation** {**protect** | **restrict** | **shutdown** | **shutdown vlan**}
	Example:
	`Switch(config-if)# `**`switchport port-security violation restrict`**
		(Optional) Sets the violation mode, the action to be taken when a security violation is detected, as one of these:
		• **protect**—When the number of port secure MAC addresses reaches the maximum limit allowed on the port, packets with unknown source addresses are dropped until you remove a sufficient number of secure MAC addresses to drop below the maximum value or increase the number of maximum allowable addresses. You are not notified that a security violation has occurred.
		Note We do not recommend configuring the protect mode on a trunk port. The protect mode disables learning when any VLAN reaches its maximum limit, even if the port has not reached its maximum limit.
		• **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

	Command or Action	Purpose
		addresses. An SNMP trap is sent, a syslog message is logged, and the violation counter increments. • **shutdown**—The interface is error-disabled when a violation occurs, and the port LED turns off. An SNMP trap is sent, a syslog message is logged, and the violation counter increments. • **shutdown vlan**—Use to set the security violation mode per VLAN. In this mode, the VLAN is error disabled instead of the entire port when a violation occurs. **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. You can manually re-enable it by entering the **shutdown** and **no shutdown** interface configuration commands or by using the **clear errdisable interface vlan** privileged EXEC command.
Step 10	**switchport port-security [mac-address** *mac-address* [**vlan** {*vlan-id* | {**access** | **voice**}}] **Example:** `Switch(config-if)# switchport port-security mac-address 00:A0:C7:12:C9:25 vlan 3 voice`	(Optional) Enters a secure MAC address for the interface. 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. **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. (Optional) **vlan**—sets a per-VLAN maximum value. Enter one of these options after you enter the **vlan** keyword: • *vlan-id*—On a trunk port, you can specify the VLAN ID and the MAC address. If you do not specify a VLAN ID, the native VLAN is used. • **access**—On an access port, specifies the VLAN as an access VLAN. • **voice**—On an access port, specifies the VLAN as a voice VLAN.

	Command or Action	Purpose
		Note The **voice** keyword is available only if a voice VLAN is configured on a port and if that port is not the access VLAN. If an interface is configured for voice VLAN, configure a maximum of two secure MAC addresses.
Step 11	**switchport port-security mac-address sticky** **Example:** `Switch(config-if)# switchport port-security mac-address sticky`	(Optional) Enables sticky learning on the interface.
Step 12	**switchport port-security mac-address sticky** [*mac-address* | **vlan** {*vlan-id* | {**access** | **voice**}}] **Example:** `Switch(config-if)# switchport port-security mac-address sticky 00:A0:C7:12:C9:25 vlan voice`	(Optional) Enters a sticky secure MAC address, repeating the command as many times as necessary. If you configure fewer secure MAC addresses than the maximum, the remaining MAC addresses are dynamically learned, are converted to sticky secure MAC addresses, and are added to the running configuration. **Note** If you do not enable sticky learning before this command is entered, an error message appears, and you cannot enter a sticky secure MAC address. (Optional) **vlan**—sets a per-VLAN maximum value. Enter one of these options after you enter the **vlan** keyword: • *vlan-id*—On a trunk port, you can specify the VLAN ID and the MAC address. If you do not specify a VLAN ID, the native VLAN is used. • **access**—On an access port, specifies the VLAN as an access VLAN. • **voice**—On an access port, specifies the VLAN as a voice VLAN. **Note** The **voice** keyword is available only if a voice VLAN is configured on a port and if that port is not the access VLAN.
Step 13	**switchport port-security mac-address forbidden** *mac address* **Example:** `Switch(config-if)# switchport port-security mac-address forbidden 2.2.2`	Specifies a MAC address that should be forbidden by port-security on the particular interface.

	Command or Action	Purpose

Step 14	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 15	**show port-security** **Example:** `Switch# show port-security`	Verifies your entries.
Step 16	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 17	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Enabling and Configuring Port Security Aging

Use this feature to remove and add devices 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 secure addresses on a per-port basis.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **switchport port-security aging** {**static** | **time** *time* | **type** {**absolute** | **inactivity**}}
5. **end**
6. **show port-security** [**interface** *interface-id*] [**address**]
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:**	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
	`Switch> enable`	
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Specifies the interface to be configured, and enter interface configuration mode.

Step 4	**switchport port-security aging** {**static** | **time** *time* | **type** {**absolute** | **inactivity**}}
	Example:
	`Switch(config-if)# switchport port-security aging time 120`
		Enables or disable static aging for the secure port, or set the aging time or type.
		Note The switch does not support port security aging of sticky secure addresses.
		Enter **static** to enable aging for statically configured secure addresses on this port.
		For *time*, specifies the aging time for this port. The valid range is from 0 to 1440 minutes.
		For **type**, select one of these keywords:
		• **absolute**—Sets the aging type as absolute aging. All the secure addresses on this port age out exactly after the time (minutes) specified lapses and are removed from the secure address list.
		• **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 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show port-security** [**interface** *interface-id*] [**address**] **Example:** `Switch# show port-security interface gigabitethernet 1/0/1`	Verifies your entries.

	Command or Action	Purpose
Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuration Examples for Configuring Port Security

Example: Enabling and Configuring Port Security

This example shows how to enable port security on a port 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(config)# interface gigabitethernet1/0/1
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
```

This example shows how to configure a static secure MAC address on VLAN 3 on a port:

```
Switch(config)# interface gigabitethernet1/0/2
Switch(config-if)# switchport mode trunk
Switch(config-if)# switchport port-security
Switch(config-if)# switchport port-security mac-address 0000.02000.0004 vlan 3
```

This example shows how to configure a static secure MAC address on VLAN 3 on a port:

```
Switch(config)# interface tengigabitethernet1/0/1
Switch(config-if)# switchport access vlan 21
Switch(config-if)# switchport mode access
Switch(config-if)# switchport access vlan 22
Switch(config-if)# switchport port-security
Switch(config-if)# switchport port-security maximum 20
Switch(config-if)# switchport port-security violation restrict
Switch(config-if)# switchport port-security mac-address sticky
Switch(config-if)# switchport port-security mac-address sticky 0000.0000.0002
Switch(config-if)# switchport port-security mac-address 0000.0000.0003
Switch(config-if)# switchport port-security mac-address sticky 0000.0000.0001 vlan voice
Switch(config-if)# switchport port-security mac-address 0000.0000.0004 vlan voice
Switch(config-if)# switchport port-security maximum 10 vlan access
Switch(config-if)# switchport port-security maximum 10 vlan voice
```

Example: Enabling and Configuring Port Security Aging

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
```

Configuring Protocol Storm Protection

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Information About Protocol Storm Protection

Protocol Storm Protection

When a switch is flooded with Address Resolution Protocol (ARP) or control packets, high CPU utilization can cause the CPU to overload. These issues can occur:

- Routing protocol can flap because the protocol control packets are not received, and neighboring adjacencies are dropped.
- Spanning Tree Protocol (STP) reconverges because the STP bridge protocol data unit (BPDU) cannot be sent or received.
- CLI is slow or unresponsive.

Using protocol storm protection, you can control the rate at which control packets are sent to the switch by specifying the upper threshold for the packet flow rate. The supported protocols are ARP, ARP snooping, Dynamic Host Configuration Protocol (DHCP) v4, DHCP snooping, Internet Group Management Protocol (IGMP), and IGMP snooping.

When the packet rate exceeds the defined threshold, the switch drops all traffic arriving on the specified virtual port for 30 seconds. The packet rate is measured again, and protocol storm protection is again applied if necessary.

For further protection, you can manually error disable the virtual port, blocking all incoming traffic on the virtual port. You can manually enable the virtual port or set a time interval for automatic re-enabling of the virtual port.

Note Excess packets are dropped on no more than two virtual ports.

Virtual port error disabling is not supported for EtherChannel and Flexlink interfaces

Default Protocol Storm Protection Configuration

Protocol storm protection is disabled by default. When it is enabled, auto-recovery of the virtual port is disabled by default.

How to Configure Protocol Storm Protection

Enabling Protocol Storm Protection

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **psp** {**arp** | **dhcp** | **igmp**} pps *value*
4. **errdisable detect cause psp**
5. **errdisable recovery interval** *time*
6. **end**
7. **show psp config** {**arp** | **dhcp** | **igmp**}

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**psp** {**arp** | **dhcp** | **igmp**} pps *value* **Example:** `Switch(config)# psp dhcp pps 35`	Configures protocol storm protection for ARP, IGMP, or DHCP. For *value*, specifies the threshold value for the number of packets per second. If the traffic exceeds this value, protocol storm protection is enforced. The range is from 5 to 50 packets per second.
Step 4	**errdisable detect cause psp** **Example:** `Switch(config)# errdisable detect cause psp`	(Optional) Enables error-disable detection for protocol storm protection. If this feature is enabled, the virtual port is error disabled. If this feature is disabled, the port drops excess packets without error disabling the port.
Step 5	**errdisable recovery interval** *time* **Example:** `Switch`	(Optional) Configures an auto-recovery time (in seconds) for error-disabled virtual ports. When a virtual port is error-disabled, the switch auto-recovers after this time. The range is from 30 to 86400 seconds.

	Command or Action	Purpose

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show psp config** {**arp** | **dhcp** | **igmp**}
	Example:
	`Switch# show psp config dhcp`
		Verifies your entries.

Enabling Protocol Storm Protection

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **psp** {**arp** | **dhcp** | **igmp**} pps *value*
4. **errdisable detect cause psp**
5. **errdisable recovery interval** *time*
6. **end**
7. **show psp config** {**arp** | **dhcp** | **igmp**}

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**psp** {**arp** | **dhcp** | **igmp**} pps *value* **Example:** `Switch(config)# psp dhcp pps 35`	Configures protocol storm protection for ARP, IGMP, or DHCP. For *value*, specifies the threshold value for the number of packets per second. If the traffic exceeds this value, protocol storm protection is enforced. The range is from 5 to 50 packets per second.

	Command or Action	Purpose
Step 4	**errdisable detect cause psp** **Example:** `Switch(config)# errdisable detect cause psp`	(Optional) Enables error-disable detection for protocol storm protection. If this feature is enabled, the virtual port is error disabled. If this feature is disabled, the port drops excess packets without error disabling the port.
Step 5	**errdisable recovery interval** *time* **Example:** `Switch`	(Optional) Configures an auto-recovery time (in seconds) for error-disabled virtual ports. When a virtual port is error-disabled, the switch auto-recovers after this time. The range is from 30 to 86400 seconds.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show psp config** {**arp** | **dhcp** | **igmp**}
	Example:
	`Switch# show psp config dhcp`
		Verifies your entries.

Monitoring Protocol Storm Protection

Command	Purpose
show psp config {**arp** | **dhcp** | **igmp**}	Verify your entries.

PART XX

Configuring UniDirectional Link Detection

CHAPTER 31

Configuring UniDirectional Link Detection

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Restrictions for Configuring UDLD

The following are restrictions for configuring UniDirectional Link Detection (UDLD):

- A UDLD-capable port 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.
- UDLD is not supported on ATM ports.

Caution Loop guard works only on point-to-point links. We recommend that each end of the link has a directly connected device that is running STP.

Information About UDLD

UniDirectional Link Detection (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 disables the affected port and alerts you. Unidirectional links can cause a variety of problems, including spanning-tree topology loops.

Modes of Operation

UDLD two modes of operation: normal (the default) and aggressive. In normal mode, UDLD can detect unidirectional links due to misconnected ports 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 ports on fiber-optic links.

In normal and aggressive modes, UDLD works with the Layer 1 mechanisms to learn 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 ports. 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.

Normal Mode

In normal mode, UDLD detects a unidirectional link when fiber strands in a fiber-optic port are misconnected and the Layer 1 mechanisms do not detect this misconnection. If the ports 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 this case, the logical link is considered undetermined, and UDLD does not disable the port.

When UDLD is in normal mode, if one of the fiber strands in a pair is disconnected, as long as autonegotiation is active, the link does not stay up because the Layer 1 mechanisms detects a physical problem with the link. In this case, UDLD does not take any action and the logical link is considered undetermined.

In normal mode, when UDLD 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.

Aggressive Mode

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 ports cannot send or receive traffic.
- On fiber-optic or twisted-pair links, one of the ports is down while the other is up.
- One of the fiber strands in the cable is disconnected.

In these cases, UDLD disables the affected port.

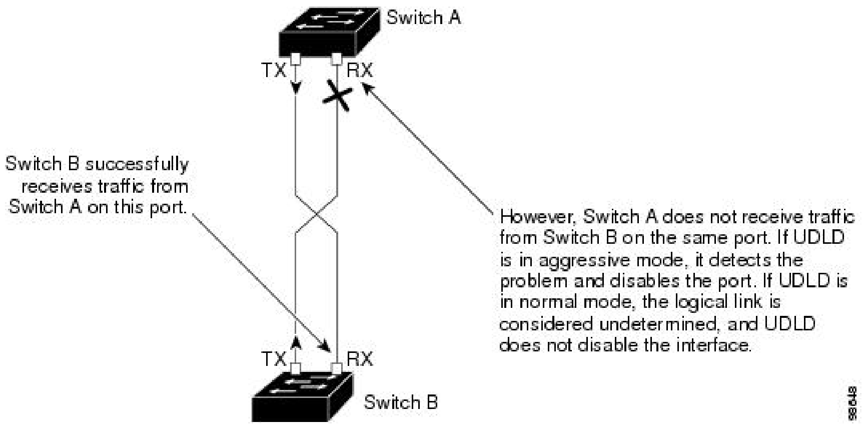
In a point-to-point link, UDLD hello packets can be considered as a heart beat whose presence guarantees the health of the link. Conversely, the loss of the heart beat means that the link must be shut down if it is not possible to reestablish a bidirectional link.

If both fiber strands in a cable are working normally from a Layer 1 perspective, UDLD in aggressive mode detects 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.

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.

The following figure shows an example of a unidirectional link condition.

Figure 66: UDLD Detection of a Unidirectional Link


Switch A
TX
RX
Switch B successfully receives traffic from Switch A on this port.
However, Switch A does not receive traffic from Switch B on the same port. If UDLD is in aggressive mode, it detects the problem and disables the port. If UDLD is in normal mode, the logical link is considered undetermined, and UDLD does not disable the interface.
TX
RX
Switch B
98648

Methods to Detect Unidirectional Links

UDLD operates by using two methods:

- Neighbor database maintenance
- Event-driven detection and echoing

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 port 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 a port is disabled and UDLD is running, whenever UDLD is disabled on a port, or whenever the switch is reset, UDLD clears all existing cache entries for the ports 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 operation. 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 port is disabled.

UDLD Reset Options

If an interface becomes disabled by UDLD, you can use one of the following options to reset UDLD:

- The **udld reset** interface configuration command.
- The **shutdown** interface configuration command followed by the **no shutdown** interface configuration command restarts the disabled port.
- The **no udld** {**aggressive** | **enable**} global configuration command followed by the **udld** {**aggressive** | **enable**} global configuration command reenables the disabled ports.
- The **no udld port** interface configuration command followed by the **udld port** [**aggressive**] interface configuration command reenables the disabled fiber-optic port.
- 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.

Default UDLD Configuration

Table 72: Default UDLD Configuration

Feature	Default Setting
UDLD global enable state	Globally disabled
UDLD per-port enable state for fiber-optic media	Disabled on all Ethernet fiber-optic ports
UDLD per-port enable state for twisted-pair (copper) media	Disabled on all Ethernet 10/100 and 1000BASE-TX ports
UDLD aggressive mode	Disabled

How to Configure UDLD

Enabling UDLD Globally

Follow these steps to enable UDLD in the aggressive or normal mode and to set the configurable message timer on all fiber-optic ports on the switch.

SUMMARY STEPS

1. **configure terminal**
2. **udld** {**aggressive** | **enable** | **message time** *message-timer-interval*}
3. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 2	**udld** {**aggressive** | **enable** | **message time** *message-timer-interval*}
	Example:
	`Switch(config)# udld enable message time 10`
		Specifies the UDLD mode of operation:
		• **aggressive**—Enables UDLD in aggressive mode on all fiber-optic ports.
		• **enable**—Enables UDLD in normal mode on all fiber-optic ports on the switch. UDLD is disabled by default.
		An individual interface configuration overrides the setting of the **udld enable** global configuration command.
		• **message time** *message-timer-interval*—Configures the period of time between UDLD probe messages on ports that are in the advertisement phase and are detected to be bidirectional. The range is from 1 to 90 seconds; the default value is 15.
		Note This command affects fiber-optic ports only. Use the **udld** interface configuration command to enable UDLD on other port types.
		Use the **no** form of this command, to disable UDLD.

	Command or Action	Purpose

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Enabling UDLD on an Interface

Follow these steps either to enable UDLD in the aggressive or normal mode or to disable UDLD on a port.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **udld port** [**aggressive**]
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 0/1`	Specifies the port to be enabled for UDLD, and enters interface configuration mode.
Step 3	**udld port** [**aggressive**] **Example:** `Switch(config-if)# udld port aggressive`	UDLD is disabled by default. • **udld port**—Enables UDLD in normal mode on the specified port. • **udld port aggressive**—(Optional) Enables UDLD in aggressive mode on the specified port. **Note** Use the **no udld port** interface configuration command to disable UDLD on a specified fiber-optic port.
Step 4	**end** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Switch(config-if)# end`	

Monitoring and Maintaining UDLD

Command	Purpose
show udld [*interface-id* | **neighbors**]	Displays the UDLD status for the specified port or for all ports.

Additional References for UDLD

Related Documents

Related Topic	Document Title
For complete syntax and usage information for the commands used in this chapter.	Command Reference, Cisco IOS Release 15.2(2)E (Catalyst 2960, 2960-S, 2960-SF and 2960-Plus Switches)

Standards and RFCs

Standard/RFC	Title
None	—

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

PART XXI

Configuring Cisco Discovery Protocol

CHAPTER 32

Configuring the Cisco Discovery Protocol

Cisco Discovery Protocol is a Layer 2, media-independent, and network-independent protocol that runs on Cisco devices and enables networking applications to learn about directly connected devices nearby. This protocol facilitates the management of Cisco devices by discovering these devices, determining how they are configured, and allowing systems using different network-layer protocols to learn about each other.

This module describes Cisco Discovery Protocol Version 2 and how it functions with SNMP.

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Information About CDP

Cisco Discovery Protocol Overview

Cisco Discovery Protocol is a device discovery protocol that runs over Layer 2 (the data-link layer) on all Cisco-manufactured devices (routers, bridges, access servers, controllers, and switches) and allows network management applications to discover Cisco devices that are neighbors of already known devices. With Cisco Discovery Protocol, network management applications can learn the device type and the SNMP agent address of neighboring devices running lower-layer, transparent protocols. This feature enables applications to send SNMP queries to neighboring devices.

Cisco Discovery Protocol runs on all media that support Subnetwork Access Protocol (SNAP). Because Cisco Discovery Protocol runs over the data-link layer only, two systems that support different network-layer protocols can learn about each other.

Each Cisco Discovery Protocol-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 Cisco Discovery Protocol information before discarding it. Each device also listens to the messages sent by other devices to learn about neighboring devices.

On the switch, Cisco Discovery Protocol enables Network Assistant to display a graphical view of the network. The switch uses Cisco Discovery Protocol 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 following applies to a switch and connected endpoint devices running Cisco Medianet:

- Cisco Discovery Protocol identifies connected endpoints that communicate directly with the switch.
- To prevent duplicate reports of neighboring devices, only one wired switch reports the location information.
- The wired switch and the endpoints both send and receive location information.

The switch supports Cisco Discovery Protocol Version 2.

Default Cisco Discovery Protocol Configuration

This table shows the default Cisco Discovery Protocol configuration.

Feature	Default Setting
Cisco Discovery Protocol global state	Enabled
Cisco Discovery Protocol interface state	Enabled
Cisco Discovery Protocol timer (packet update frequency)	60 seconds
Cisco Discovery Protocol holdtime (before discarding)	180 seconds
Cisco Discovery Protocol Version-2 advertisements	Enabled

How to Configure CDP

Configuring Cisco Discovery Protocol Characteristics

You can configure these Cisco Discovery Protocol characteristics:

- Frequency of Cisco Discovery Protocol updates
- Amount of time to hold the information before discarding it
- Whether or not to send Version 2 advertisements

Note Steps 3 through 5 are all optional and can be performed in any order.

Follow these steps to configure the Cisco Discovery Protocol characteristics.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **cdp timer** *seconds*
4. **cdp holdtime** *seconds*
5. **cdp advertise-v2**
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**cdp timer** *seconds* **Example:** `Switch(config)# cdp timer 20`	(Optional) Sets the transmission frequency of Cisco Discovery Protocol updates in seconds. The range is 5 to 254; the default is 60 seconds.
Step 4	**cdp holdtime** *seconds* **Example:** `Switch(config)# cdp holdtime 60`	(Optional) Specifies the amount of time a receiving device should hold the information sent by your device before discarding it. The range is 10 to 255 seconds; the default is 180 seconds.
Step 5	**cdp advertise-v2** **Example:** `Switch(config)# cdp advertise-v2`	(Optional) Configures Cisco Discovery Protocol to send Version 2 advertisements. This is the default state.

	Command or Action	Purpose

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

Use the **no** form of the Cisco Discovery Protocol commands to return to the default settings.

Disabling Cisco Discovery Protocol

Cisco Discovery Protocol is enabled by default.

Note Switch clusters and other Cisco devices (such as Cisco IP Phones) regularly exchange Cisco Discovery Protocol messages. Disabling Cisco Discovery Protocol can interrupt cluster discovery and device connectivity.

Follow these steps to disable the Cisco Discovery Protocol device discovery capability.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **no cdp run**
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:**	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
	`Switch> enable`	
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**no cdp run** **Example:** `Switch(config)# no cdp run`	Disables Cisco Discovery Protocol.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

You must reenable Cisco Discovery Protocol to use it.

Enabling Cisco Discovery Protocol

Cisco Discovery Protocol is enabled by default.

Note Switch clusters and other Cisco devices (such as Cisco IP Phones) regularly exchange Cisco Discovery Protocol messages. Disabling Cisco Discovery Protocol can interrupt cluster discovery and device connectivity.

Follow these steps to enable Cisco Discovery Protocol when it has been disabled.

Before you begin

Cisco Discovery Protocol must be disabled, or it cannot be enabled.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **cdp run**
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**cdp run** **Example:** `Switch(config)# cdp run`	Enables Cisco Discovery Protocol if it has been disabled.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

Use the **show run all** command to show that Cisco Discovery Protocol has been enabled. If you enter only **show run**, the enabling of Cisco Discovery Protocol may not be displayed.

Disabling Cisco Discovery Protocol on an Interface

Cisco Discovery Protocol is enabled by default on all supported interfaces to send and to receive Cisco Discovery Protocol information.

Note Switch clusters and other Cisco devices (such as Cisco IP Phones) regularly exchange Cisco Discovery Protocol messages. Disabling Cisco Discovery Protocol can interrupt cluster discovery and device connectivity.

Note Cisco Discovery Protocol bypass is not supported and may cause a port go into err-disabled state.

Follow these steps to disable Cisco Discovery Protocol on a port.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **no cdp enable**
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Specifies the interface on which you are disabling Cisco Discovery Protocol, and enters interface configuration mode.

	Command or Action	Purpose
Step 4	**no cdp enable** **Example:** `Switch(config-if)# no cdp enable`	Disables Cisco Discovery Protocol on the interface specified in Step 3.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Enabling Cisco Discovery Protocol on an Interface

Cisco Discovery Protocol is enabled by default on all supported interfaces to send and to receive Cisco Discovery Protocol information.

Note Switch clusters and other Cisco devices (such as Cisco IP Phones) regularly exchange Cisco Discovery Protocol messages. Disabling Cisco Discovery Protocol can interrupt cluster discovery and device connectivity.

Note Cisco Discovery Protocol bypass is not supported and may cause a port go into err-disabled state.

Follow these steps to enable Cisco Discovery Protocol on a port on which it has been disabled.

Before you begin

Cisco Discovery Protocol must be disabled on the port that you are trying to Cisco Discovery Protocol enable on, or it cannot be enabled.

SUMMARY STEPS

1. **enable**
2. **configure terminal**

3. **interface** *interface-id*
4. **cdp enable**
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/1`	Specifies the interface on which you are enabling Cisco Discovery Protocol, and enters interface configuration mode.
Step 4	**cdp enable** **Example:** `Switch(config-if)# cdp enable`	Enables Cisco Discovery Protocol on a disabled interface.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Monitoring and Maintaining Cisco Discovery Protocol

Table 73: Commands for Displaying Cisco Discovery Protocol Information

Command	Description
clear cdp counters	Resets the traffic counters to zero.
clear cdp table	Deletes the Cisco Discovery Protocol table of information about neighbors.
show cdp	Displays global information, such as frequency of transmissions and the holdtime for packets being sent.
show cdp entry *entry-name* [**version**] [**protocol**]	Displays information about a specific neighbor. You can enter an asterisk (*) to display all Cisco Discovery Protocol 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 [*interface-id*]	Displays information about interfaces where Cisco Discovery Protocol is enabled. You can limit the display to the interface about which you want information.
show cdp neighbors [*interface-id*] [*detail*]	Displays information about neighbors, including device type, interface type and number, holdtime settings, capabilities, platform, and port ID. You can limit the display to neighbors of a specific interface or expand the display to provide more detailed information.
show cdp traffic	Displays Cisco Discovery Protocol counters, including the number of packets sent and received and checksum errors.

Additional References

Related Documents

Related Topic	Document Title
System Management Commands	*Command Reference, Cisco IOS Release 15.2(2)E*

Error Message Decoder

Description	Link
To help you research and resolve system error messages in this release, use the Error Message Decoder tool.	https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi

Standards and RFCs

Standard/RFC	Title
None	-

MIBs

MIB	MIBs Link
All supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

Feature History and Information for Cisco Discovery Protocol

Release	Modification
	This feature was introduced.

PART XXII

Configuring LLDP, LLDP-MED, and Wired Location Service

CHAPTER 33

Configuring LLDP, LLDP-MED, and Wired Location Service

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Restrictions for LLDP

- If the interface is configured as a tunnel port, LLDP is automatically disabled.

- If you first configure a network-policy profile on an interface, you cannot apply the **switchport voice vlan** command on the interface. If the **switchport voice vlan** *vlan-id* is already configured on an interface, you can apply a network-policy profile on the interface. This way the interface has the voice or voice-signaling VLAN network-policy profile applied on the interface.

- You cannot configure static secure MAC addresses on an interface that has a network-policy profile.

- When Cisco Discovery Protocol and LLDP are both in use within the same switch, it is necessary to disable LLDP on interfaces where Cisco Discovery Protocol is in use for power negotiation. LLDP can be disabled at interface level with the commands **no lldp tlv-select power-management** or **no lldp transmit / no lldp receive**.

Information About LLDP, LLDP-MED, and Wired Location Service

LLDP

The Cisco Discovery Protocol (CDP) is a device discovery protocol that runs over Layer 2 (the data link layer) on all Cisco-manufactured devices (routers, bridges, access servers, switches, and controllers). CDP allows network management applications to automatically discover and learn about other Cisco devices connected to the network.

To support non-Cisco devices and to allow for interoperability between other devices, the switch supports the IEEE 802.1AB Link Layer Discovery Protocol (LLDP). LLDP is a neighbor discovery protocol that is used for network devices to advertise information about themselves to other devices on the network. This protocol runs over the data-link layer, which allows two systems running different network layer protocols to learn about each other.

LLDP Supported TLVs

LLDP supports a set of attributes that it uses to discover neighbor devices. These attributes contain type, length, and value descriptions and are referred to as TLVs. LLDP supported devices can use TLVs to receive and send information to their neighbors. This protocol can advertise details such as configuration information, device capabilities, and device identity.

The switch supports these basic management TLVs. These are mandatory LLDP TLVs.

- Port description TLV
- System name TLV
- System description TLV
- System capabilities TLV
- Management address TLV

These organizationally specific LLDP TLVs are also advertised to support LLDP-MED.

- Port VLAN ID TLV (IEEE 802.1 organizationally specific TLVs)
- MAC/PHY configuration/status TLV (IEEE 802.3 organizationally specific TLVs)

LLDP and Cisco Switch Stacks

A switch stack appears as a single switch in the network. Therefore, LLDP discovers the switch stack, not the individual stack members.

LLDP and Cisco Medianet

When you configure LLDP or CDP location information on a per-port basis, remote devices can send Cisco Medianet location information to the switch.

LLDP-MED

LLDP for Media Endpoint Devices (LLDP-MED) is an extension to LLDP that operates between endpoint devices such as IP phones and network devices. It specifically provides support for voice over IP (VoIP) applications and provides additional TLVs for capabilities discovery, network policy, Power over Ethernet, inventory management and location information. By default, all LLDP-MED TLVs are enabled.

LLDP-MED Supported TLVs

LLDP-MED supports these TLVs:

- LLDP-MED capabilities TLV

  Allows LLDP-MED endpoints to determine the capabilities that the connected device supports and has enabled.

- Network policy TLV

  Allows both network connectivity devices and endpoints to advertise VLAN configurations and associated Layer 2 and Layer 3 attributes for the specific application on that port. For example, the switch can notify a phone of the VLAN number that it should use. The phone can connect to any switch, obtain its VLAN number, and then start communicating with the call control.

  By defining a network-policy profile TLV, you can create a profile for voice and voice-signaling by specifying the values for VLAN, class of service (CoS), differentiated services code point (DSCP), and tagging mode. These profile attributes are then maintained centrally on the switch and propagated to the phone.

- Power management TLV

  Enables advanced power management between LLDP-MED endpoint and network connectivity devices. Allows switches and phones to convey power information, such as how the device is powered, power priority, and how much power the device needs.

  LLDP-MED also supports an extended power TLV to advertise fine-grained power requirements, end-point power priority, and end-point and network connectivity-device power status. LLDP is enabled and power is applied to a port, the power TLV determines the actual power requirement of the endpoint device so that the system power budget can be adjusted accordingly. The switch processes the requests and either grants or denies power based on the current power budget. If the request is granted, the switch updates the power budget. If the request is denied, the switch turns off power to the port, generates a syslog message, and updates the power budget. If LLDP-MED is disabled or if the endpoint does not support the LLDP-MED power TLV, the initial allocation value is used throughout the duration of the connection.

  You can change power settings by entering the **power inline** {**auto** [**max** *max-wattage*] | **never** | **static** [**max** *max-wattage*]} interface configuration command. By default the PoE interface is in **auto** mode; If no value is specified, the maximum is allowed (30 W).

- Inventory management TLV

  Allows an endpoint to send detailed inventory information about itself to the switch, including information hardware revision, firmware version, software version, serial number, manufacturer name, model name, and asset ID TLV.

- Location TLV

  Provides location information from the switch to the endpoint device. The location TLV can send this information:

- Civic location information

  Provides the civic address information and postal information. Examples of civic location information are street address, road name, and postal community name information.

- ELIN location information

  Provides the location information of a caller. The location is determined by the Emergency location identifier number (ELIN), which is a phone number that routes an emergency call to the local public safety answering point (PSAP) and which the PSAP can use to call back the emergency caller.

Wired Location Service

The switch uses the location service feature to send location and attachment tracking information for its connected devices to a Cisco Mobility Services Engine (MSE). The tracked device can be a wireless endpoint, a wired endpoint, or a wired switch or controller. The switch notifies the MSE of device link up and link down events through the Network Mobility Services Protocol (NMSP) location and attachment notifications.

The MSE starts the NMSP connection to the switch, which opens a server port. When the MSE connects to the switch there are a set of message exchanges to establish version compatibility and service exchange information followed by location information synchronization. After connection, the switch periodically sends location and attachment notifications to the MSE. Any link up or link down events detected during an interval are aggregated and sent at the end of the interval.

When the switch determines the presence or absence of a device on a link-up or link-down event, it obtains the client-specific information such as the MAC address, IP address, and username. If the client is LLDP-MED- or CDP-capable, the switch obtains the serial number and UDI through the LLDP-MED location TLV or CDP.

Depending on the device capabilities, the switch obtains this client information at link up:

- Slot and port specified in port connection
- MAC address specified in the client MAC address
- IP address specified in port connection
- 802.1X username if applicable
- Device category is specified as a *wired station*
- State is specified as *new*
- Serial number, UDI
- Model number
- Time in seconds since the switch detected the association

Depending on the device capabilities, the switch obtains this client information at link down:

- Slot and port that was disconnected
- MAC address
- IP address
- 802.1X username if applicable

- Device category is specified as a *wired station*
- State is specified as *delete*
- Serial number, UDI
- Time in seconds since the switch detected the disassociation

When the switch shuts down, it sends an attachment notification with the state *delete* and the IP address before closing the NMSP connection to the MSE. The MSE interprets this notification as disassociation for all the wired clients associated with the switch.

If you change a location address on the switch, the switch sends an NMSP location notification message that identifies the affected ports and the changed address information.

Default LLDP Configuration

Table 74: Default LLDP Configuration

Feature	Default Setting
LLDP global state	Disabled
LLDP holdtime (before discarding)	120 seconds
LLDP timer (packet update frequency)	30 seconds
LLDP reinitialization delay	2 seconds
LLDP tlv-select	Disabled to send and receive all TLVs
LLDP interface state	Disabled
LLDP receive	Disabled
LLDP transmit	Disabled
LLDP med-tlv-select	Disabled to send all LLDP-MED TLVs. When LLDP is globally enabled, LLDP-MED-TLV is also enabled.

How to Configure LLDP, LLDP-MED, and Wired Location Service

Enabling LLDP

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **lldp run**
4. **interface** *interface-id*

5. **lldp transmit**
6. **lldp receive**
7. **end**
8. **show lldp**
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**lldp run** **Example:** `Switch (config)# lldp run`	Enables LLDP globally on the switch.
Step 4	**interface** *interface-id* **Example:** `Switch (config)# interface gigabitethernet 2/0/1`	Specifies the interface on which you are enabling LLDP, and enter interface configuration mode.
Step 5	**lldp transmit** **Example:** `Switch(config-if)# lldp transmit`	Enables the interface to send LLDP packets.
Step 6	**lldp receive** **Example:** `Switch(config-if)# lldp receive`	Enables the interface to receive LLDP packets.
Step 7	**end** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Switch(config-if)# end`	
Step 8	**show lldp** **Example:** `Switch# show lldp`	Verifies the configuration.
Step 9	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring LLDP Characteristics

You can configure the frequency of LLDP updates, the amount of time to hold the information before discarding it, and the initialization delay time. You can also select the LLDP and LLDP-MED TLVs to send and receive.

Note Steps 3 through 6 are optional and can be performed in any order.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **lldp holdtime** *seconds*
4. **lldp reinit** *delay*
5. **lldp timer** *rate*
6. **lldp tlv-select**
7. **interface** *interface-id*
8. **lldp med-tlv-select**
9. **end**
10. **show lldp**
11. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**lldp holdtime** *seconds* **Example:** `Switch(config)# lldp holdtime 120`	(Optional) Specifies the amount of time a receiving device should hold the information from your device before discarding it. The range is 0 to 65535 seconds; the default is 120 seconds.
Step 4	**lldp reinit** *delay* **Example:** `Switch(config)# lldp reinit 2`	(Optional) Specifies the delay time in seconds for LLDP to initialize on an interface. The range is 2 to 5 seconds; the default is 2 seconds.
Step 5	**lldp timer** *rate* **Example:** `Switch(config)# lldp timer 30`	(Optional) Sets the sending frequency of LLDP updates in seconds. The range is 5 to 65534 seconds; the default is 30 seconds.
Step 6	**lldp tlv-select** **Example:** `Switch(config)# tlv-select`	(Optional) Specifies the LLDP TLVs to send or receive.
Step 7	**interface** *interface-id* **Example:** `Switch (config)# interface gigabitethernet 2/0/1`	Specifies the interface on which you are enabling LLDP, and enter interface configuration mode.
Step 8	**lldp med-tlv-select** **Example:** `Switch (config-if)# lldp med-tlv-select inventory management`	(Optional) Specifies the LLDP-MED TLVs to send or receive.

Step 9	**end**
	Example:
	`Switch (config-if)# end`
		Returns to privileged EXEC mode.

	Command or Action	Purpose
Step 10	**show lldp** **Example:** `Switch# show lldp`	Verifies the configuration.
Step 11	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring LLDP-MED TLVs

By default, the switch only sends LLDP packets until it receives LLDP-MED packets from the end device. It then sends LLDP packets with MED TLVs, as well. When the LLDP-MED entry has been aged out, it again only sends LLDP packets.

By using the **lldp** interface configuration command, you can configure the interface not to send the TLVs listed in the following table.

Table 75: LLDP-MED TLVs

LLDP-MED TLV	Description
inventory-management	LLDP-MED inventory management TLV
location	LLDP-MED location TLV
network-policy	LLDP-MED network policy TLV
power-management	LLDP-MED power management TLV

Follow these steps to enable a TLV on an interface:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **lldp med-tlv-select**
5. **end**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable**	Enables privileged EXEC mode.

	Command or Action	Purpose
	Example: `Switch> enable`	• Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch (config)# interface gigabitethernet 2/0/1`	Specifies the interface on which you are enabling LLDP, and enter interface configuration mode.
Step 4	**lldp med-tlv-select** **Example:** `Switch(config-if)# lldp med-tlv-select inventory management`	Specifies the TLV to enable.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring Network-Policy TLV

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **network-policy profile** *profile number*
4. {**voice** | **voice-signaling**} **vlan** [*vlan-id* {**cos** *cvalue* | **dscp** *dvalue*}] | [[**dot1p** {**cos** *cvalue* | **dscp** *dvalue*}] | **none** | **untagged**]
5. **exit**
6. **interface** *interface-id*

7. **network-policy** *profile number*
8. **lldp med-tlv-select network-policy**
9. **end**
10. **show network-policy profile**
11. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**network-policy profile** *profile number* **Example:** `Switch(config)# network-policy profile 1`	Specifies the network-policy profile number, and enter network-policy configuration mode. The range is 1 to 4294967295.
Step 4	{**voice** | **voice-signaling**} **vlan** [*vlan-id* {**cos** *cvalue* | **dscp** *dvalue*}] | [[**dot1p** {**cos** *cvalue* | **dscp** *dvalue*}] | **none** | **untagged**] **Example:** `Switch(config-network-policy)# voice vlan 100 cos 4`	Configures the policy attributes: • **voice**—Specifies the voice application type. • **voice-signaling**—Specifies the voice-signaling application type. • **vlan**—Specifies the native VLAN for voice traffic. • *vlan-id*—(Optional) Specifies the VLAN for voice traffic. The range is 1 to 4094. • **cos** *cvalue*—(Optional) Specifies the Layer 2 priority class of service (CoS) for the configured VLAN. The range is 0 to 7; the default is 5. • **dscp** *dvalue*—(Optional) Specifies the differentiated services code point (DSCP) value for the configured VLAN. The range is 0 to 63; the default is 46. • **dot1p**—(Optional) Configures the telephone to use IEEE 802.1p priority tagging and use VLAN 0 (the native VLAN).

	Command or Action	Purpose
		• **none**—(Optional) Do not instruct the IP telephone about the voice VLAN. The telephone uses the configuration from the telephone key pad. • **untagged**—(Optional) Configures the telephone to send untagged voice traffic. This is the default for the telephone. • **untagged**—(Optional) Configures the telephone to send untagged voice traffic. This is the default for the telephone.
Step 5	**exit** **Example:** `Switch(config)# exit`	Returns to global configuration mode.
Step 6	**interface** *interface-id* **Example:** `Switch (config)# interface gigabitethernet 2/0/1`	Specifies the interface on which you are configuring a network-policy profile, and enter interface configuration mode.
Step 7	**network-policy** *profile number* **Example:** `Switch(config-if)# network-policy 1`	Specifies the network-policy profile number.
Step 8	**lldp med-tlv-select network-policy** **Example:** `Switch(config-if)# lldp med-tlv-select network-policy`	Specifies the network-policy TLV.

Step 9	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 10	**show network-policy profile** **Example:** `Switch# show network-policy profile`	Verifies the configuration.

	Command or Action	Purpose
Step 11	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring Location TLV and Wired Location Service

Beginning in privileged EXEC mode, follow these steps to configure location information for an endpoint and to apply it to an interface.

SUMMARY STEPS

1. **configure terminal**
2. **location** {**admin-tag** *string* | **civic-location identifier** {*id* | **host**} | **elin-location** *string* **identifier** *id* | **custom-location identifier** {*id* | **host**} | **geo-location identifier** {*id* | **host**}}
3. **exit**
4. **interface** *interface-id*
5. **location** {**additional-location-information** *word* | **civic-location-id** {*id* | **host**} | **elin-location-id** *id* | **custom-location-id** {*id* | **host**} | **geo-location-id** {*id* | **host**} }
6. **end**
7. Use one of the following:
   - **show location admin-tag** *string*
   - **show location civic-location identifier** *id*
   - **show location elin-location identifier** *id*
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 2	**location** {**admin-tag** *string* | **civic-location identifier** {*id* | **host**} | **elin-location** *string* **identifier** *id* | **custom-location identifier** {*id* | **host**} | **geo-location identifier** {*id* | **host**}}
	Example:
	`Switch(config)# location civic-location identifier 1`
	`Switch(config-civic)# number 3550`
		Specifies the location information for an endpoint.
		• **admin-tag**—Specifies an administrative tag or site information.
		• **civic-location**—Specifies civic location information.
		• **elin-location**—Specifies emergency location information (ELIN).

	Command or Action	Purpose

	`Switch(config-civic)# primary-road-name "Cisco Way"`
	`Switch(config-civic)# city "San Jose"`
	`Switch(config-civic)# state CA`
	`Switch(config-civic)# building 19`
	`Switch(config-civic)# room C6`
	`Switch(config-civic)# county "Santa Clara"`
	`Switch(config-civic)# country US`
		• **custom-location**—Specifies custom location information.
		• **geo-location**—Specifies geo-spatial location information.
		• **identifier** *id*—Specifies the ID for the civic, ELIN, custom, or geo location.
		• **host**—Specifies the host civic, custom, or geo location.
		• *string*—Specifies the site or location information in alphanumeric format.

Step 3	**exit** **Example:** `Switch(config-civic)# exit`	Returns to global configuration mode.
Step 4	**interface** *interface-id* **Example:** `Switch (config)# interface gigabitethernet2/0/1`	Specifies the interface on which you are configuring the location information, and enter interface configuration mode.

Step 5	**location** {**additional-location-information** *word* | **civic-location-id** {*id* | **host**} | **elin-location-id** *id* | **custom-location-id** {*id* | **host**} | **geo-location-id** {*id* | **host**} }
	Example:
	`Switch(config-if)# location elin-location-id 1`
		Enters location information for an interface:
		• **additional-location-information**—Specifies additional information for a location or place.
		• **civic-location-id**—Specifies global civic location information for an interface.
		• **elin-location-id**—Specifies emergency location information for an interface.
		• **custom-location-id**—Specifies custom location information for an interface.
		• **geo-location-id**—Specifies geo-spatial location information for an interface.
		• **host**—Specifies the host location identifier.
		• *word*—Specifies a word or phrase with additional location information.
		• *id*—Specifies the ID for the civic, ELIN, custom, or geo location. The ID range is 1 to 4095.

Step 6	**end** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Switch(config-if)# end`	

Step 7	Use one of the following:
	• **show location admin-tag** *string*
	• **show location civic-location identifier** *id*
	• **show location elin-location identifier** *id*
	Example:
	`Switch# show location admin-tag`
	or
	`Switch# show location civic-location identifier`
	or
	`Switch# show location elin-location identifier`
		Verifies the configuration.

Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Enabling Wired Location Service on the Switch

Before you begin

For wired location to function, you must first enter the **ip device tracking** global configuration command.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **nmsp enable**
4. **nmsp notification interval** {**attachment** | **location**} *interval-seconds*
5. **end**
6. **show network-policy profile**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**nmsp enable** **Example:** `Switch(config)# nmsp enable`	Enables the NMSP features on the switch.
Step 4	**nmsp notification interval** {**attachment** | **location**} *interval-seconds* **Example:** `Switch(config)# nmsp notification interval location 10`	Specifies the NMSP notification interval. **attachment**—Specifies the attachment notification interval. **location**—Specifies the location notification interval. *interval-seconds*—Duration in seconds before the switch sends the MSE the location or attachment updates. The range is 1 to 30; the default is 30.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show network-policy profile** **Example:** `Switch# show network-policy profile`	Verifies the configuration.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuration Examples for LLDP, LLDP-MED, and Wired Location Service

Configuring Network-Policy TLV: Examples

This example shows how to configure VLAN 100 for voice application with CoS and to enable the network-policy profile and network-policy TLV on an interface:

```
Switch# configure terminal
Switch(config)# network-policy 1
Switch(config-network-policy)# voice vlan 100 cos 4
Switch(config-network-policy)# exit
Switch(config)# interface gigabitethernet 1/0/1
Switch(config-if)# network-policy profile 1
Switch(config-if)# lldp med-tlv-select network-policy
```

This example shows how to configure the voice application type for the native VLAN with priority tagging:

```
Switchconfig-network-policy)# voice vlan dot1p cos 4
Switchconfig-network-policy)# voice vlan dot1p dscp 34
```

Monitoring and Maintaining LLDP, LLDP-MED, and Wired Location Service

Commands for monitoring and maintaining LLDP, LLDP-MED, and wired location service.

Command	Description
clear lldp counters	Resets the traffic counters to zero.
clear lldp table	Deletes the LLDP neighbor information table.
clear nmsp statistics	Clears the NMSP statistic counters.
show lldp	Displays global information, such as frequency of transmissions, the holdtime for packets being sent, and the delay time before LLDP initializes on an interface.
show lldp entry *entry-name*	Displays information about a specific neighbor. You can enter an asterisk (*) to display all neighbors, or you can enter the neighbor name.

Command	Description
show lldp interface [*interface-id*]	Displays information about interfaces with LLDP enabled. You can limit the display to a specific interface.
show lldp neighbors [*interface-id*] [**detail**]	Displays information about neighbors, including device type, interface type and number, holdtime settings, capabilities, and port ID. You can limit the display to neighbors of a specific interface or expand the display for more detailed information.
show lldp traffic	Displays LLDP counters, including the number of packets sent and received, number of packets discarded, and number of unrecognized TLVs.
show location admin-tag *string*	Displays the location information for the specified administrative tag or site.
show location civic-location identifier *id*	Displays the location information for a specific global civic location.
show location elin-location identifier *id*	Displays the location information for an emergency location
show network-policy profile	Displays the configured network-policy profiles.
show nmsp	Displays the NMSP information

Additional References for LLDP, LLDP-MED, and Wired Location Service

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

PART XXIII

Configuring SPAN and RSPAN

CHAPTER 34

Configuring SPAN and RSPAN

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Prerequisites for SPAN and RSPAN

SPAN

- You can limit SPAN traffic to specific VLANs by using the **filter vlan** keyword. If a trunk port is being monitored, only traffic on the VLANs specified with this keyword is monitored. By default, all VLANs are monitored on a trunk port.

RSPAN

- We recommend that you configure an RSPAN VLAN before you configure an RSPAN source or a destination session.

Restrictions for SPAN and RSPAN

SPAN

The restrictions for SPAN are as follows:

- On each switch, you can configure 66 sessions. A maximum of 2 source sessions can be configured and the remaining sessions can be configured as RSPAN destinations sessions. A source session is either a local SPAN session or an RSPAN source session.
- For SPAN sources, you can monitor traffic for a single port or VLAN or a series or range of ports or VLANs for each session. You cannot mix source ports and source VLANs within a single SPAN session.
- The destination port cannot be a source port; a source port cannot be a destination port.
- You cannot have two SPAN sessions using the same destination port.
- 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.
- Entering SPAN configuration commands does not remove previously configured SPAN parameters. You must enter the **no monitor session** {*session_number* | **all** | **local** | **remote**} global configuration command to delete configured SPAN parameters.
- For local SPAN, outgoing packets through the SPAN destination port carry the original encapsulation headers—untagged, ISL, or IEEE 802.1Q—if the **encapsulation replicate** keywords are specified. If the keywords are not specified, the packets are sent in native form.
- 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 or source VLAN are enabled.
- You cannot mix source VLANs and filter VLANs within a single SPAN session.

Traffic monitoring in a SPAN session has the following restrictions:

- Sources can be ports or VLANs, but you cannot mix source ports and source VLANs in the same session.
- Wireshark does not capture egress packets when egress span is active.
- You can run both a local SPAN and an RSPAN source session in the same switch or switch stack. The switch or switch stack supports a total of 66 source and RSPAN destination sessions.
- You can configure two separate SPAN or RSPAN source sessions with separate or overlapping sets of SPAN source ports and VLANs. Both switched and routed ports can be configured as SPAN sources and destinations.
- You can have multiple destination ports in a SPAN session, but no more than 64 destination ports per switch stack.
- SPAN sessions do not interfere with the normal operation of the switch. However, an oversubscribed SPAN destination, for example, a 10-Mb/s port monitoring a 100-Mb/s port, can result in dropped or lost packets.
- When SPAN or RSPAN is enabled, each packet being monitored is sent twice, once as normal traffic and once as a monitored packet. Monitoring a large number of ports or VLANs could potentially generate large amounts of network traffic.

- 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 or VLAN for that session.
- The switch does not support a combination of local SPAN and RSPAN in a single session.
  - An RSPAN source session cannot have a local destination port.
  - An RSPAN destination session cannot have a local source port.
  - An RSPAN destination session and an RSPAN source session that are using the same RSPAN VLAN cannot run on the same switch or switch stack.

RSPAN

The restrictions for RSPAN are as follows:

- RSPAN does not support BPDU packet monitoring or other Layer 2 switch protocols.
- The RSPAN VLAN is configured only on trunk ports and not on access ports. To avoid unwanted traffic in RSPAN VLANs, make sure that the VLAN remote-span feature is supported in all the participating switches.
- RSPAN VLANs are included as sources for port-based RSPAN sessions when source trunk ports have active RSPAN VLANs. RSPAN VLANs can also be sources in SPAN sessions. However, since the switch does not monitor spanned traffic, it does not support egress spanning of packets on any RSPAN VLAN identified as the destination of an RSPAN source session on the switch.
- CDP packets are not forwarded in RSPAN configured VLAN due to limitation in hardware. The workaround is to disable CDP on all the interfaces carrying RSPAN VLAN on the devices connected to the switch.
- If you enable VTP and VTP pruning, RSPAN traffic is pruned in the trunks to prevent the unwanted flooding of RSPAN traffic across the network for VLAN IDs that are lower than 1005.
- To use RSPAN, the switch must be running the LAN Base image.

Information About SPAN and RSPAN

SPAN and RSPAN

You can analyze network traffic passing through ports or VLANs by using SPAN or RSPAN to send a copy of the traffic to another port on the switch or on another switch that has been connected to a network analyzer or other monitoring or security device. SPAN copies (or mirrors) traffic received or sent (or both) on source ports or source VLANs to a destination port for analysis. SPAN does not affect the switching of network traffic on the source ports or VLANs. You must dedicate the destination port for SPAN use. Except for traffic that is required for the SPAN or RSPAN session, destination ports do not receive or forward traffic.

Only traffic that enters or leaves source ports or traffic that enters or leaves source VLANs can be monitored by using SPAN; traffic routed to a source VLAN cannot be monitored. For example, if incoming traffic is being monitored, traffic that gets routed from another VLAN to the source VLAN cannot be monitored; however, traffic that is received on the source VLAN and routed to another VLAN can be monitored.

You can use the SPAN or RSPAN 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.

Local SPAN

Local SPAN supports a SPAN session entirely within one switch; all source ports or source VLANs and destination ports are in the same switch or switch stack. Local SPAN copies traffic from one or more source ports in any VLAN or from one or more VLANs to a destination port for analysis.

Figure 67: Example of Local SPAN Configuration on a Single Device

All traffic on port 5 (the source port) is mirrored to port 10 (the destination port). A network analyzer on port 10 receives all network traffic from port 5 without being physically attached to port 5.

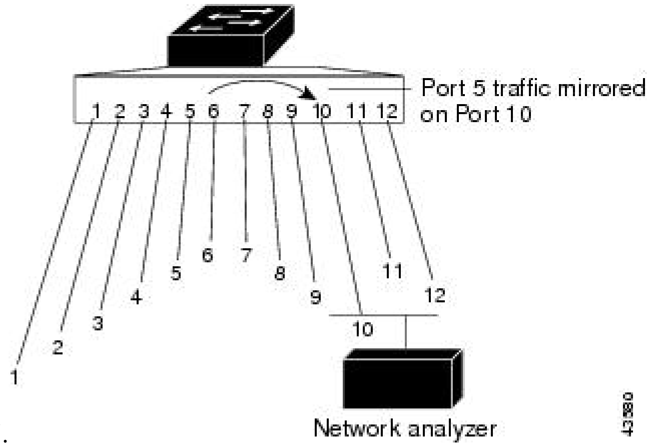
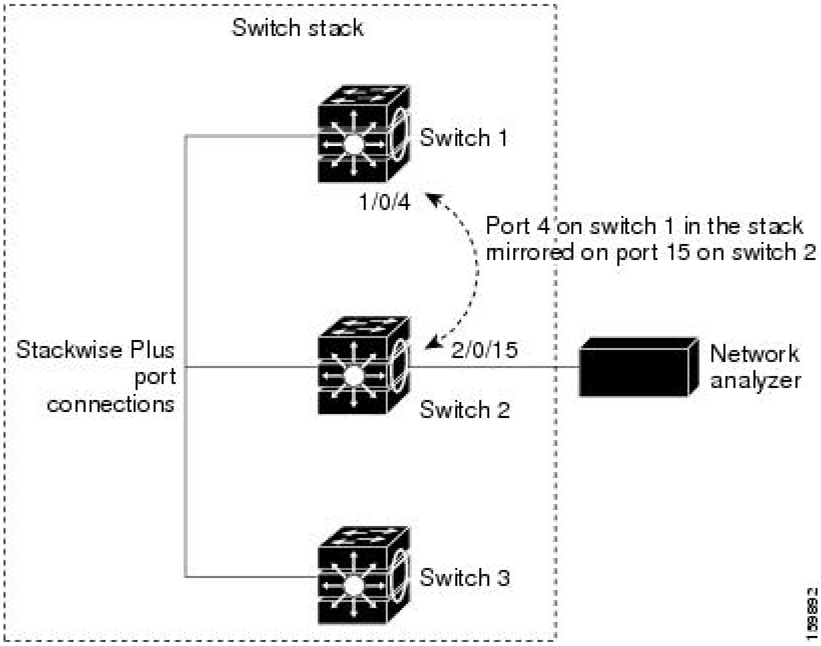


Figure 68: Example of Local SPAN Configuration on a Device Stack

This is an example of a local SPAN in a switch stack, where the source and destination ports reside on different stack members.

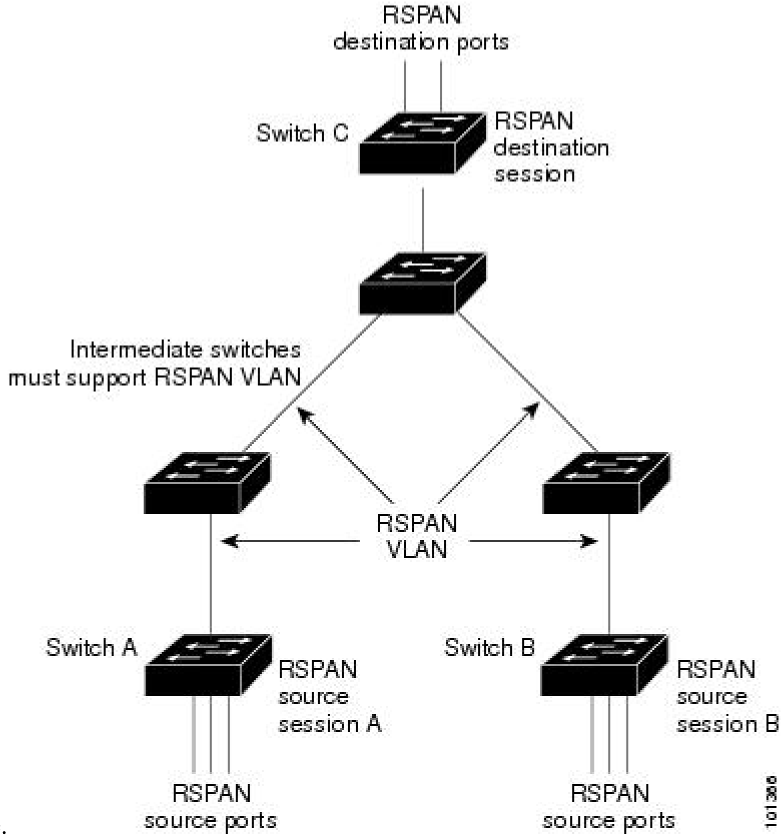

Switch stack
Switch 1
1/0/4
Port 4 on switch 1 in the stack mirrored on port 15 on switch 2
Stackwise Plus port connections
2/0/15
Network analyzer
Switch 2
Switch 3
159892

Remote SPAN

RSPAN supports source ports, source VLANs, and destination ports on different switches (or different switch stacks), enabling remote monitoring of multiple switches across your network.

Figure 69: Example of RSPAN Configuration

The figure below shows source ports on Switch A and Switch B. The traffic for each RSPAN session is carried over a user-specified RSPAN VLAN that is dedicated for that RSPAN session in all participating switches. The RSPAN traffic from the source ports or VLANs is copied into the RSPAN VLAN and forwarded over trunk ports carrying the RSPAN VLAN to a destination session monitoring the RSPAN VLAN. Each RSPAN source switch must have either ports or VLANs as RSPAN sources. The destination is always a physical port, as shown on Switch C in the figure.



SPAN and RSPAN Concepts and Terminology

SPAN Sessions

SPAN sessions (local or remote) allow you to monitor traffic on one or more ports, or one or more VLANs, and send the monitored traffic to one or more destination ports.

A local SPAN session is an association of a destination port with source ports or source VLANs, all on a single network device. Local SPAN does not have separate source and destination sessions. Local SPAN sessions gather a set of ingress and egress packets specified by the user and form them into a stream of SPAN data, which is directed to the destination port.

RSPAN consists of at least one RSPAN source session, an RSPAN VLAN, and at least one RSPAN destination session. You separately configure RSPAN source sessions and RSPAN destination sessions on different network devices. To configure an RSPAN source session on a device, you associate a set of source ports or source VLANs with an RSPAN VLAN. The output of this session is the stream of SPAN packets that are sent to the RSPAN VLAN. To configure an RSPAN destination session on another device, you associate the destination port with the RSPAN VLAN. The destination session collects all RSPAN VLAN traffic and sends it out the RSPAN destination port.

An RSPAN source session is very similar to a local SPAN session, except for where the packet stream is directed. In an RSPAN source session, SPAN packets are relabeled with the RSPAN VLAN ID and directed over normal trunk ports to the destination switch.

An RSPAN destination session takes all packets received on the RSPAN VLAN, strips off the VLAN tagging, and presents them on the destination port. The session presents a copy of all RSPAN VLAN packets (except Layer 2 control packets) to the user for analysis.

More than one source session and more than one destination session can be active in the same RSPAN VLAN. Intermediate switches also can separate the RSPAN source and destination sessions. These switches are unable to run RSPAN, but they must respond to the requirements of the RSPAN VLAN.

Traffic monitoring in a SPAN session has these restrictions:

- Sources can be ports or VLANs, but you cannot mix source ports and source VLANs in the same session.
- You can run both a local SPAN and an RSPAN source session in the same switch or switch stack. The switch or switch stack supports a total of 66 source and RSPAN destination sessions.
- You can configure two separate SPAN or RSPAN source sessions with separate or overlapping sets of SPAN source ports and VLANs. Both switched and routed ports can be configured as SPAN sources and destinations.
- With the LAN Lite license, the switch supports configuration of only one SPAN session.
- You can have multiple destination ports in a SPAN session, but no more than 64 destination ports per switch stack.
- SPAN sessions do not interfere with the normal operation of the switch. However, an oversubscribed SPAN destination, for example, a 10-Mb/s port monitoring a 100-Mb/s port, can result in dropped or lost packets.
- When SPAN or RSPAN is enabled, each packet being monitored is sent twice, once as normal traffic and once as a monitored packet. Therefore monitoring a large number of ports or VLANs could potentially generate large amounts of network traffic.
- 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 or VLAN for that session.
- The switch does not support a combination of local SPAN and RSPAN in a single session.
  - An RSPAN source session cannot have a local destination port.
  - An RSPAN destination session cannot have a local source port.
  - An RSPAN destination session and an RSPAN source session that are using the same RSPAN VLAN cannot run on the same switch or switch stack.

Monitored Traffic

SPAN sessions can monitor these traffic types:

- Receive (Rx) SPAN—Receive (or ingress) SPAN monitors as much as possible all of the packets received by the source interface or VLAN before any modification or processing is performed by the switch. A copy of each packet received by the source is sent to the destination port for that SPAN session.

  Packets that are modified because of routing or Quality of Service (QoS)—for example, modified Differentiated Services Code Point (DSCP)—are copied before modification.

  Features that can cause a packet to be dropped during receive processing have no effect on ingress SPAN; the destination port receives a copy of the packet even if the actual incoming packet is dropped. These features include IP standard and extended input Access Control Lists (ACLs), ingress QoS policing, VLAN ACLs, and egress QoS policing.

- Transmit (Tx) SPAN—Transmit (or egress) SPAN monitors as much as possible all of 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.

  Packets that are modified because of routing (for example, with modified time-to-live (TTL), MAC address, or QoS values) are duplicated (with the modifications) at the destination port.

  Features that can cause a packet to be dropped during transmit processing also affect the duplicated copy for SPAN. These features include IP standard and extended output ACLs and egress QoS policing.

- Both—In a SPAN session, you can also monitor a port or VLAN for both received and sent packets. This is the default.

The default configuration for local SPAN session ports is to send all packets untagged. SPAN also does not normally monitor bridge protocol data unit (BPDU) packets and Layer 2 protocols, such as Cisco Discovery Protocol (CDP), VLAN Trunk Protocol (VTP), Dynamic Trunking Protocol (DTP), Spanning Tree Protocol (STP), and Port Aggregation Protocol (PAgP). However, when you enter the **encapsulation replicate** keywords when configuring a destination port, these changes occur:

- Packets are sent on the destination port with the same encapsulation (untagged or IEEE 802.1Q) that they had on the source port.
- Packets of all types, including BPDU and Layer 2 protocol packets, are monitored.

Therefore, a local SPAN session with encapsulation replicate enabled can have a mixture of untagged and IEEE 802.1Q tagged packets appear on the destination port.

Switch congestion can cause packets to be dropped at ingress source ports, egress source ports, or SPAN destination ports. In general, these characteristics are independent of one another. For example:

- A packet might be forwarded normally but dropped from monitoring due to an oversubscribed SPAN destination port.
- An ingress packet might be dropped from normal forwarding, but still appear on the SPAN destination port.
- An egress packet dropped because of switch congestion is also dropped from egress SPAN.

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 Rx monitor on port A and Tx monitor on port B. If a packet enters the switch through port A and is switched to port B, both incoming and outgoing packets are sent to the destination port. Both packets are the same unless a Layer 3 rewrite occurs, in which case the packets are different because of the packet modification.

Source Ports

A source port (also called a monitored port) is a switched or routed port that you monitor for network traffic analysis.

In a local SPAN session or RSPAN source session, you can monitor source ports or VLANs for traffic in one or both directions.

The switch supports any number of source ports (up to the maximum number of available ports on the switch) and any number of source VLANs (up to the maximum number of VLANs supported).

However, the switch supports a maximum of (local or RSPAN) with source ports or VLANs. You cannot mix ports and VLANs in a single session.

A source port has these characteristics:

- It can be monitored in multiple SPAN sessions.
- Each source port can be configured with a direction (ingress, egress, or both) to monitor.
- It can be any port type (for example, EtherChannel, Gigabit Ethernet, and so forth).
- For EtherChannel sources, you can monitor traffic for the entire EtherChannel or individually on a physical port as it participates in the port channel.
- It can be an access port, trunk port, routed port, or voice VLAN port.
- It cannot be a destination port.
- Source ports can be in the same or different VLANs.
- You can monitor multiple source ports in a single session.

Source VLANs

VLAN-based SPAN (VSPAN) is the monitoring of the network traffic in one or more VLANs. The SPAN or RSPAN source interface in VSPAN is a VLAN ID, and traffic is monitored on all the ports for that VLAN.

VSPAN has these characteristics:

- All active ports in the source VLAN are included as source ports and can be monitored in either or both directions.
- On a given port, only traffic on the monitored VLAN is sent to the destination port.
- If a destination port belongs to a source VLAN, it is excluded from the source list and is not monitored.
- If ports are added to or removed from the source VLANs, the traffic on the source VLAN received by those ports is added to or removed from the sources being monitored.
- You cannot use filter VLANs in the same session with VLAN sources.
- You can monitor only Ethernet VLANs.

VLAN Filtering

When you monitor a trunk port as a source port, by default, all VLANs active on the trunk are monitored. You can limit SPAN traffic monitoring on trunk source ports to specific VLANs by using VLAN filtering.

- VLAN filtering applies only to trunk ports or to voice VLAN ports.
- VLAN filtering applies only to port-based sessions and is not allowed in sessions with VLAN sources.
- When a VLAN filter list is specified, only those VLANs in the list are monitored on trunk ports or on voice VLAN access ports.
- SPAN traffic coming from other port types is not affected by VLAN filtering; that is, all VLANs are allowed on other ports.

- VLAN filtering affects only traffic forwarded to the destination SPAN port and does not affect the switching of normal traffic.

Destination Port

Each local SPAN session or RSPAN destination session must have a destination port (also called a monitoring port) that receives a copy of traffic from the source ports or VLANs and sends the SPAN packets to the user, usually a network analyzer.

A destination port has these characteristics:

- For a local SPAN session, the destination port must reside on the same switch or switch stack as the source port. For an RSPAN session, it is located on the switch containing the RSPAN destination session. There is no destination port on a switch or switch stack running only an RSPAN source session.
- When a port is configured as a SPAN destination port, the configuration overwrites the original port configuration. When the SPAN destination configuration is removed, the port reverts to its previous configuration. If a configuration change is made to the port while it is acting as a SPAN destination port, the change does not take effect until the SPAN destination configuration had been removed.

Note When QoS is configured on the SPAN destination port, QoS takes effect immediately.

- If the port was in an EtherChannel group, it is removed from the group while it is a destination port. If it was a routed port, it is no longer a routed port.
- It can be any Ethernet physical port.
- It cannot be a secure port.
- It cannot be a source port.
- It cannot be an EtherChannel group or a VLAN.
- It can participate in only one SPAN session at a time (a destination port in one SPAN session cannot be a destination port for a second SPAN session).
- When it is active, incoming traffic is disabled. The port does not transmit any traffic except that required for the SPAN session. Incoming traffic is never learned or forwarded on a destination port.
- If ingress traffic forwarding is enabled for a network security device, the destination port forwards traffic at Layer 2.
- It does not participate in any of the Layer 2 protocols (STP, VTP, CDP, DTP, PagP).
- A destination port that belongs to a source VLAN of any SPAN session is excluded from the source list and is not monitored.
- The maximum number of destination ports in a switch or switch stack is 64.

Local SPAN and RSPAN destination ports function differently with VLAN tagging and encapsulation:

- For local SPAN, if the **encapsulation replicate** keywords are specified for the destination port, these packets appear with the original encapsulation (untagged, ISL, or IEEE 802.1Q). If these keywords are not specified, packets appear in the untagged format. Therefore, the output of a local SPAN session with **encapsulation replicate** enabled can contain a mixture of untagged, ISL, or IEEE 802.1Q-tagged packets.

- For RSPAN, the original VLAN ID is lost because it is overwritten by the RSPAN VLAN identification. Therefore, all packets appear on the destination port as untagged.

RSPAN VLAN

The RSPAN VLAN carries SPAN traffic between RSPAN source and destination sessions. RSPAN VLAN has these special characteristics:

- All traffic in the RSPAN VLAN is always flooded.
- No MAC address learning occurs on the RSPAN VLAN.
- RSPAN VLAN traffic only flows on trunk ports.
- RSPAN VLANs must be configured in VLAN configuration mode by using the **remote-span** VLAN configuration mode command.
- STP can run on RSPAN VLAN trunks but not on SPAN destination ports.
- An RSPAN VLAN cannot be a private-VLAN primary or secondary VLAN.

For VLANs 1 to 1005 that are visible to VLAN Trunking Protocol (VTP), the VLAN ID and its associated RSPAN characteristic are propagated by VTP. If you assign an RSPAN VLAN ID in the extended VLAN range (1006 to 4094), you must manually configure all intermediate switches.

It is normal to have multiple RSPAN VLANs in a network at the same time with each RSPAN VLAN defining a network-wide RSPAN session. That is, multiple RSPAN source sessions anywhere in the network can contribute packets to the RSPAN session. It is also possible to have multiple RSPAN destination sessions throughout the network, monitoring the same RSPAN VLAN and presenting traffic to the user. The RSPAN VLAN ID separates the sessions.

SPAN and RSPAN Interaction with Other Features

SPAN interacts with these features:

- Routing—SPAN does not monitor routed traffic. VSPAN only monitors traffic that enters or exits the switch, not traffic that is routed between VLANs. For example, if a VLAN is being Rx-monitored and the switch routes traffic from another VLAN to the monitored VLAN, that traffic is not monitored and not received on the SPAN destination port.
- STP—A destination port does not participate in STP while its SPAN or RSPAN session is active. The destination port can participate in STP after the SPAN or RSPAN session is disabled. On a source port, SPAN does not affect the STP status. STP can be active on trunk ports carrying an RSPAN VLAN.
- 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.
- VTP—You can use VTP to prune an RSPAN VLAN between switches.
- VLAN and trunking—You can modify VLAN membership or trunk settings for source or destination ports at any time. However, changes in VLAN membership or trunk settings for a destination port do not take effect until you remove the SPAN destination configuration. Changes in VLAN membership or trunk settings for a source port immediately take effect, and the respective SPAN sessions automatically adjust accordingly.

- EtherChannel—You can configure an EtherChannel group as a source port . When a group is configured as a SPAN source, the entire group is monitored.

  If a physical 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.

  A physical port that belongs to an EtherChannel group can be configured as a SPAN source port and still be a part of the EtherChannel. In this case, data from the physical port is monitored as it participates in the EtherChannel. However, if a physical port that belongs to an EtherChannel group is configured as a SPAN destination, 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 inactive or suspended state.

  If a physical port that belongs to an EtherChannel group is a destination port and the EtherChannel group is a source, the port is removed from the EtherChannel group and from the list of monitored ports.

- 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.

- A private-VLAN port cannot be a SPAN destination port.

- A secure port cannot be a SPAN destination port.

  For SPAN sessions, do not enable port security on ports with monitored egress when ingress forwarding is enabled on the destination port. For RSPAN source sessions, do not enable port security on any ports with monitored egress.

- An IEEE 802.1x port can be a SPAN source port. You can enable IEEE 802.1x on a port that is a SPAN destination port; however, IEEE 802.1x is disabled until the port is removed as a SPAN destination.

  For SPAN sessions, do not enable IEEE 802.1x on ports with monitored egress when ingress forwarding is enabled on the destination port. For RSPAN source sessions, do not enable IEEE 802.1x on any ports that are egress monitored.

Default SPAN and RSPAN Configuration

Table 76: Default SPAN and RSPAN Configuration

Feature	Default Setting
SPAN state (SPAN and RSPAN)	Disabled.
Source port traffic to monitor	Both received and sent traffic (**both**).
Encapsulation type (destination port)	Native form (untagged packets).
Ingress forwarding (destination port)	Disabled.
VLAN filtering	On a trunk interface used as a source port, all VLANs are monitored.
RSPAN VLANs	None configured.

Configuration Guidelines

SPAN Configuration Guidelines

- On each switch stack, you can configure a maximum of 2 source sessions and 64 RSPAN destination sessions. A source session is either a local SPAN session or an RSPAN source session.
- For SPAN sources, you can monitor traffic for a single port or VLAN or a series or range of ports or VLANs for each session. You cannot mix source ports and source VLANs within a single SPAN session.
- The destination port cannot be a source port; a source port cannot be a destination port.
- You cannot have two SPAN sessions using the same destination port.
- 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.
- Entering SPAN configuration commands does not remove previously configured SPAN parameters. You must enter the **no monitor session** {**session_number** | **all** | **local** | **remote**} global configuration command to delete configured SPAN parameters.
- For local SPAN, outgoing packets through the SPAN destination port carry the original encapsulation headers—untagged, ISL, or IEEE 802.1Q—if the **encapsulation replicate** keywords are specified. If the keywords are not specified, the packets are sent in native form.
- 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 or source VLAN are enabled.
- You can limit SPAN traffic to specific VLANs by using the **filter vlan** keyword. If a trunk port is being monitored, only traffic on the VLANs specified with this keyword is monitored. By default, all VLANs are monitored on a trunk port.
- You cannot mix source VLANs and filter VLANs within a single SPAN session.

RSPAN Configuration Guidelines

- All the SPAN configuration guidelines apply to RSPAN.
- As RSPAN VLANs have special properties, you should reserve a few VLANs across your network for use as RSPAN VLANs; do not assign access ports to these VLANs.
- You can apply an output ACL to RSPAN traffic to selectively filter or monitor specific packets. Specify these ACLs on the RSPAN VLAN in the RSPAN source switches.
- For RSPAN configuration, you can distribute the source ports and the destination ports across multiple switches in your network.
- Access ports (including voice VLAN ports) on the RSPAN VLAN are put in the inactive state.
- You can configure any VLAN as an RSPAN VLAN as long as these conditions are met:
  - The same RSPAN VLAN is used for an RSPAN session in all the switches.
  - All participating switches support RSPAN.
- RSPAN does not support BPDU packet monitoring or other Layer 2 switch protocols.
- The RSPAN VLAN is configured only on trunk ports and not on access ports. To avoid unwanted traffic in RSPAN VLANs, make sure that the VLAN remote-span feature is supported in all the participating switches.
- RSPAN VLANs are included as sources for port-based RSPAN sessions when source trunk ports have active RSPAN VLANs. RSPAN VLANs can also be sources in SPAN sessions. However, since the

switch does not monitor spanned traffic, it does not support egress spanning of packets on any RSPAN VLAN identified as the destination of an RSPAN source session on the switch.

- We recommend that you configure an RSPAN VLAN before you configure an RSPAN source or a destination session.
- If you enable VTP and VTP pruning, RSPAN traffic is pruned in the trunks to prevent the unwanted flooding of RSPAN traffic across the network for VLAN IDs that are lower than 1005.

How to Configure SPAN and RSPAN

Creating a Local SPAN Session

Follow these steps to create a SPAN session and specify the source (monitored) ports or VLANs and the destination (monitoring) ports.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **no monitor session** {*session_number* | **all** | **local** | **remote**}
4. **monitor session** *session_number* **source** {**interface** *interface-id* | **vlan** *vlan-id*} [**,** | **-**] [**both** | **rx** | **tx**]
5. **monitor session** *session_number* **destination** {**interface** *interface-id* [**,** | **-**] [**encapsulation replicate**]}
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**no monitor session** {*session_number* | **all** | **local** | **remote**}
	Example:
	`Switch(config)# no monitor session all`
		Removes any existing SPAN configuration for the session.
		• For *session_number*, the range is 1 to 4.
		• **all**—Removes all SPAN sessions.
		• **local**—Removes all local sessions.
		• **remote**—Removes all remote SPAN sessions.

	Command or Action	Purpose
Step 4	**monitor session** *session_number* **source** {**interface** *interface-id* | **vlan** *vlan-id*} [**,** | **-**] [**both** | **rx** | **tx**] **Example:** `Switch(config)# monitor session 1 source interface gigabitethernet1/0/1`	Specifies the SPAN session and the source port (monitored port). • For *session_number*, the range is 1 to 4. • For *interface-id*, specify the source port to monitor. Valid interfaces include physical interfaces and port-channel logical interfaces (**port-channel** *port-channel-number*). Valid port-channel numbers are 1 to 6. • For *vlan-id*, specify the source VLAN to monitor. The range is 1 to 4094 (excluding the RSPAN VLAN). **Note** A single session can include multiple sources (ports or VLANs) defined in a series of commands, but you cannot combine source ports and source VLANs in one session. • (Optional) [**,** | **-**] Specifies a series or range of interfaces. Enter a space before and after the comma; enter a space before and after the hyphen. • (Optional) **both** | **rx** | **tx**—Specifies the direction of traffic to monitor. If you do not specify a traffic direction, the source interface sends both sent and received traffic. • **both**—Monitors both received and sent traffic. • **rx**—Monitors received traffic. • **tx**—Monitors sent traffic. **Note** You can use the **monitor session** *session_number* **source** command multiple times to configure multiple source ports.

Step 5	**monitor session** *session_number* **destination** {**interface** *interface-id* [**,** | **-**] [**encapsulation replicate**]}
	Example:
	`Switch(config)# monitor session 1 destination interface gigabitethernet1/0/2 encapsulation replicate`
		Specifies the SPAN session and the destination port (monitoring port). The port LED changes to amber when the configuration changes take effect. The LED returns to its original state(green) only after removing the SPAN destination configuration.
		Note For local SPAN, you must use the same session number for the source and destination interfaces.
		• For *session_number*, specify the session number entered in step 4.

	Command or Action	Purpose
		• For *interface-id*, specify the destination port. The destination interface must be a physical port; it cannot be an EtherChannel, and it cannot be a VLAN. • (Optional) [**,** | **-**] Specifies a series or range of interfaces. Enter a space before and after the comma; enter a space before and after the hyphen. (Optional) **encapsulation replicate** specifies that the destination interface replicates the source interface encapsulation method. If not selected, the default is to send packets in native form (untagged). **Note** You can use **monitor session** *session_number* **destination** command multiple times to configure multiple destination ports.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Creating a Local SPAN Session and Configuring Incoming Traffic

Follow these steps to create a SPAN session, to specify the source ports or VLANs and the destination ports, and to enable incoming traffic on the destination port for a network security device (such as a Cisco IDS Sensor Appliance).

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **no monitor session** {*session_number* | **all** | **local** | **remote**}
4. **monitor session** *session_number* **source** {**interface** *interface-id* | **vlan** *vlan-id*} [**,** | **-**] [**both** | **rx** | **tx**]

5. **monitor session** *session_number* **destination** {**interface** *interface-id* [**,** | **-**] [**encapsulation replicate**[**ingress** {**dot1q vlan** *vlan-id* **|** **untagged vlan** *vlan-id* **|** **vlan** *vlan-id*}]}
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**no monitor session** {*session_number* | **all** | **local** | **remote**}
	Example:
	`Switch(config)# no monitor session all`
		Removes any existing SPAN configuration for the session.
		• For *session_number*, the range is 1 to 4.
		• **all**—Removes all SPAN sessions.
		• **local**—Removes all local sessions.
		• **remote**—Removes all remote SPAN sessions.

Step 4	**monitor session** *session_number* **source** {**interface** *interface-id* | **vlan** *vlan-id*} [**,** | **-**] [**both** | **rx** | **tx**] **Example:** `Switch(config)# monitor session 2 source gigabitethernet0/1 rx`	Specifies the SPAN session and the source port (monitored port).

Step 5	**monitor session** *session_number* **destination** {**interface** *interface-id* [**,** | **-**] [**encapsulation replicate**[**ingress** {**dot1q vlan** *vlan-id* **|** **untagged vlan** *vlan-id* **|** **vlan** *vlan-id*}]}
	Example:
	`Switch(config)# monitor session 2 destination interface gigabitethernet1/0/2 encapsulation replicate ingress dot1q vlan 6`
		Specifies the SPAN session, the destination port, the packet encapsulation, and the ingress VLAN and encapsulation.
		• For *session_number*, specify the session number entered in Step 4.
		• For *interface-id*, specify the destination port. The destination interface must be a physical port; it cannot be an EtherChannel, and it cannot be a VLAN.
		• (Optional) [**,** | **-**]—Specifies a series or range of interfaces. Enter a space before and after the comma or hyphen.

	Command or Action	Purpose
		• (Optional) **encapsulation replicate**—Specifies that the destination interface replicates the source interface encapsulation method. If not selected, the default is to send packets in native form (untagged). • **ingress**—Enables forwarding of incoming traffic on the destination port and to specify the encapsulation type. • **dot1q vlan** *vlan-id*—Accepts incoming packets with IEEE 802.1Q encapsulation with the specified VLAN as the default VLAN. • **untagged vlan** *vlan-id* or **vlan** *vlan-id***—**Accepts incoming packets with untagged encapsulation type with the specified VLAN as the default VLAN.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Specifying VLANs to Filter

Follow these steps to limit SPAN source traffic to specific VLANs.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **no monitor session** {*session_number* | **all** | **local** | **remote**}
4. **monitor session** *session_number* **source interface** *interface-id*
5. **monitor session** *session_number* **filter vlan** *vlan-id* [**,** | **-**]
6. **monitor session** *session_number* **destination** {**interface** *interface-id* [**,** | **-**] [**encapsulation replicate**]}

7. **end**
8. **show running-config**
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**no monitor session** {*session_number* | **all** | **local** | **remote**}
	Example:
	`Switch(config)# no monitor session all`
		Removes any existing SPAN configuration for the session.
		• For *session_number*, the range is 1 to 66.
		• **all**—Removes all SPAN sessions.
		• **local**—Removes all local sessions.
		• **remote**—Removes all remote SPAN sessions.

Step 4	**monitor session** *session_number* **source interface** *interface-id* **Example:** `Switch(config)# monitor session 2 source interface gigabitethernet1/0/2 rx`	Specifies the characteristics of the source port (monitored port) and SPAN session. • For *session_number*, the range is 1 to 66. • For *interface-id*, specify the source port to monitor. The interface specified must already be configured as a trunk port.
Step 5	**monitor session** *session_number* **filter vlan** *vlan-id* [**,** | **-**] **Example:** `Switch(config)# monitor session 2 filter vlan 1 - 5 , 9`	Limits the SPAN source traffic to specific VLANs. • For *session_number*, enter the session number specified in Step 4. • For *vlan-id*, the range is 1 to 4094. • (Optional) Use a comma (**,**) to specify a series of VLANs, or use a hyphen (**-**) to specify a range of VLANs. Enter a space before and after the comma; enter a space before and after the hyphen.
Step 6	**monitor session** *session_number* **destination** {**interface** *interface-id* [**,** | **-**] [**encapsulation replicate]**} **Example:**	Specifies the SPAN session and the destination port (monitoring port).

	Command or Action	Purpose
	`Switch(config)# monitor session 2 destination interface gigabitethernet1/0/1`	• For *session_number*, specify the session number entered in Step 4. • For *interface-id*, specify the destination port. The destination interface must be a physical port; it cannot be an EtherChannel, and it cannot be a VLAN. • (Optional) [**,** | **-**] Specifies a series or range of interfaces. Enter a space before and after the comma; enter a space before and after the hyphen. • (Optional) **encapsulation replicate** specifies that the destination interface replicates the source interface encapsulation method. If not selected, the default is to send packets in native form (untagged).

Step 7	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 8	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 9	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring a VLAN as an RSPAN VLAN

Follow these steps to create a new VLAN, then configure it to be the RSPAN VLAN for the RSPAN session.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **vlan** *vlan-id*
4. **remote-span**
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**vlan** *vlan-id* **Example:** `Switch(config)# vlan 100`	Enters a VLAN ID to create a VLAN, or enters the VLAN ID of an existing VLAN, and enters VLAN configuration mode. The range is 2 to 1001 and 1006 to 4094. The RSPAN VLAN cannot be VLAN 1 (the default VLAN) or VLAN IDs 1002 through 1005 (reserved for Token Ring and FDDI VLANs).
Step 4	**remote-span** **Example:** `Switch(config-vlan)# remote-span`	Configures the VLAN as an RSPAN VLAN.

Step 5	**end**
	Example:
	`Switch(config-vlan)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

You must create the RSPAN VLAN in all switches that will participate in RSPAN. If the RSPAN VLAN-ID is in the normal range (lower than 1005) and VTP is enabled in the network, you can create the RSPAN VLAN in one switch, and VTP propagates it to the other switches in the VTP domain. For extended-range VLANs (greater than 1005), you must configure RSPAN VLAN on both source and destination switches and any intermediate switches.

Use VTP pruning to get an efficient flow of RSPAN traffic, or manually delete the RSPAN VLAN from all trunks that do not need to carry the RSPAN traffic.

To remove the remote SPAN characteristic from a VLAN and convert it back to a normal VLAN, use the **no remote-span** VLAN configuration command.

To remove a source port or VLAN from the SPAN session, use the **no monitor session** *session_number* **source** {**interface** *interface-id* | **vlan** *vlan-id*} global configuration command. To remove the RSPAN VLAN from the session, use the **no monitor session** *session_number* **destination remote vlan** *vlan-id*.

Creating an RSPAN Source Session

Follow these steps to create and start an RSPAN source session and to specify the monitored source and the destination RSPAN VLAN.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **no monitor session** {*session_number* | **all** | **local** | **remote**}
4. **monitor session** *session_number* **source** {**interface** *interface-id* | **vlan** *vlan-id*} [**,** | **-**] [**both** | **rx** | **tx**]
5. **monitor session** *session_number* **destination remote vlan** *vlan-id*
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**no monitor session** {*session_number* | **all** | **local** | **remote**}
	Example:
	`Switch(config)# no monitor session 1`
		Removes any existing SPAN configuration for the session.
		• For *session_number*, the range is 1 to 66.
		• **all**—Removes all SPAN sessions.
		• **local**—Removes all local sessions.

	Command or Action	Purpose
		• **remote**—Removes all remote SPAN sessions.
Step 4	**monitor session** *session_number* **source** {**interface** *interface-id* | **vlan** *vlan-id*} [**,** | **-**] [**both** | **rx** | **tx**] **Example:** `Switch(config)#` **`monitor session 1 source interface gigabitethernet1/0/1 tx`**	Specifies the RSPAN session and the source port (monitored port). • For *session_number*, the range is 1 to 66. • Enter a source port or source VLAN for the RSPAN session: • For *interface-id*, specifies the source port to monitor. Valid interfaces include physical interfaces and port-channel logical interfaces (**port-channel** *port-channel-number*). Valid port-channel numbers are 1 to 48. • For *vlan-id*, specifies the source VLAN to monitor. The range is 1 to 4094 (excluding the RSPAN VLAN). A single session can include multiple sources (ports or VLANs), defined in a series of commands, but you cannot combine source ports and source VLANs in one session. • (Optional) [**,** | **-**]—Specifies a series or range of interfaces. Enter a space before and after the comma; enter a space before and after the hyphen. • (Optional) **both** | **rx** | **tx**—Specifies the direction of traffic to monitor. If you do not specify a traffic direction, the source interface sends both sent and received traffic. • **both**—Monitors both received and sent traffic. • **rx**—Monitors received traffic. • **tx**—Monitors sent traffic.
Step 5	**monitor session** *session_number* **destination remote vlan** *vlan-id* **Example:** `Switch(config)#` **`monitor session 1 destination remote vlan 100`**	Specifies the RSPAN session, the destination RSPAN VLAN, and the destination-port group. • For *session_number*, enter the number defined in Step 4. • For *vlan-id*, specify the source RSPAN VLAN to monitor.
Step 6	**end** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Switch(config)# end`	
Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Creating an RSPAN Destination Session

You configure an RSPAN destination session on a different switch or switch stack; that is, not the switch or switch stack on which the source session was configured.

Follow these steps to define the RSPAN VLAN on that switch, to create an RSPAN destination session, and to specify the source RSPAN VLAN and the destination port.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **vlan** *vlan-id*
4. **remote-span**
5. **exit**
6. **no monitor session** {*session_number* | **all** | **local** | **remote**}
7. **monitor session** *session_number* **source remote vlan** *vlan-id*
8. **monitor session** *session_number* **destination interface** *interface-id*
9. **end**
10. **show running-config**
11. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**vlan** *vlan-id* **Example:** `Switch(config)# vlan 901`	Specifies the VLAN ID of the RSPAN VLAN created from the source switch, and enters VLAN configuration mode. If both switches are participating in VTP and the RSPAN VLAN ID is from 2 to 1005, Steps 3 through 5 are not required because the RSPAN VLAN ID is propagated through the VTP network.
Step 4	**remote-span** **Example:** `Switch(config-vlan)# remote-span`	Identifies the VLAN as the RSPAN VLAN.
Step 5	**exit** **Example:** `Switch(config-vlan)# exit`	Returns to global configuration mode.

Step 6	**no monitor session** {*session_number* | **all** | **local** | **remote**}
	Example:
	`Switch(config)# no monitor session 1`
		Removes any existing SPAN configuration for the session.
		• For *session_number*, the range is 1 to 66.
		• **all**—Removes all SPAN sessions.
		• **local**—Removes all local sessions.
		• **remote**—Removes all remote SPAN sessions.

Step 7	**monitor session** *session_number* **source remote vlan** *vlan-id* **Example:** `Switch(config)# monitor session 1 source remote vlan 901`	Specifies the RSPAN session and the source RSPAN VLAN. • For *session_number*, the range is 1 to 66. • For *vlan-id*, specify the source RSPAN VLAN to monitor.
Step 8	**monitor session** *session_number* **destination interface** *interface-id* **Example:** `Switch(config)# monitor session 1 destination interface gigabitethernet2/0/1`	Specifies the RSPAN session and the destination interface. • For *session_number*, enter the number defined in Step 7. In an RSPAN destination session, you must use the same session number for the source RSPAN VLAN and the destination port.

	Command or Action	Purpose
		• For *interface-id*, specify the destination interface. The destination interface must be a physical interface. • Though visible in the command-line help string, **encapsulation replicate** is not supported for RSPAN. The original VLAN ID is overwritten by the RSPAN VLAN ID, and all packets appear on the destination port as untagged.

Step 9	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 10	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 11	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Creating an RSPAN Destination Session and Configuring Incoming Traffic

Follow these steps to create an RSPAN destination session, to specify the source RSPAN VLAN and the destination port, and to enable incoming traffic on the destination port for a network security device (such as a Cisco IDS Sensor Appliance).

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **no monitor session** {*session_number* | **all** | **local** | **remote**}
4. **monitor session** *session_number* **source remote vlan** *vlan-id*
5. **monitor session** *session_number* **destination** {**interface** *interface-id* [**,** | **-**] [**ingress** {**dot1q vlan** *vlan-id* | **untagged vlan** *vlan-id* | **vlan** *vlan-id*}]}
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. - Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**no monitor session** {*session_number* | **all** | **local** | **remote**}
	Example:
	`Switch(config)# no monitor session 2`
		Removes any existing SPAN configuration for the session.
		- For *session_number*, the range is 1 to 66.
		- **all**—Removes all SPAN sessions.
		- **local**—Removes all local sessions.
		- **remote**—Removes all remote SPAN sessions.

Step 4	**monitor session** *session_number* **source remote vlan** *vlan-id* **Example:** `Switch(config)# monitor session 2 source remote vlan 901`	Specifies the RSPAN session and the source RSPAN VLAN. - For *session_number*, the range is 1 to 66. - For *vlan-id*, specify the source RSPAN VLAN to monitor.

Step 5	**monitor session** *session_number* **destination** {**interface** *interface-id* [**,** | **-**] [**ingress** {**dot1q vlan** *vlan-id* | **untagged vlan** *vlan-id* | **vlan** *vlan-id*}]}
	Example:
	`Switch(config)# monitor session 2 destination interface gigabitethernet1/0/2 ingress vlan 6`
		Specifies the SPAN session, the destination port, the packet encapsulation, and the incoming VLAN and encapsulation.
		- For *session_number*, enter the number defined in Step 5.
		In an RSPAN destination session, you must use the same session number for the source RSPAN VLAN and the destination port.
		- For *interface-id*, specify the destination interface. The destination interface must be a physical interface.
		- Though visible in the command-line help string, **encapsulation replicate** is not supported for RSPAN. The original VLAN ID is overwritten by the RSPAN VLAN ID, and all packets appear on the destination port as untagged.
		- (Optional) [**,** | **-**] Specifies a series or range of interfaces. Enter a space before and after the comma; enter a space before and after the hyphen.

	Command or Action	Purpose
		• Enter **ingress** with additional keywords to enable forwarding of incoming traffic on the destination port and to specify the encapsulation type: • **dot1q vlan** *vlan-id*—Forwards incoming packets with IEEE 802.1Q encapsulation with the specified VLAN as the default VLAN. • **untagged vlan** *vlan-id* or **vlan** *vlan-id*—Forwards incoming packets with untagged encapsulation type with the specified VLAN as the default VLAN.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Specifying VLANs to Filter

Follow these steps to configure the RSPAN source session to limit RSPAN source traffic to specific VLANs.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **no monitor session** {*session_number* | **all** | **local** | **remote**}
4. **monitor session** *session_number* **source interface** *interface-id*
5. **monitor session** *session_number* **filter vlan** *vlan-id* [**,** | **-**]
6. **monitor session** *session_number* **destination remote vlan** *vlan-id*
7. **end**
8. **show running-config**
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**no monitor session** {*session_number* | **all** | **local** | **remote**}
	Example:
	`Switch(config)# no monitor session 2`
		Removes any existing SPAN configuration for the session.
		• For *session_number*, the range is 1 to 66.
		• **all**—Removes all SPAN sessions.
		• **local**—Removes all local sessions.
		• **remote**—Removes all remote SPAN sessions.

Step 4	**monitor session** *session_number* **source interface** *interface-id* **Example:** `Switch(config)# monitor session 2 source interface gigabitethernet1/0/2 rx`	Specifies the characteristics of the source port (monitored port) and SPAN session. • For *session_number*, the range is 1 to 66. • For *interface-id*, specify the source port to monitor. The interface specified must already be configured as a trunk port.
Step 5	**monitor session** *session_number* **filter vlan** *vlan-id* [**,** | **-**] **Example:** `Switch(config)# monitor session 2 filter vlan 1 - 5 , 9`	Limits the SPAN source traffic to specific VLANs. • For *session_number*, enter the session number specified in step 4. • For *vlan-id*, the range is 1 to 4094. • (Optional) **,** | **-** Use a comma (**,**) to specify a series of VLANs or use a hyphen (**-**) to specify a range of VLANs. Enter a space before and after the comma; enter a space before and after the hyphen.
Step 6	**monitor session** *session_number* **destination remote vlan** *vlan-id* **Example:** `Switch(config)# monitor session 2 destination remote vlan 902`	Specifies the RSPAN session and the destination remote VLAN (RSPAN VLAN). • For *session_number*, enter the session number specified in Step 4. • For *vlan-id*, specify the RSPAN VLAN to carry the monitored traffic to the destination port.

	Command or Action	Purpose

Step 7	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 8	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 9	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Monitoring SPAN and RSPAN Operations

The following table describes the command used to display SPAN and RSPAN operations configuration and results to monitor operations:

Table 77: Monitoring SPAN and RSPAN Operations

Command	Purpose
show monitor	Displays the current SPAN, RSPAN, FSPAN, or FRSPAN configuration.

SPAN and RSPAN Configuration Examples

Example: Configuring Local SPAN

This example shows how to set up SPAN session 1 for monitoring source port traffic to a destination port. First, any existing SPAN configuration for session 1 is deleted, and then bidirectional traffic is mirrored from source Gigabit Ethernet port 1 to destination Gigabit Ethernet port 2, retaining the encapsulation method.

```
Switch> enable
Switch# configure terminal
Switch(config)# no monitor session 1
Switch(config)# monitor session 1 source interface gigabitethernet1/0/1
Switch(config)# monitor session 1 destination interface gigabitethernet1/0/2
encapsulation replicate
Switch(config)# end
```

This example shows how to remove port 1 as a SPAN source for SPAN session 1:

```
Switch> enable
Switch# configure terminal
Switch(config)# no monitor session 1 source interface gigabitethernet1/0/1
Switch(config)# end
```

This example shows how to disable received traffic monitoring on port 1, which was configured for bidirectional monitoring:

```
Switch> enable
Switch# configure terminal
Switch(config)# no monitor session 1 source interface gigabitethernet1/0/1 rx
```

The monitoring of traffic received on port 1 is disabled, but traffic sent from this port continues to be monitored.

This example shows how to remove any existing configuration on SPAN session 2, configure SPAN session 2 to monitor received traffic on all ports belonging to VLANs 1 through 3, and send it to destination Gigabit Ethernet port 2. The configuration is then modified to also monitor all traffic on all ports belonging to VLAN 10.

```
Switch> enable
Switch# configure terminal
Switch(config)# no monitor session 2
Switch(config)# monitor session 2 source vlan 1 - 3 rx
Switch(config)# monitor session 2 destination interface gigabitethernet1/0/2
Switch(config)# monitor session 2 source vlan 10
Switch(config)# end
```

This example shows how to remove any existing configuration on SPAN session 2, configure SPAN session 2 to monitor received traffic on Gigabit Ethernet source port 1, and send it to destination Gigabit Ethernet port 2 with the same egress encapsulation type as the source port, and to enable ingress forwarding with VLAN 6 as the default ingress VLAN:

```
Switch> enable
Switch# configure terminal
Switch(config)# no monitor session 2
Switch(config)# monitor session 2 source gigabitethernet0/1 rx
Switch(config)# monitor session 2 destination interface gigabitethernet0/2 encapsulation
replicate ingress vlan 6
Switch(config)# end
```

This example shows how to remove any existing configuration on SPAN session 2, configure SPAN session 2 to monitor traffic received on Gigabit Ethernet trunk port 2, and send traffic for only VLANs 1 through 5 and VLAN 9 to destination Gigabit Ethernet port 1:

```
Switch> enable
Switch# configure terminal
Switch(config)# no monitor session 2
Switch(config)# monitor session 2 source interface gigabitethernet1/0/2 rx
Switch(config)# monitor session 2 filter vlan 1 - 5 , 9
Switch(config)# monitor session 2 destination interface gigabitethernet1/0/1
Switch(config)# end
```

Examples: Creating an RSPAN VLAN

This example shows how to create the RSPAN VLAN 901:

```
Switch> enable
Switch# configure terminal
Switch(config)# vlan 901
Switch(config-vlan)# remote span
Switch(config-vlan)# end
```

This example shows how to remove any existing RSPAN configuration for session 1, configure RSPAN session 1 to monitor multiple source interfaces, and configure the destination as RSPAN VLAN 901:

```
Switch> enable
Switch# configure terminal
Switch(config)# no monitor session 1
Switch(config)# monitor session 1 source interface gigabitethernet1/0/1 tx
Switch(config)# monitor session 1 source interface gigabitethernet1/0/2 rx
Switch(config)# monitor session 1 source interface port-channel 2
Switch(config)# monitor session 1 destination remote vlan 901
Switch(config)# end
```

This example shows how to remove any existing configuration on RSPAN session 2, configure RSPAN session 2 to monitor traffic received on trunk port 2, and send traffic for only VLANs 1 through 5 and 9 to destination RSPAN VLAN 902:

```
Switch> enable
Switch# configure terminal
Switch(config)# no monitor session 2
Switch(config)# monitor session 2 source interface gigabitethernet1/0/2 rx
Switch(config)# monitor session 2 filter vlan 1 - 5 , 9
Switch(config)# monitor session 2 destination remote vlan 902
Switch(config)# end
```

This example shows how to configure VLAN 901 as the source remote VLAN and port 1 as the destination interface:

```
Switch> enable
Switch# configure terminal
Switch(config)# monitor session 1 source remote vlan 901
Switch(config)# monitor session 1 destination interface gigabitethernet2/0/1
Switch(config)# end
```

This example shows how to configure VLAN 901 as the source remote VLAN in RSPAN session 2, to configure Gigabit Ethernet source port 2 as the destination interface, and to enable forwarding of incoming traffic on the interface with VLAN 6 as the default receiving VLAN:

```
Switch> enable
Switch# configure terminal
Switch(config)# monitor session 2 source remote vlan 901
Switch(config)# monitor session 2 destination interface gigabitethernet1/0/2 ingress vlan 6
Switch(config)# end
```

Feature History and Information for SPAN and RSPAN

Release	Modification
	Switch Port Analyzer (SPAN): Allows monitoring of switch traffic on a port or VLAN using a sniffer/analyzer or RMON probe. This feature was introduced.
	Switch Port Analyzer (SPAN) - distributed egress SPAN: Provides distributed egress SPAN functionality onto line cards in conjunction with ingress SPAN already been distributed to line cards. By distributing egress SPAN functionalities onto line cards, the performance of the system is improved. This feature was introduced.

PART XXIV

Configuring RMON

CHAPTER 35

Configuring RMON

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

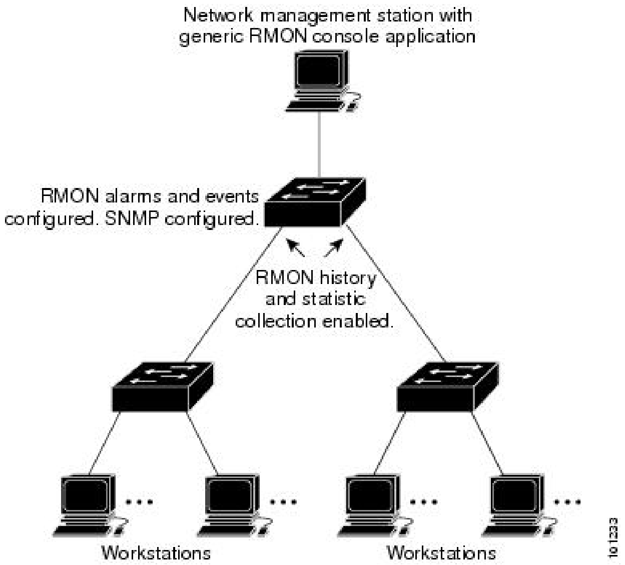
Information About RMON

Understanding RMON

RMON is an Internet Engineering Task Force (IETF) 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 comprehensive network-fault diagnosis, planning, and performance-tuning information.

The following figure shows a sample configuration of the RMON feature with the Simple Network Management Protocol (SNMP) agent in the switch. This monitors all the traffic flowing among all the switches on all connected LAN segments.

Figure 70: Remote Monitoring Sample


Network management station with generic RMON console application
RMON alarms and events configured. SNMP configured.
RMON history and statistic collection enabled.
Workstations
Workstations
101233

The switch supports these RMON groups (defined in RFC 1757):

- Statistics (RMON group 1)—Collects Ethernet statistics (including Fast Ethernet and Gigabit Ethernet statistics, depending on the switch type and supported interfaces) on an interface.
- History (RMON group 2)—Collects a history group of statistics on Ethernet ports (including Fast Ethernet and Gigabit Ethernet statistics, depending on the switch type and supported 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)—Specifies 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 software release use hardware counters for RMON data processing, the monitoring is more efficient, and little processing power is required.

Note 64-bit counters are not supported for RMON alarms.

How to Configure RMON

Default RMON Configuration

RMON is disabled by default. No alarms or events are configured.

Configuring RMON Alarms and Events

Before you begin

You can configure your switch for RMON by using the command-line interface (CLI) or an SNMP-compatible network management station.

Note 64-bit counters are not supported for RMON alarms.

Follow these steps to enable RMON alarms and events.

- It is recommended to use a generic RMON console application on the network management station (NMS) to take advantage of the RMON network management capabilities.
- You must also configure SNMP on the switch to access RMON MIB objects.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **rmon alarm** {*number variable interval* **absolute** | **delta** } **rising-threshold***value [event-number]* **falling-threshold** *value [event-number]* [**owner***string*]
4. **rmon event** *number* [**description** *string*] [**log**] [**owner** *string*] [**trap** *community*]
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switchconfigure terminal`	Enters global configuration mode.
Step 3	**rmon alarm** {*number variable interval* **absolute** | **delta** } **rising-threshold***value [event-number]* **falling-threshold** *value [event-number]* [**owner***string*] **Example:** `Switch(config)# rmon alarm 10 ifEntry.20.1 20 delta rising-threshold 15 1 falling-threshold 0 owner jjohnson`	Sets an alarm on a MIB object. For *number*, specify the alarm number. The range is 1 to 65535. For *variable*, specify the MIB object to monitor For *interval*, specify the time in seconds the alarm monitors the MIB variable. The range is 1 to 4294967295 seconds.

	Command or Action	Purpose
		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 *value*, 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** values is -2147483648 to 2147483647. (Optional) For *event-number*, specify the event number to trigger when the rising or falling threshold exceeds its limit. (Optional) For **owner** *string*, specify the owner of the alarm.
Step 4	**rmon event** *number* [**description** *string*] [**log**] [**owner** *string*] [**trap** *community*] **Example:** `Switch(config)# rmon event 1 log trap eventtrap description "High ifOutErrors" owner jjones`	Adds an event in the RMON event table that is associated with an RMON event number. For *number*, assign an event number. The range is 1 to 65535. (Optional) For **description** *string*, 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** *string*, specify the owner of this event. (Optional) For **trap** *community*, enter the SNMP community string used for this trap.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

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.

Collecting Group History Statistics on an Interface

Follow these steps to collect group history statistics on an interface. This procedure is optional.

Before you begin

You must first configure RMON alarms and events to display collection information.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **rmon collection history** *index* [**buckets** *bucket-number*] [**interval** *seconds*] [**owner** *ownername*]
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters the global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet2/0/1`	Specifies the interface on which to collect history, and enter interface configuration mode.
Step 4	**rmon collection history** *index* [**buckets** *bucket-number*] [**interval** *seconds*] [**owner** *ownername*] **Example:**	Enables history collection for the specified number of buckets and time period. For *index*, identify the RMON group of statistics The range is 1 to 65535. (Optional) For **buckets** *bucket-number*, specify the maximum number of buckets desired for the RMON

	Command or Action	Purpose
		collection history group of statistics. The range is 1 to 65535. The default is 50 buckets. (Optional) For **interval** *seconds*, specify the number of seconds in each polling cycle. The range is 1 to 3600. The default is 1800 seconds. (Optional) For **owner** *ownername*, enter the name of the owner of the RMON group of statistics.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

To disable history collection, use the **no rmon collection history** *index* interface configuration command.

Collecting Group Ethernet Statistics on an Interface

Follow these steps to collect group Ethernet statistics on an interface. This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **rmon collection stats** *index* [**owner** *ownername*]
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters the global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet2/0/1`	Specifies the interface on which to collect statistics, and enter interface configuration mode.
Step 4	**rmon collection stats** *index* [**owner** *ownername*] **Example:** `Switch(config-if)# rmon collection stats 2 owner root`	Enables RMON statistic collection on the interface. For *index*, specify the RMON group of statistics. The range is from 1 to 65535. (Optional) For **owner** *ownername*, enter the name of the owner of the RMON group of statistics.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

To disable the collection of group Ethernet statistics, use the **no rmon collection stats** *index* interface configuration command.

Monitoring RMON Status

Table 78: 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.

Additional References

Related Documents

Related Topic	Document Title
System Commands	*Command Reference, Cisco IOS Release 15.2(2)E*

Error Message Decoder

Description	Link
To help you research and resolve system error messages in this release, use the Error Message Decoder tool.	https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi

Standards and RFCs

Standard/RFC	Title
None	-

MIBs

MIB	MIBs Link
All supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

PART XXV

Configuring System Message Logging and Smart Logging

CHAPTER 36

Configuring System Message Logging and Smart Logging

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Information About System Message Logging

System Message Logging Process

It is possible to configure system message logging on the switch. The switch also supports Smart Logging to capture packet flows based on configured triggers.

⚠ **Caution** Logging messages to the console at a high rate can cause high CPU utilization and adversely affect how the switch operates.

By default, a switch sends the output from system messages and **debug** privileged EXEC commands to a logging process.

Stack members can trigger system messages. A stack member that generates a system message appends its hostname in the form of *hostname-n*, where *n* is a switch number from 1 to 9, and redirects the output to the logging process on the stack master. Though the stack master is a stack member, it does *not* append its hostname to system messages.

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. On the switches, messages appear on the active consoles after the process that generated them has finished.

You can set the severity level of the messages to control the type of messages displayed on the consoles and each of the destinations. You can time-stamp log messages or set the syslog source address to enhance real-time debugging and management.

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 on a standalone switch, and in the case of a switch stack, on the stack master. If a standalone switch or the stack master fails, the log is lost unless you had saved it to flash memory.

You can remotely monitor system messages by viewing the logs on a syslog server or by accessing the switch through Telnet, through the console port, or through the Ethernet management port. In a switch stack, all stack member consoles provide the same console output.

How to Configure System Message Logging

Configuring System Message Logging

It is possible to configure system message logging on the switch.

Caution Logging messages to the console at a high rate can cause high CPU utilization and adversely affect how the switch operates.

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:

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 79: System Log Message Elements

Element	Description
seq no:	Stamps log messages with a sequence number only if the **service sequence-numbers** global configuration command is configured.
timestamp formats: *mm/dd hh:mm:ss* or *hh:mm:ss* (short uptime) or *d h* (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.
facility	The facility to which the message refers (for example, SNMP, SYS, and so forth). For a list of supported facilities, see Table 82: Logging Facility-Type Keywords, on page 858
severity	Single-digit code from 0 to 7 that is the severity of the message. For a description of the severity levels, see Table 81: Message Logging Level Keywords, on page 852
MNEMONIC	Text string that uniquely describes the message.
description	Text string containing detailed information about the event being reported.
hostname-n	Hostname of a stack member and its switch number in the stack. Though the stack master is a stack member, it does *not* append its hostname to system messages.

Default System Message Logging Configuration

The features and their default settings of the System Message Logging are shown in the table below.

Table 80: Default System Message Logging Configuration

Feature	Default Setting
System message logging to the console	Enabled.
Console severity	Debugging (and numerically lower levels; see Table 81: Message Logging Level Keywords, on page 852)
Logging file configuration	No filename specified.
Logging buffer size	4096 bytes.
Logging history size	1 message.
Time stamps	Disabled.
Synchronous logging	Disabled.

Feature	Default Setting
Logging server	Disabled.
Syslog server IP address	None configured.
Server facility	Local7 (see Table 82: Logging Facility-Type Keywords, on page 858)
Server severity	Informational (and numerically lower levels; see Table 81: Message Logging Level Keywords, on page 852)
Configuration change logger	Disabled.

Disabling Message Logging

Follow these steps to disable message logging. This procedure is optional.

Before you begin

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.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **no logging console**
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**no logging console** **Example:**	Disables message logging.

	Command or Action	Purpose
	`Switch(config)# no logging console`	

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

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.

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.

Use one or more of the following commands to specify the locations that receive messages. This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **logging buffered** [*size*]
4. **logging** [*host*]
5. **logging file flash:***filename* [*max-file-size* [*min-file-size*]] [*severity-level-number* | *type*]
6. **end**
7. **terminal monitor**
8. **show running-config**
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**logging buffered** [*size*] **Example:** `Switch(config)# logging buffered [size]`	Logs messages to an internal buffer on the Switch or on a standalone Switch or, in the case of a Switch stack, on the stack master. The range is 4096 to 2147483647 bytes. The default buffer size is 4096 bytes. If a standalone Switch or the stack master fails, the log file is lost unless you previously saved it to flash memory. **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 not be set to this amount.
Step 4	**logging** [*host*] **Example:** `Switch(config)# logging [host]`	Logs messages to a UNIX syslog server host. For *host*, 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.
Step 5	**logging file flash:***filename* [*max-file-size* [*min-file-size*]] [*severity-level-number* | *type*] **Example:** `Switch(config)#`	Stores log messages in a file in flash memory on a standalone Switch or, in the case of a Switch stack, on the stack master. For filename, enter the log message filename. (Optional) For max-file-size, specify the maximum logging file size. The range is 4096 to 2147483647. The default is 4096 bytes. (Optional) For min-file-size, specify the minimum logging file size. The range is 1024 to 2147483647. The default is 2048 bytes.

	Command or Action	Purpose
		(Optional) For severity-level-number | type, 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 81: Message Logging Level Keywords, on page 852. By default, the log file receives debugging messages and numerically lower levels.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**terminal monitor** **Example:**	Logs 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 8	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 9	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

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 displayed is the oldest message in the buffer. To clear the contents of the buffer, use the **clear logging** privileged EXEC command.

Use the **logging event power-inline-status** interface configuration command to enable and to disable logging of Power over Ethernet (PoE) events on specific PoE-capable ports. Logging on these ports is enabled by default.

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 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 configure 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 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 displays the user prompt.

Follow these steps to configure synchronous logging. This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **line** [**console** | vty] *line-number* [*ending-line-number*]
4. **logging synchronous** [**level** [*severity-level* | **all**] | **limit** *number-of-buffers*]
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**line** [**console**	vty] *line-number* [*ending-line-number*] **Example:** `Switch(config)# line [console	vty] line-number [ending-line-number]`	Specifies the line to be configured for synchronous logging of messages. Use the **console** keyword for configurations that occur through the Switch console port or the Ethernet management 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.

	Command or Action	Purpose
		You can change the setting of all 16 vty lines at once by entering: **line vty 0 15** 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: **line vty 2** When you enter this command, the mode changes to line configuration.
Step 4	**logging synchronous** [**level** [*severity-level* | **all**] | **limit** *number-of-buffers*] **Example:**	Enables synchronous logging of messages. (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 range is 0 to 2147483647. The default is 20.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

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

Follow these steps to enable time-stamping of log messages. This procedure is optional.

Before you begin

By default, log messages are not time-stamped.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **service timestamps log uptime** or **service timestamps log datetime** [**msec**] [**localtime**] [**show-timezone**]
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**service timestamps log uptime** or **service timestamps log datetime** [**msec**] [**localtime**] [**show-timezone**] **Example:**	Enables log time stamps. The first command enables time stamps on log messages, showing the time since the system was rebooted. The second command enables time stamps on log messages. Depending on the options selected, the time stamp can include the date, time in milliseconds relative to the local time-zone, and the time zone name.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:**	Verifies your entries.

	Command or Action	Purpose
	`Switch# show running-config`	
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

To disable time stamps for both debug and log messages, use the **no service timestamps** global configuration command.

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 see a single message. By default, sequence numbers in log messages are not displayed.

Follow these steps to enable sequence numbers in log messages. This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **service sequence-numbers**
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 3	**service sequence-numbers** **Example:**	Enables sequence numbers.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

To disable sequence numbers, use the **no service sequence-numbers** global configuration command.

Defining the Message Severity Level

You can limit messages displayed to the selected device by specifying the severity level of the message, which are described in Table 81: Message Logging Level Keywords, on page 852.

Follow these steps to define the message severity level. This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **logging console***level*
4. **logging monitor***level*
5. **logging trap***level*
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable**	Enables privileged EXEC mode.

	Command or Action	Purpose
	Example: `Switch> enable`	• Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**logging console***level* **Example:**	Limits messages logged to the console. By default, the console receives debugging messages and numerically lower levels.
Step 4	**logging monitor***level* **Example:**	Limits messages logged to the terminal lines. By default, the terminal receives debugging messages and numerically lower levels.
Step 5	**logging trap***level* **Example:**	Limits messages logged to the syslog servers. By default, syslog servers receive informational messages and numerically lower levels

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

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.

The table shown below describes the *level* keywords. It also lists the corresponding UNIX syslog definitions from the most severe level to the least severe level.

Table 81: Message Logging Level Keywords

Level Keyword	Level	Description	Syslog Definition
emergencies	0	System unstable	**LOG_EMERG**
alerts	1	Immediate action needed	**LOG_ALERT**
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, displayed at levels **warnings** through **emergencies**. These types of messages mean that the functionality of the Switch is affected. For information on how to recover from these malfunctions, see the system message guide for this release.

Output from the **debug** commands, displayed at the **debugging** level. Debug commands are typically used only by the Technical Assistance Center.

Interface up or down transitions and system restart messages, displayed at the **notifications** level. This message is only for information; Switch functionality is not affected.

Reload requests and low-process stack messages, displayed 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 81: Message Logging Level Keywords, on page 852) are stored in the history table even if syslog traps are not enabled.

Follow these steps to change the level and history table size defaults. This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**

3. **logging history***level*
4. **logging history size** *number*]
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**logging history***level* **Example:**	Changes the default level of syslog messages stored in the history file and sends to the SNMP server. See Table 81: Message Logging Level Keywords, on page 852 for a list of *level* keywords. By default, **warnings**, **errors**, **critical**, **alerts**, and **emergencies** messages are sent. **Note** Table 81: Message Logging Level Keywords, on page 852 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.
Step 4	**logging history size** *number*] **Example:**	Specifies the number of syslog messages that can be stored in the history table. The default is to store one message. The range is 0 to 500 messages.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:**	Verifies your entries.

	Command or Action	Purpose
	`Switch# show running-config`	
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

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.

Enabling the Configuration-Change Logger

You can enable a configuration logger to keep track of configuration changes made with the command-line interface (CLI). When you enter the **logging enable** configuration-change logger configuration command, the log records the session, the user, and the command that was entered to change the configuration. You can configure the size of the configuration log from 1 to 1000 entries (the default is 100). You can clear the log at any time by entering the **no logging enable** command followed by the **logging enable** command to disable and re-enable logging.

Use the **show archive log config** {**all** | *number* [*end-number*] | **user** *username* [**session** *number*] *number* [*end-number*] | **statistics**} [**provisioning**] privileged EXEC command to display the complete configuration log or the log for specified parameters.

The default is that configuration logging is disabled.

Follow these steps to enable configuration logging:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **archive**
4. **log config**
5. **logging enable**
6. **logging size** *entries*
7. **end**
8. **show running-config**
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. - Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**archive** **Example:** `Switch(config)# archive`	Enters archive configuration mode.
Step 4	**log config** **Example:** `Switch(config)# log config`	Enters configuration-change logger configuration mode.
Step 5	**logging enable** **Example:** `Switch(config)# logging enable`	Enables configuration change logging.
Step 6	**logging size** *entries* **Example:** `Switch(config)# logging size 500`	(Optional) Configures the number of entries retained in the configuration log. The range is from 1 to 1000. The default is 100. **Note** When the configuration log is full, the oldest log entry is removed each time a new entry is entered.

Step 7	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 8	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 9	**copy running-config startup-config** **Example:**	(Optional) Saves your entries in the configuration file.

	Command or Action	Purpose
	`Switch# copy running-config startup-config`	

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

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 decide what options must be added to or removed from the syslog command line to enable logging of remote syslog messages.

Before you begin

Before you can send system log messages to a UNIX syslog server, you must configure the syslog daemon on a UNIX server. This procedure is optional.

SUMMARY STEPS

1. **local7.debug /usr/adm/logs/cisco.log**
2. **$ touch /var/log/cisco.log** and **$ chmod 666 /var/log/cisco.log**
3. $ **kill -HUP `cat /etc/syslog.pid`**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**local7.debug /usr/adm/logs/cisco.log** **Example:** `local7.debug /usr/adm/logs/cisco.log`	Add a line such as the following to the file /etc/syslog.conf: The **local7** keyword specifies the logging facility to be used; see Table 82: Logging Facility-Type Keywords, on page 858 for information on the facilities. The **debug** keyword specifies the syslog level; see Table 81: Message Logging Level Keywords, on page 852 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	**$ touch /var/log/cisco.log** and **$ chmod 666 /var/log/cisco.log** **Example:**	Enter these commands at the UNIX shell prompt. Creates the log file.

	Command or Action	Purpose

	`$ touch /var/log/cisco.log`
	`$ chmod 666 /var/log/cisco.log`	

Step 3	$ **kill -HUP `cat /etc/syslog.pid`** **Example:** `` $ kill -HUP `cat /etc/syslog.pid` ``	Make sure the syslog daemon reads the new changes:

What to do next

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.

Follow these steps to configure UNIX system facility message logging. This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **logging** *host*
4. **logging trap** *level*
5. **logging facility** *facility-type*
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**logging** *host* **Example:** `Switch(config)# logging`	Logs 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.

	Command or Action	Purpose
Step 4	**logging trap** *level* **Example:** `Switch(config)#`	Limits messages logged to the syslog servers. Be default, syslog servers receive informational messages and lower. See Table 81: Message Logging Level Keywords, on page 852 for level keywords.
Step 5	**logging facility** *facility-type* **Example:** `Switch(config)# logging enable`	Configures the syslog facility. See Table Table 82: Logging Facility-Type Keywords, on page 858 for facility-type keywords. The default is **local7**.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

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.

The table below lists the UNIX system facilities supported by the software. For more information about these facilities, consult the operator's manual for your UNIX operating system.

Table 82: Logging Facility-Type Keywords

Facility Type Keyword	Description
auth	Authorization system
cron	Cron facility
daemon	System daemon
kern	Kernel
local0-7	Locally defined messages

Facility Type Keyword	Description
lpr	Line printer system
mail	Mail system
news	USENET news
sys9-14	System use
syslog	System log
user	User process
uucp	UNIX-to-UNIX copy system

Examples of System Message Logging

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) (Switch-2)
```

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
(Switch-2)
```

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)
(Switch-2)
```

This example shows how to enable the configuration-change logger and to set the number of entries in the log to 500.

```
Switch(config)# archive
Switch(config-archive)# log config
Switch(config-archive-log-cfg)# logging enable
Switch(config-archive-log-cfg)# logging size 500
Switch(config-archive-log-cfg)# end
```

This is an example of output for the configuration log:

```
Switch# show archive log config all
idx  sess           user@line     Logged command
 38    11   unknown user@vty3    |no aaa authorization config-commands
 39    12   unknown user@vty3    |no aaa authorization network default
group radius
 40    12   unknown user@vty3   |no aaa accounting dot1x default start-stop
 group radius
 41    13   unknown user@vty3    |no aaa accounting system default
 42    14           temi@vty4    |interface GigabitEthernet4/0/1
 43    14           temi@vty4    |switchport mode trunk
 44    14           temi@vty4    |exit
```

```
45    16          temi@vty5   |interface GigabitEthernet5/0/1
46    16          temi@vty5   |switchport mode trunk
47    16          temi@vty5   |exit
```

How to Configure Smart Logging

Configuring Smart Logging

Smart logging provides a mechanism to capture and export packet flows based on predefined or user-configured triggers. The Switch supports smart logging for these events:

- DHCP snooping violations
- Dynamic ARP inspection violations
- IP source guard denied traffic
- ACL permitted or denied traffic

To use smart logging, you must first configure a NetFlow exporter that you identify when you enable smart logging.

Smart logging processing creates a NetFlow packet for the configured event and sends the packet to the external NetFlow collector. Smart logging counters reflect the number of packets that are logged. This number is the same as the number of packets sent to the collector if no packets are dropped between the Switch and the NetFlow collector.

If you enable smart logging globally on the Switch, you can then configure specific events to be smart logged.

Enabling Smart Logging

Follow these steps to globally enable smart logging:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **logging smartlog**
4. **logging smartlog exporter** *exporter_name*
5. **logging packet capture size** *packet_size*
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:**	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
	`Switch> enable`	
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**logging smartlog** **Example:** `Switch(config)# logging smartlog`	Turns on the smart logging feature.
Step 4	**logging smartlog exporter** *exporter_name* **Example:** `Switch(config)# logging smartlog exporter`	Identify the smart log exporter. You must have already configured the exporter by using the flexible NetFlow CLI. If the exporter name does not exist, you receive an error message. By default, the Switch sends data to the collector every 60 seconds.
Step 5	**logging packet capture size** *packet_size* **Example:** `Switch(config)# logging packet capture size 64`	(Optional) Configure the size of the packet to be sent to the exporter. The range is from 64 to 1024 bytes in 4-byte increments. The default size is 64 bytes. **Note** Increasing the packet capture size reduces the number of flow records per packet.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Enabling Smart Logging for DHCP Snooping Violations

DHCP snooping intercepts and inspects DHCP packets entering untrusted ports and either forwards or drops the packets. You can enable DHCP snooping smart logging to send the contents of dropped packets to the NetFlow collector. Follow these steps to enable DHCP snooping smart logging:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip dhcp snooping vlan** *vlan-range* **smartlog**
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip dhcp snooping vlan** *vlan-range* **smartlog** **Example:** `Switch(config)# ip dhcp snooping vlan`	Specifies a VLAN ID or a range of VLANs on which to enable DHCP snooping smart logging.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Enabling Smart Logging for Dynamic ARP Inspection Violations

Dynamic ARP inspection intercepts ARP packets on untrusted ports and validates them before forwarding. The functionality is similar to DHCP snooping but for ARP packets. You can configure dynamic ARP inspection logging by using the ip arp inspection log-buffer global configuration command. By default, all dropped packets are logged. You can also configure the Switch to apply smart logging to the same packets that are being logged, sending the packet contents packet to the NetFlow collector.

Follow these steps to enable dynamic ARP inspection smart logging:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip arp inspection smartlog**
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip arp inspection smartlog** **Example:** `Switch(config)# ip arp inspection smartlog`	Specifies that whatever packets are currently being logged (the default is all dropped packets) are also smart-logged.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.

	Command or Action	Purpose
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Enabling Smart Logging for IP Source Guard Violations

IP source guard is a security feature related to DHCP snooping. You can use IP source guard to filter traffic based on the IP source address or the MAC address. All IP packets with a source address other than the specified address or addresses learned through DHCP snooping are denied. You can enable IP source guard smart logging to send the contents of the denied packets to the NetFlow collector.

Follow these steps to enable IP source guard smart logging:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface***interface-id*
4. **ip verify source smartlog**
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface***interface-id* **Example:** `Switch(config)# interface`	Specifies an interface and enter interface configuration mode.
Step 4	**ip verify source smartlog** **Example:**	Enables IP source guard smart logging for all packets that are denied by IP source guard.

	Command or Action	Purpose
	`Switch(config)# ip verify source smartlog`	

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Enabling Smart Logging for Port ACL Deny or Permit Actions

The Switch supports port ACLs, router ACLs, and VLAN ACLs.

- Port ACLs are IP or MAC ACLs applied to a Layer 2 port. Logging is not supported on port ACLs, but smart logging is supported on IP ACLs applied to Layer 2 ports.
- Router ACLs are ACLs applied to Layer 3 ports. Router ACLs support logging but not smart logging.
- VLAN ACLs or VLAN maps are ACLs applied to VLANs. You can configure logging on VLAN maps, but not smart logging.

When you configure any permit or deny ACL, you can configure logging or smart logging as part of the access list, to take place on all traffic that the ACL permits or denies. The type of port that you attach the ACL to determines the type of logging. If you attach an ACL with smart log configured to a router or a VLAN, the ACL is attached, but smart logging does not take affect.

If you configure logging on an ACL attached to a Layer 2 port, the logging keyword is ignored.

You add the smart log configuration option when you create the permit and deny conditions for an ACL.

This example enables smart logging on a numbered access list:

```
Switch(config)# access-list 199 permit ip any any smartlog
```

This example enables smart logging on a named access list:

```
Switch(config)# ip access-list extended test1
Switch(config-ext-nacl)# deny ip host 10.1.1.3 any smartlog
```

Monitoring Logging Information

Monitoring Logging Information

To display the logging configuration and the contents of the log buffer, use the **show logging** privileged EXEC command.

To display smart logging information, use the **show logging smartlog** command.

Additional References

Related Documents

Related Topic	Document Title
System Commands	*Command Reference, Cisco IOS Release 15.2(2)E*

Error Message Decoder

Description	Link
To help you research and resolve system error messages in this release, use the Error Message Decoder tool.	https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi

Standards and RFCs

Standard/RFC	Title
None	-

MIBs

MIB	MIBs Link
All supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

PART XXVI

Configuring SNMP

CHAPTER 37

Configuring SNMP

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Prerequisites for SNMP

Supported SNMP Versions

This software release supports the following 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—Ensures that a packet was not tampered with in transit.
  - Authentication—Determines that the message is from a valid source.
  - Encryption—Mixes the contents of a package to prevent it from being read by an unauthorized source.

Note To select encryption, enter the **priv** keyword.

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 function and more detailed error message reporting to management stations. The bulk retrieval function 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 method is used when handling an SNMP packet. Available security models are SNMPv1, SNMPv2C, and SNMPv3.

The following table identifies characteristics and compares different combinations of security models and levels:

Table 83: 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	noAuthNoPriv	Username	No	Uses a username match for authentication.

Model	Level	Authentication	Encryption	Result
SNMPv3	authNoPriv	Message Digest 5 (MD5) or Secure Hash Algorithm (SHA)	No	Provides authentication based on the HMAC-MD5 or HMAC-SHA algorithms.
SNMPv3	authPriv	MD5 or SHA	Data Encryption Standard (DES) or Advanced Encryption Standard (AES)	Provides authentication based on the HMAC-MD5 or HMAC-SHA algorithms. Allows specifying the User-based Security Model (USM) with these encryption algorithms: • DES 56-bit encryption in addition to authentication based on the CBC-DES (DES-56) standard. • 3DES 168-bit encryption • AES 128-bit, 192-bit, or 256-bit encryption

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 using SNMPv1, SNMPv2C, or SNMPv3.

Restrictions for SNMP

Version Restrictions

- SNMPv1 does not support informs.

Information About SNMP

SNMP Overview

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 Cisco Prime Infrastructure. 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.

SNMP Manager Functions

The SNMP manager uses information in the MIB to perform the operations described in the following table:

Table 84: 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.[16]
get-bulk-request[17]	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.

[16] 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.

[17] 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 the following attributes:

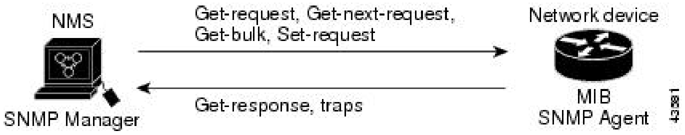
- Read-only (RO)—Gives all objects in the MIB except the community strings read access to authorized management stations, but does not allow write access.
- Read-write (RW)—Gives all objects in the MIB read and write access to authorized management stations, but does not allow access to the community strings.
- When a cluster is created, the command switch manages the exchange of messages among member switches and the SNMP application. The Network Assistant 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.

SNMP MIB Variables Access

An example of an NMS is the Cisco Prime Infrastructure network management software. Cisco Prime Infrastructure 2.0 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 be displayed as a graph and analyzed to troubleshoot internetworking problems, increase network performance, verify the configuration of devices, monitor traffic loads, and more.

As shown in the figure, 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 71: SNMP Network



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.

Note SNMPv1 does not support 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 resent, 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 resent 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.

SNMP ifIndex MIB Object Values

In an NMS, the IF-MIB generates and assigns an interface index (ifIndex) object value that is a unique number greater than zero to identify a physical or a logical interface. When the switch reboots or the switch software is upgraded, the switch uses this same value for the interface. For example, if the switch assigns a port 2 an ifIndex value of 10003, this value is the same after the switch reboots.

The switch uses one of the values in the following table to assign an ifIndex value to an interface:

Table 85: ifIndex Values

Interface Type	ifIndex Range
SVI[18]	1–4999
EtherChannel	5000–5048
Physical (such as Gigabit Ethernet or SFP[19]-module interfaces)	10000–14500
Null	10501 (nonstackable switches)
	14501 (stackable switches)
Loopback and Tunnel	24567 +

[18] SVI = switch virtual interface
[19] SFP = small form-factor pluggable

Note The switch might not use sequential values within a range.

SNMP Support for DOM MIB

The Digital Optical Monitoring (DOM) MIB for SFP optical transceivers allows you to monitor real-time operating parameters. Each DOM-capable optical transceiver has five sensors that are configured to monitor operational parameters such as temperature, voltage, laser bias current, and optical Tx and Rx power on a specific interface.

Each sensor has four thresholds: high alarm, high warning, low warning, and low alarm. The DOM MIB, with the support of an SNMP agent, reads the sensor data and evaluates each threshold for every 10 minutes and sends a trap only when the sensor value violates the default threshold value. The trap is sent every 10 minutes until the sensor value is within the acceptable range.

For each sensor, an entry exists in the **entPhysicalTable (ENTITY-MIB)**. These entries are created when an SFP is inserted in the Switch. For each sensor-operating parameter placed in the **entPhysicalTable**, one entry is created in the **entSensorValueTable** in the **CISCO-ENTITY-SENSOR-MIB**. The **CISCO-ENTIY-SENSOR-MIB** provides information on a set of managed objects representing physical entities in the **entPhysicalTable** with **entPhysicalClass** set to sensor.

The DOM MIB provides:

- Support for SFP optical interfaces
- Inline power measurement capability at installation
- Layer1 status information to support network monitoring
- Ability to enable dedicated Layer 1 fault analysis

The real-time DOM parameters can be monitored using the command line interface (CLI) or SNMP interface.

Note This feature is only available when a DOM-capable transceiver is present and configured for monitoring. The frequency at which the sensor information is refreshed depends on default values configured in the transceiver **SEEPROM**.

Use the **show interfaces transceivers** privileged EXEC command to display the physical properties of a small form-factor pluggable (SFP) module interface. The calibration properties includes high and low numbers and any alarm and warning threshold information for Digital Optical Monitoring(DoM)-capable transceiver installed in the Switch.

This example shows the interface operating status against the threshold values.

```
Switch# show interfaces gigabitethernet1/1/2 transceiver detail
ITU Channel not available (Wavelength not available),
Transceiver is externally calibrated.
mA:milliamperes, dBm:decibels (milliwatts), N/A:not applicable.
++:high alarm, +:high warning, -:low warning, -- :low alarm.
A2D readouts (if they differ), are reported in parentheses.
The threshold values are calibrated.
```

		High Alarm	High Warn	Low Warn	Low Alarm
Port	**Temperature (Celsius)**	**Threshold (Celsius)**	**Threshold (Celsius)**	**Threshold (Celsius)**	**Threshold (Celsius)**
Gi1/0/3	41.5	110.0	103.0	-8.0	-12.0

		High Alarm	**High Warn**	**Low Warn**	**Low Alarm**
Port	**Voltage (Volts)**	**Threshold (Volts)**	**Threshold (Volts)**	**Threshold (Volts)**	**Threshold (Volts)**
Gi1/0/3	3.20	4.00	3.70	3.00	2.95
Port	**Optical Transmit Power (dBm)**	**Threshold (dBm)**	**Threshold (dBm)**	**Threshold (dBm)**	**Threshold (dBm)**
Gi1/0/3	3.0	8.1	7.0	-2.0	-3.9
Port	**Optical Receive Power (dBm)**	**Threshold (dBm)**	**Threshold (dBm)**	**Threshold (dBm)**	**Threshold (dBm)**
Gi1/0/3	-40.0	-6.0	-8.2	-28.2	-37.0

Default SNMP Configuration

Feature	**Default Setting**
SNMP agent	Disabled[20].
SNMP trap receiver	None configured.
SNMP traps	None enabled except the trap for TCP connections (tty).
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.

[20] This is the default when the switch starts and the startup configuration does not have any **snmp-server** global configuration commands.

SNMP Configuration Guidelines

If the switch starts and the switch startup configuration has at least one **snmp-server** global configuration command, the SNMP agent is enabled.

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.

When configuring SNMP, follow these guidelines:

- When configuring an SNMP group, do not specify a notify view. The **snmp-server host** global configuration command auto-generates 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.
- 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 command 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.
- If a local user is not associated with a remote host, the switch does not send informs for the **auth** (authNoPriv) and the **priv** (authPriv) authentication levels.
- Changing the value of the SNMP engine ID has significant results. 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 the engine ID 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.
- The **snmp-server inform retries** *number* **timeout** *seconds* **pending** *number* global configuration command is used to specify the retry options for the SNMP server. The retry interval is exponential, and is calculated as 2^(retry number)×(retry timer).

How to Configure SNMP

Disabling the SNMP Agent

The **no snmp-server** global configuration command disables all running versions (Version 1, Version 2C, and Version 3) of the SNMP agent on the device. You reenable all versions of the SNMP agent by the first **snmp-server** global configuration command that you enter. There is no Cisco IOS command specifically designated for enabling SNMP.

Follow these steps to disable the SNMP agent.

Before you begin

The SNMP Agent must be enabled before it can be disabled. The SNMP agent is enabled by the first **snmp-server** global configuration command entered on the device.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **no snmp-server**
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. - Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**no snmp-server** **Example:** `Switch(config)# no snmp-server`	Disables the SNMP agent operation.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

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

Follow these steps to configure a community string on the switch.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **snmp-server community** *string* [**view** *view-name*] [**ro** | **rw**] [*access-list-number*]
4. **access-list** *access-list-number* {**deny** | **permit**} *source* [*source-wildcard*]
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**snmp-server community** *string* [**view** *view-name*] [**ro** | **rw**] [*access-list-number*] **Example:** `Switch(config)# snmp-server community comaccess ro 4`	Configures the community string. **Note** The @ symbol is used for delimiting the context information. Avoid using the @ symbol as part of the SNMP community string when configuring this command. • For *string*, 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 *access-list-number*, enter an IP standard access list numbered from 1 to 99 and 1300 to 1999.

	Command or Action	Purpose
Step 4	**access-list** *access-list-number* {**deny** | **permit**} *source* [*source-wildcard*] **Example:** `Switch(config)# access-list 4 deny any`	(Optional) If you specified an IP standard access list number in Step 3, then create the list, repeating the command as many times as necessary. • For *access-list-number*, enter the access list number specified in Step 3. • The **deny** keyword denies access if the conditions are matched. The **permit** keyword permits access if the conditions are matched. • For *source*, enter the IP address of the SNMP managers that are permitted to use the community string to gain access to the agent. • (Optional) For *source-wildcard*, 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.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

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.

You can specify an identification name (engine ID) 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.

Configuring SNMP Groups and Users

You can specify an identification name (engine ID) 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.

Follow these steps to configure SNMP groups and users on the switch.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **snmp-server engineID** {**local** *engineid-string* | **remote** *ip-address* [**udp-port** *port-number*] *engineid-string*}
4. **snmp-server group** *group-name* {**v1** | **v2c** | **v3** {**auth** | **noauth** | **priv**}} [**read** *readview*] [**write** *writeview*] [**notify** *notifyview*] [**access** *access-list*]
5. **snmp-server user** *username group-name* {**remote** *host* [**udp-port** *port*]} {**v1** [**access** *access-list*] | **v2c** [**access** *access-list*] | **v3** [**encrypted**] [**access** *access-list*] [**auth** {**md5** | **sha**} *auth-password*] } [*priv* {**des** | **3des** | **aes** {**128** | **192** | **256**}} *priv-password*]
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 3	**snmp-server engineID** {**local** *engineid-string* | **remote** *ip-address* [**udp-port** *port-number*] *engineid-string*}
	Example:
	`Switch(config)# snmp-server engineID local 1234`
		Configures a name for either the local or remote copy of SNMP.
		• The *engineid-string* 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 has trailing zeros. Specify only the portion of the engine ID up to the point where only zeros remain in the value. The Step Example configures an engine ID of 123400000000000000000000.
		• If you select **remote**, specify the *ip-address* of the device that contains the remote copy of SNMP and the

	Command or Action	Purpose
		optional User Datagram Protocol (UDP) port on the remote device. The default is 162.
Step 4	**snmp-server group** *group-name* {**v1** | **v2c** | **v3** {**auth** | **noauth** | **priv**}} [**read** *readview*] [**write** *writeview*] [**notify** *notifyview*] [**access** *access-list*] **Example:** `Switch(config)# snmp-server group public v2c access lmnop`	Configures a new SNMP group on the remote device. For *group-name*, specify the name of the group. Specify one of the following security models: • **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 one of the following authentication levels: **auth**—Enables the Message Digest 5 (MD5) and the Secure Hash Algorithm (SHA) packet authentication. **noauth**—Enables the noAuthNoPriv security level. This is the default if no keyword is specified. **priv**—Enables Data Encryption Standard (DES) packet encryption (also called privacy). **Note** The **priv** keyword is available only when the cryptographic software image is installed. (Optional) Enter **read** *readview* 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** *writeview* 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** *notifyview* 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** *access-list* with a string (not to exceed 64 characters) that is the name of the access list.
Step 5	**snmp-server user** *username group-name* {**remote** *host* [**udp-port** *port*] } {**v1** [**access** *access-list*] | **v2c** [**access** *access-list*] | **v3** [**encrypted**] [**access** *access-list*] [**auth** {**md5** | **sha**} *auth-password*] } [*priv* {**des** | **3des** | **aes** {**128** | **192** | **256**} } *priv-password*] **Example:** `Switch(config)#  snmp-server user Pat public v2c`	Adds a new user for an SNMP group. The *username* is the name of the user on the host that connects to the agent. The *group-name* is the name of the group to which the user is associated. Enter **remote** to specify a remote SNMP entity to which the user belongs and the hostname or IP address of that

	Command or Action	Purpose
		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: • **encrypted** specifies that the password appears in encrypted format. This keyword is available only when the **v3** keyword is specified. • **auth** is an authentication level setting session that can be either the HMAC-MD5-96 (**md5**) or the HMAC-SHA-96 (**sha**) authentication level and requires a password string *auth-password* (not to exceed 64 characters). If you enter **v3** you can also configure a private (**priv**) encryption algorithm and password string *priv-password* using the following keywords (not to exceed 64 characters): • **priv** specifies the User-based Security Model (USM). • **des** specifies the use of the 56-bit DES algorithm. • **3des** specifies the use of the 168-bit DES algorithm. • **aes** specifies the use of the DES algorithm. You must select either 128-bit, 192-bit, or 256-bit encryption. (Optional) Enter **access** *access-list* with a string (not to exceed 64 characters) that is the name of the access list.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves 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 Cisco IOS 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 traps, informs, or both. Use the **snmp-server host** global configuration command to specify whether to send SNMP notifications as traps or informs.

You can use the **snmp-server enable traps** global configuration command combined with the **snmp-server host** global configuration command for a specific host to receive the notification types listed in the following table. You can enable any or all of these traps and configure a trap manager to receive them.

Table 86: Device Notification Types

Notification Type Keyword	Description
bridge	Generates STP bridge MIB traps.
cluster	Generates a trap when the cluster configuration changes.
config	Generates a trap for SNMP configuration changes.
copy-config	Generates a trap for SNMP copy configuration changes.
cpu threshold	Allow CPU-related traps.
entity	Generates a trap for SNMP entity changes.
envmon	Generates environmental monitor traps. You can enable any or all of these environmental traps: fan, shutdown, status, supply, temperature.
errdisable	Generates a trap for a port VLAN errdisabled. You can also set a maximum trap rate per minute. The range is from 0 to 10000; the default is 0, which means there is no rate limit.
flash	Generates SNMP FLASH notifications. In a switch stack, you can optionally enable notification for flash insertion or removal, which would cause a trap to be issued whenever a switch in the stack is removed or inserted (physical removal, power cycle, or reload).
fru-ctrl	Generates entity field-replaceable unit (FRU) control traps. In the switch stack, this trap refers to the insertion or removal of a switch in the stack.
hsrp	Generates a trap for Hot Standby Router Protocol (HSRP) changes.
ipmulticast	Generates a trap for IP multicast routing changes.
ipsla	Generates a trap for the SNMP IP Service Level Agreements (SLAs).
mac-notification	Generates a trap for MAC address notifications.

Notification Type Keyword	Description
msdp	Generates a trap for Multicast Source Discovery Protocol (MSDP) changes.
ospf	Generates a trap for Open Shortest Path First (OSPF) changes. You can enable any or all of these traps: Cisco specific, errors, link-state advertisement, rate limit, retransmit, and state changes.
pim	Generates a trap for Protocol-Independent Multicast (PIM) changes. You can enable any or all of these traps: invalid PIM messages, neighbor changes, and rendezvous point (RP)-mapping changes.
port-security	Generates SNMP port security traps. You can also set a maximum trap rate per second. The range is from 0 to 1000; the default is 0, which means that there is no rate limit. **Note** When you configure a trap by using the notification type **port-security**, configure the port security trap first, and then configure the port security trap rate: 1. **snmp-server enable traps port-security** 2. **snmp-server enable traps port-security trap-rate** *rate*
snmp	Generates a trap for SNMP-type notifications for authentication, cold start, warm start, link up or link down.
storm-control	Generates a trap for SNMP storm-control. You can also set a maximum trap rate per minute. The range is from 0 to 1000; the default is 0 (no limit is imposed; a trap is sent at every occurrence).
stpx	Generates SNMP STP Extended MIB traps.
syslog	Generates SNMP syslog traps.
tty	Generates a trap for TCP connections. This trap is enabled by default.
vlan-membership	Generates a trap for SNMP VLAN membership changes.
vlancreate	Generates SNMP VLAN created traps.
vlandelete	Generates SNMP VLAN deleted traps.
vtp	Generates a trap for VLAN Trunking Protocol (VTP) changes.

Table 87: Device Notification Types

Notification Type Keyword	Description
bridge	Generates STP bridge MIB traps.
cluster	Generates a trap when the cluster configuration changes.
config	Generates a trap for SNMP configuration changes.
copy-config	Generates a trap for SNMP copy configuration changes.
cpu threshold	Allow CPU-related traps.

Notification Type Keyword	Description
entity	Generates a trap for SNMP entity changes.
envmon	Generates environmental monitor traps. You can enable any or all of these environmental traps: fan, shutdown, status, supply, temperature.
errdisable	Generates a trap for a port VLAN errdisabled. You can also set a maximum trap rate per minute. The range is from 0 to 10000; the default is 0, which means there is no rate limit.
flash	Generates SNMP FLASH notifications. In a switch stack, you can optionally enable notification for flash insertion or removal, which would cause a trap to be issued whenever a switch in the stack is removed or inserted (physical removal, power cycle, or reload).
ipmulticast	Generates a trap for IP multicast routing changes.
mac-notification	Generates a trap for MAC address notifications.
msdp	Generates a trap for Multicast Source Discovery Protocol (MSDP) changes.
ospf	Generates a trap for Open Shortest Path First (OSPF) changes. You can enable any or all of these traps: Cisco specific, errors, link-state advertisement, rate limit, retransmit, and state changes.
pim	Generates a trap for Protocol-Independent Multicast (PIM) changes. You can enable any or all of these traps: invalid PIM messages, neighbor changes, and rendezvous point (RP)-mapping changes.
port-security	Generates SNMP port security traps. You can also set a maximum trap rate per second. The range is from 0 to 1000; the default is 0, which means that there is no rate limit. **Note** When you configure a trap by using the notification type **port-security**, configure the port security trap first, and then configure the port security trap rate: 1. **snmp-server enable traps port-security** 2. **snmp-server enable traps port-security trap-rate** *rate*
rtr	Generates a trap for the SNMP Response Time Reporter (RTR).
snmp	Generates a trap for SNMP-type notifications for authentication, cold start, warm start, link up or link down.
storm-control	Generates a trap for SNMP storm-control. You can also set a maximum trap rate per minute. The range is from 0 to 1000; the default is 0 (no limit is imposed; a trap is sent at every occurrence).
stpx	Generates SNMP STP Extended MIB traps.
syslog	Generates SNMP syslog traps.
tty	Generates a trap for TCP connections. This trap is enabled by default.

Notification Type Keyword	Description
vlan-membership	Generates a trap for SNMP VLAN membership changes.
vlancreate	Generates SNMP VLAN created traps.
vlandelete	Generates SNMP VLAN deleted traps.
vtp	Generates a trap for VLAN Trunking Protocol (VTP) changes.

Follow these steps to configure the switch to send traps or informs to a host.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **snmp-server engineID remote** *ip-address engineid-string*
4. **snmp-server user** *username group-name* {**remote** *host* [**udp-port** *port*] } {**v1** [**access** *access-list*] | **v2c** [**access** *access-list*] | **v3** [**encrypted**] [**access** *access-list*] [**auth** {**md5** | **sha**} *auth-password*] }
5. **snmp-server group** *group-name* {**v1** | **v2c** | **v3** {**auth** | **noauth** | **priv**} } [**read** *readview*] [**write** *writeview*] [**notify** *notifyview*] [**access** *access-list*]
6. **snmp-server host** *host-addr* [**informs** | **traps**] [**version** {**1** | **2c** | **3** {**auth** | **noauth** | **priv**} }] *community-string* [*notification-type*]
7. **snmp-server enable traps** *notification-types*
8. **snmp-server trap-source** *interface-id*
9. **snmp-server queue-length** *length*
10. **snmp-server trap-timeout** *seconds*
11. **end**
12. **show running-config**
13. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**snmp-server engineID remote** *ip-address engineid-string* **Example:**	Specifies the engine ID for the remote host.

	Command or Action	Purpose
	`Switch(config)# snmp-server engineID remote 192.180.1.27 00000063000100a1c0b4011b`	

Step 4	**snmp-server user** *username group-name* {**remote** *host* [**udp-port** *port*] } {**v1** [**access** *access-list*] | **v2c** [**access** *access-list*] | **v3** [**encrypted**] [**access** *access-list*] [**auth** {**md5** | **sha**} *auth-password*] }
	Example:
	`Switch(config)#  snmp-server user Pat public v2c`
		Configures an SNMP user to be associated with the remote host created in Step 3.
		Note You cannot configure a remote user for an address without first configuring the engine ID for the remote host. Otherwise, you receive an error message, and the command is not executed.

Step 5	**snmp-server group** *group-name* {**v1** | **v2c** | **v3** {**auth** | **noauth** | **priv**}} [**read** *readview*] [**write** *writeview*] [**notify** *notifyview*] [**access** *access-list*] **Example:** `Switch(config)# snmp-server group public v2c access lmnop`	Configures an SNMP group.
Step 6	**snmp-server host** *host-addr* [**informs** | **traps**] [**version** {**1** | **2c** | **3** {**auth** | **noauth** | **priv**} }] *community-string* [*notification-type*] **Example:** `Switch(config)# snmp-server host 203.0.113.1 comaccess snmp`	Specifies the recipient of an SNMP trap operation. For *host-addr*, specify the name or Internet address of the host (the targeted recipient). (Optional) Specify **traps** (the default) to send SNMP traps to the host. (Optional) Specify **informs** to send SNMP informs to the host. (Optional) Specify the SNMP **version** (**1**, **2c**, or **3**). SNMPv1 does not support informs. (Optional) For Version 3, select authentication level **auth**, **noauth**, or **priv**. **Note** The **priv** keyword is available only when the cryptographic software image is installed. For *community-string*, when **version 1** or **version 2c** is specified, enter the password-like community string sent with the notification operation. When **version 3** is specified, enter the SNMPv3 username. The @ symbol is used for delimiting the context information. Avoid using the @ symbol as part of the SNMP community string when configuring this command. (Optional) For *notification-type*, use the keywords listed in the table above. If no type is specified, all notifications are sent.
Step 7	**snmp-server enable traps** *notification-types* **Example:**	Enables the switch to send traps or informs and specifies the type of notifications to be sent. For a list of notification

	Command or Action	Purpose
	`Switch(config)# snmp-server enable traps snmp`	types, see the table above, or enter **snmp-server enable traps ?** To enable multiple types of traps, you must enter a separate **snmp-server enable traps** command for each trap type. **Note** When you configure a trap by using the notification type **port-security**, configure the port security trap first, and then configure the port security trap rate: **a. snmp-server enable traps port-security** **b. snmp-server enable traps port-security trap-rate** *rate*
Step 8	**snmp-server trap-source** *interface-id* **Example:** `Switch(config)# snmp-server trap-source gigabitethernet 1/0/1`	(Optional) Specifies the source interface, which provides the IP address for the trap message. This command also sets the source IP address for informs.
Step 9	**snmp-server queue-length** *length* **Example:** `Switch(config)# snmp-server queue-length 20`	(Optional) Establishes the message queue length for each trap host. The range is 1 to 5000; the default is 10.
Step 10	**snmp-server trap-timeout** *seconds* **Example:** `Switch(config)# snmp-server trap-timeout 60`	(Optional) Defines how often to resend trap messages. The range is 1 to 1000; the default is 30 seconds.

Step 11	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 12	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 13	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

The **snmp-server host** command specifies which hosts receive the notifications. The **snmp-server enable traps** command globally enables the method 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 CPU Threshold Notification Types and Values

Follow these steps to set the CPU threshold notification types and values:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **process cpu threshold type** {**total** | **process** | **interrupt**} **rising** *percentage* **interval** *seconds* [**falling** *fall-percentage* **interval** *seconds* **switch** *switch-number*]
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**process cpu threshold type** {**total** | **process** | **interrupt**} **rising** *percentage* **interval** *seconds* [**falling** *fall-percentage* **interval** *seconds* **switch** *switch-number*] **Example:** `Switch(config)# process cpu threshold type total rising 80 interval 5 falling 20 interval 5 switch 1`	Sets the following CPU threshold notification types and values: • **total**—sets the notification type to total CPU utilization. • **process**—sets the notification type to CPU process utilization. • **interrupt**—sets the notification type to CPU interrupt utilization.

	Command or Action	Purpose
		• **rising** *percentage*—the percentage (1 to 100) of CPU resources that, when exceeded for the configured interval, sends a CPU threshold notification. • **interval** *seconds*—the duration of the CPU threshold violation in seconds (5 to 86400) that, when met, sends a CPU threshold notification. • **falling** *fall-percentage*—the percentage (1 to 100) of CPU resources that, when usage falls below this level for the configured interval, sends a CPU threshold notification. This value must be equal to or less than the **rising** *percentage* value. If not specified, the **falling** *fall-percentage* value is the same as the **rising** *percentage* value. • **switch** *switch-number*—the number of the switch where you are setting CPU threshold notification.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Setting the Agent Contact and Location Information

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.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **snmp-server contact** *text*

4. **snmp-server location** *text*
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**snmp-server contact** *text* **Example:** `Switch(config)# snmp-server contact Dial System Operator at beeper 21555`	Sets the system contact string.
Step 4	**snmp-server location** *text* **Example:** `Switch(config)# snmp-server location Building 3/Room 222`	Sets the system location string.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Limiting TFTP Servers Used Through SNMP

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.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **snmp-server tftp-server-list** *access-list-number*
4. **access-list** *access-list-number* {**deny** | **permit**} *source* [*source-wildcard*]
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**snmp-server tftp-server-list** *access-list-number* **Example:** `Switch(config)# snmp-server tftp-server-list 44`	Limits the TFTP servers used for configuration file copies through SNMP to the servers in the access list. For *access-list-number*, enter an IP standard access list numbered from 1 to 99 and 1300 to 1999.
Step 4	**access-list** *access-list-number* {**deny** | **permit**} *source* [*source-wildcard*] **Example:** `Switch(config)# access-list 44 permit 10.1.1.2`	Creates a standard access list, repeating the command as many times as necessary. For *access-list-number*, enter the access list number specified in Step 3. The **deny** keyword denies access if the conditions are matched. The **permit** keyword permits access if the conditions are matched. For *source*, enter the IP address of the TFTP servers that can access the switch. (Optional) For *source-wildcard*, 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.

	Command or Action	Purpose
		The access list is always terminated by an implicit deny statement for everything.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Monitoring 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 also can use the other privileged EXEC commands listed in the table to display SNMP information.

Table 88: Commands for Displaying SNMP Information

Command	Purpose
show snmp	Displays SNMP statistics.
	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 pending	Displays information on pending SNMP requests.
show snmp sessions	Displays information on the current SNMP sessions.

Command	Purpose
show snmp user	Displays information on each SNMP user name in the SNMP users table. **Note** You must use this command to display SNMPv3 configuration information for **auth** | **noauth** | **priv** mode. This information is not displayed in the **show running-config** output.

Unsupported Global Configuration Commands

The Unsupported Global Configuration Commands for SNMP are listed below.

- **snmp-server enable informs**
- **snmp-server ifindex persist**
- **logging discriminator** *discr-name* [[**facility**] [**mnemonics**] [**msg-body**] {**drops** *string* | **includes** *string*}] [**severity** {**drops** *sev-num* | **includes** *sev-num*}] [**rate-limit** *msglimit*]
- **logging buffered discriminator**

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
```

This example shows how to associate a user with a remote host and to send **auth** (authNoPriv) authentication-level informs when the user enters global configuration mode:

```
Switch(config)# snmp-server engineID remote 192.180.1.27 00000063000100a1c0b4011b
Switch(config)# snmp-server group authgroup v3 auth
Switch(config)# snmp-server user authuser authgroup remote 192.180.1.27 v3 auth md5 mypassword
Switch(config)# snmp-server user authuser authgroup v3 auth md5 mypassword
Switch(config)# snmp-server host 192.180.1.27 informs version 3 auth authuser config
Switch(config)# snmp-server enable traps
Switch(config)# snmp-server inform retries 0
```

Additional References

Related Documents

Related Topic	Document Title
SNMP Commands	*Command Reference, Cisco IOS Release 15.2(2)E*

Error Message Decoder

Description	Link
To help you research and resolve system error messages in this release, use the Error Message Decoder tool.	https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi

Standards and RFCs

Standard/RFC	Title
None	-

MIBs

MIB	MIBs Link
All supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

Feature History and Information for Simple Network Management Protocol

Release	Modification
	This feature was introduced.

PART XXVII

Configuring Cisco IOS IP SLAs

CHAPTER 38

Configuring Cisco IP SLAs

Restrictions on SLAs

This section lists the restrictions on SLAs.

The following are restrictions on IP SLAs network performance measurement:

- The switch does not support VoIP service levels using the gatekeeper registration delay operations measurements.
- Only a Cisco IOS device can be a source for a destination IP SLAs responder.
- You cannot configure the IP SLAs responder on non-Cisco devices and Cisco IOS IP SLAs can send operational packets only to services native to those devices.

Information About SLAs

Cisco IOS IP Service Level Agreements (SLAs)

Cisco IP SLAs is a part of Cisco IOS software that allows Cisco customers to analyze IP service levels for IP applications and services by using active traffic monitoring—the generation of traffic in a continuous, reliable, and predictable manner—for measuring network performance. With Cisco IOS IP SLAs, service provider customers can measure and provide service level agreements, and enterprise customers can verify service levels, verify outsourced service level agreements, and understand network performance. Cisco IOS IP SLAs can perform network assessments, verify quality of service (QoS), ease the deployment of new services, and assist with network troubleshooting.

Cisco IOS IP SLAs send data across the network to measure performance between multiple network locations or across multiple network paths. They simulate network data and IP services and collect network performance information in real time. Cisco IOS IP SLAs generate and analyze traffic either between Cisco IOS devices or from a Cisco IOS device to a remote IP device such as a network application server. Measurements provided by the various Cisco IOS IP SLA operations can be used for troubleshooting, for problem analysis, and for designing network topologies.

Depending on the specific Cisco IOS IP SLA operations, various network performance statistics are monitored within the Cisco device and stored in both command-line interface (CLI) and Simple Network Management Protocol (SNMP) MIBs. IP SLA packets have configurable IP and application layer options such as source and destination IP address, User Datagram Protocol (UDP)/TCP port numbers, a type of service (ToS) byte (including Differentiated Services Code Point [DSCP] and IP Prefix bits), Virtual Private Network (VPN) routing/forwarding instance (VRF), and URL web address.

Because Cisco IP SLAs are Layer 2 transport independent, you can configure end-to-end operations over disparate networks to best reflect the metrics that an end user is likely to experience. IP SLAs collect and analyze the following performance metrics:

- Delay (both round-trip and one-way)
- Jitter (directional)
- Packet loss (directional)
- Packet sequencing (packet ordering)
- Path (per hop)
- Connectivity (directional)
- Server or website download time

Because Cisco IOS IP SLAs is SNMP-accessible, it can also be used by performance-monitoring applications like Cisco Prime Internetwork Performance Monitor (IPM) and other third-party Cisco partner performance management products.

Using IP SLAs can provide the following benefits:

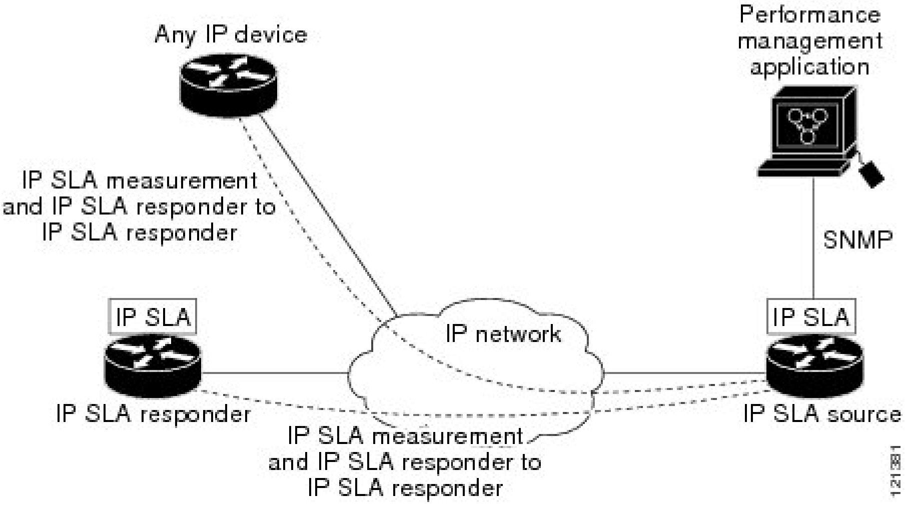
- Service-level agreement monitoring, measurement, and verification.
- Network performance monitoring
    - Measurement of jitter, latency, or packet loss in the network.
    - Continuous, reliable, and predictable measurements.
- IP service network health assessment to verify that the existing QoS is sufficient for new IP services.
- Edge-to-edge network availability monitoring for proactive verification and connectivity testing of network resources (for example, shows the network availability of an NFS server used to store business critical data from a remote site).
- Network operation troubleshooting by providing consistent, reliable measurement that immediately identifies problems and saves troubleshooting time.
- Multiprotocol Label Switching (MPLS) performance monitoring and network verification (if the switch supports MPLS).

Network Performance Measurement with Cisco IOS IP SLAs

You can use IP SLAs to monitor the performance between any area in the network—core, distribution, and edge—without deploying a physical probe. It uses generated traffic to measure network performance between two networking devices.

Figure 72: Cisco IOS IP SLAs Operation

The following figure shows how IP SLAs begin when the source device sends a generated packet to the destination device. After the destination device receives the packet, depending on the type of IP SLAs operation, it responds with time-stamp information for the source to make the calculation on performance metrics. An IP SLAs operation performs a network measurement from the source device to a destination in the network using a specific protocol such as UDP.


Any IP device
Performance management application
IP SLA measurement and IP SLA responder to IP SLA responder
SNMP
IP SLA
IP network
IP SLA
IP SLA responder
IP SLA source
IP SLA measurement and IP SLA responder to IP SLA responder
121381

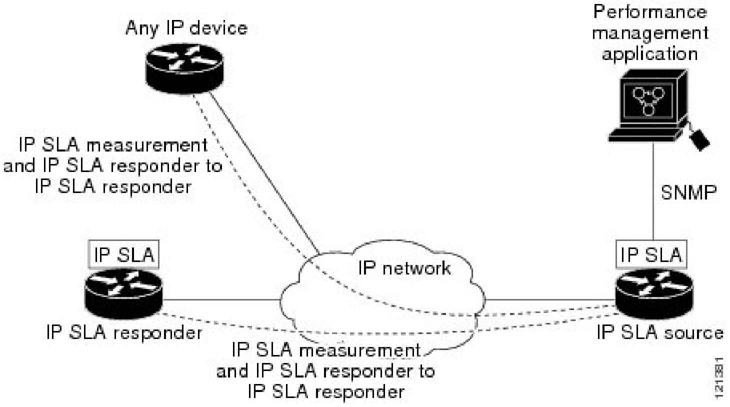
IP SLA Responder and IP SLA Control Protocol

The IP SLA responder is a component embedded in the destination Cisco device that allows the system to anticipate and respond to IP SLA request packets. The responder provides accurate measurements without the need for dedicated probes. The responder uses the Cisco IOS IP SLA Control Protocol to provide a mechanism through which it can be notified on which port it should listen and respond.

Note The IP SLA responder can be a Cisco IOS Layer 2, responder-configurable switch. The responder does not need to support full IP SLA functionality.

The following figure shows where the Cisco IOS IP SLA responder fits in the IP network. The responder listens on a specific port for control protocol messages sent by an IP SLA operation. Upon receipt of the control message, it enables the specified UDP or TCP port for the specified duration. During this time, the responder accepts the requests and responds to them. It disables the port after it responds to the IP SLA packet, or when the specified time expires. MD5 authentication for control messages is available for added security.

Figure 73: Cisco IOS IP SLAs Operation


Any IP device
Performance management application
IP SLA measurement and IP SLA responder to IP SLA responder
SNMP
IP SLA
IP network
IP SLA
IP SLA responder
IP SLA source
IP SLA measurement and IP SLA responder to IP SLA responder
121381

You do not need to enable the responder on the destination device for all IP SLA operations. For example, a responder is not required for services that are already provided by the destination router (such as Telnet or HTTP). You cannot configure the IP SLAs responder on non-Cisco devices and Cisco IOS IP SLAs can send operational packets only to services native to those devices.

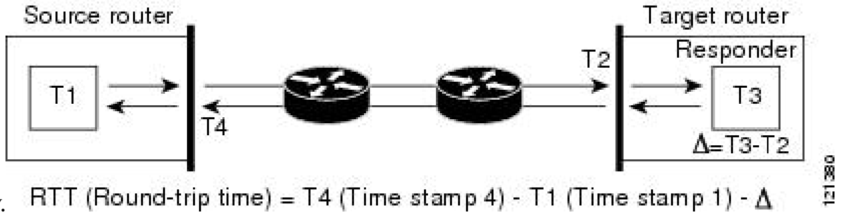
Response Time Computation for IP SLAs

Switches, controllers, and routers can take tens of milliseconds to process incoming packets due to other high priority processes. This delay affects the response times because the test-packet reply might be in a queue while waiting to be processed. In this situation, the response times would not accurately represent true network delays. IP SLAs minimize these processing delays on the source device as well as on the target device (if the responder is being used) to determine true round-trip times. IP SLA test packets use time stamping to minimize the processing delays.

When the IP SLA responder is enabled, it allows the target device to take time stamps when the packet arrives on the interface at interrupt level and again just as it is leaving, eliminating the processing time. This time stamping is made with a granularity of sub-milliseconds (ms).

Figure 74: Cisco IOS IP SLA Responder Time Stamping

The following figure demonstrates how the responder works. Four time stamps are taken to make the calculation for round-trip time. At the target router, with the responder functionality enabled, time stamp 2 (TS2) is subtracted from time stamp 3 (TS3) to produce the time spent processing the test packet as represented by delta. This delta value is then subtracted from the overall round-trip time. Notice that the same principle is applied by IP SLAs on the source router where the incoming time stamp 4 (TS4) is also taken at the interrupt level to allow for greater accuracy.


Source router
Target router
Responder
T1
T2
T3
T4
Δ=T3-T2
RTT (Round-trip time) = T4 (Time stamp 4) - T1 (Time stamp 1) - Δ
121380

An additional benefit of the two time stamps at the target device is the ability to track one-way delay, jitter, and directional packet loss. Because much network behavior is asynchronous, it is critical to have these statistics. However, to capture one-way delay measurements, you must configure both the source router and target router with Network Time Protocol (NTP) so that the source and target are synchronized to the same clock source. One-way jitter measurements do not require clock synchronization.

How to Configure IP SLAs Operations

This section does not include configuration information for all available operations as the configuration information details are included in the *Cisco IOS IP SLAs Configuration Guide*. It does include several operations as examples, including configuring the responder, configuring a UDP jitter operation, which requires a responder, and configuring an ICMP echo operation, which does not require a responder. For details about configuring other operations, see the *Cisco IOS IP SLAs Configuration Guide*.

Default Configuration

No IP SLAs operations are configured.

Configuration Guidelines

For information on the IP SLA commands, see the *Cisco IOS IP SLAs Command Reference, Release 12.4T* command reference.

For detailed descriptions and configuration procedures, see the *Cisco IOS IP SLAs Configuration Guide, Release 12.4TL*.

Configuring the IP SLA Responder

The IP SLA responder is available only on Cisco IOS software-based devices, including some Layer 2 devices that do not support full IP SLA functionality.

Follow these steps to configure the IP SLA responder on the target device (the operational target):

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip sla responder** {**tcp-connect** | **udp-echo**} **ipaddress** *ip-address* **port** *port-number*
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Device> enable`	Enables privileged EXEC mode. Enter your password if prompted.

	Command or Action	Purpose
Step 2	**configure terminal** **Example:** `Device# configure terminal`	Enters global configuration mode.
Step 3	**ip sla responder** {**tcp-connect** | **udp-echo**} **ipaddress** *ip-address* **port** *port-number* **Example:** `Device(config)# ip sla responder udp-echo 172.29.139.134 5000`	Configures the device as an IP SLA responder. The keywords have these meanings: • **tcp-connect**—Enables the responder for TCP connect operations. • **udp-echo**—Enables the responder for User Datagram Protocol (UDP) echo or jitter operations. • **ipaddress** *ip-address*—Enter the destination IP address. • **port** *port-number*—Enter the destination port number. **Note** The IP address and port number must match those configured on the source device for the IP SLA operation.

Step 4	**end**
	Example:
	`Device(config-if)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Device# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Device# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Monitoring IP SLA Operations

The following table describes the commands used to display IP SLA operation configurations and results:

Table 89: Monitoring IP SLA Operations

show ip sla authentication	Displays IP SLA authentication information.
show ip sla responder	Displays information about the IP SLA responder.

Additional References

Related Documents

Related Topic	Document Title
Cisco Medianet Metadata Guide	http://www.cisco.com/c/en/us/td/docs/ios-xml/ios/mdata/configuration/15-sy/mdata-15sy-book/metadata-framework.pdf
Cisco Media Services Proxy Configuration Guide	http://www.cisco.com/c/en/us/td/docs/ios-xml/ios/msp/configuration/15-mt/msp-15-mt-book.pdf
Cisco Mediatrace and Cisco Performance Monitor Configuration Guide	http://www.cisco.com/c/en/us/td/docs/ios-xml/ios/media_monitoring/configuration/15-mt/mm-15-mt-book/mm-mediatrace.html

Error Message Decoder

Description	Link
To help you research and resolve system error messages in this release, use the Error Message Decoder tool.	https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi

Standards and RFCs

Standard/RFC	Title
None	-

MIBs

MIB	MIBs Link
All supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

Feature History and Information for Service Level Agreements

Release	Modification
	This feature was introduced.

PART XXVIII

Configuring Network Security with ACLs

CHAPTER 39

Configuring Network Security with ACLs

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Restrictions for Configuring IPv4 Access Control Lists

General Network Security

The following are restrictions for configuring network security with ACLs:

- Not all commands that accept a numbered ACL accept a named ACL. ACLs for packet filters and route filters on interfaces can use a name.
- A standard ACL and an extended ACL cannot have the same name.
- Though visible in the command-line help strings, **AppleTalk** is not supported as a matching condition for the **deny** and **permit** MAC access-list configuration mode commands.
- ACL wild card is not supported in downstream client policy.

IPv4 ACL Network Interfaces

The following restrictions apply to IPv4 ACLs to network interfaces:

- Apply an ACL only to inbound Layer 2 interfaces. Apply an ACL to either outbound or inbound Layer 3 interfaces.
- When controlling access to an interface, you can use a named or numbered ACL.
- If you apply an ACL to a port that is a member of a VLAN, the port ACL takes precedence over an ACL applied to the VLAN interface.
- If you apply an ACL to a Layer 2 interface that is a member of a VLAN, the Layer 2 (port) ACL takes precedence over an input Layer 3 ACL applied to the VLAN interface or a VLAN map applied to the VLAN.
- If you apply an ACL to a Layer 3 interface and routing is not enabled on the switch, the ACL only filters packets that are intended for the CPU, such as SNMP, Telnet, or web traffic.
- You do not have to enable routing to apply ACLs to Layer 2 interfaces.
- When you configure an egress ACL to permit traffic with a particular DSCP value, you must use the original DSCP value instead of a rewritten value.

Note By default, the router sends Internet Control Message Protocol (ICMP) unreachable messages when a packet is denied by an access group on a Layer 3 interface. These access-group denied packets are not dropped in hardware but are bridged to the switch CPU so that it can generate the ICMP-unreachable message. They do not generate ICMP unreachable messages. ICMP unreachable messages can be disabled on router ACLs with the **no ip unreachables** interface command.

MAC ACLs on a Layer 2 Interface

After you create a MAC ACL, you can apply it to a Layer 2 interface to filter non-IP traffic coming in that interface. When you apply the MAC ACL, consider these guidelines:

- You can apply no more than one IP access list and one MAC access list to the same Layer 2 interface. The IP access list filters only IP packets, and the MAC access list filters non-IP packets.
- A Layer 2 interface can have only one MAC access list. If you apply a MAC access list to a Layer 2 interface that has a MAC ACL configured, the new ACL replaces the previously configured one.

Note The **mac access-group** interface configuration command is only valid when applied to a physical Layer 2 interface. You cannot use the command on EtherChannel port channels.

IP Access List Entry Sequence Numbering

- This feature does not support dynamic, reflexive, or firewall access lists.

Information about Network Security with ACLs

ACL Overview

Packet filtering can help limit network traffic and restrict network use by certain users or devices. ACLs filter traffic as it passes through a router or switch and permit or deny packets crossing specified interfaces. An ACL is a sequential collection of permit and deny conditions that apply to packets. When a packet is received on an interface, the switch compares the fields in the packet against any applied ACLs to verify that the packet has the required permissions to be forwarded, based on the criteria specified in the access lists. One by one, it tests packets against the conditions in an access list. The first match decides whether the switch accepts or rejects the packets. Because the switch stops testing after the first match, the order of conditions in the list is critical. If no conditions match, the switch rejects the packet. If there are no restrictions, the switch forwards the packet; otherwise, the switch drops the packet. The switch can use ACLs on all packets it forwards.

You configure access lists on a router or Layer 3 switch to provide basic security for your network. If you do not configure ACLs, all packets passing through the switch could be allowed onto all parts of the network. You can use ACLs to control which hosts can access different parts of a network or to decide which types of traffic are forwarded or blocked at router interfaces. For example, you can allow e-mail traffic to be forwarded but not Telnet traffic.

Access Control Entries

An ACL contains an ordered list of access control entries (ACEs). Each ACE specifies *permit* or *deny* and a set of conditions the packet must satisfy in order to match the ACE. The meaning of *permit* or *deny* depends on the context in which the ACL is used.

ACL Supported Types

The switch supports IP ACLs and Ethernet (MAC) ACLs:

- IP ACLs filter IPv4 traffic, including TCP, User Datagram Protocol (UDP), Internet Group Management Protocol (IGMP), and Internet Control Message Protocol (ICMP).
- Ethernet ACLs filter non-IP traffic.

This switch also supports quality of service (QoS) classification ACLs.

Supported ACLs

The switch supports three types of ACLs to filter traffic:

- Port ACLs access-control traffic entering a Layer 2 interface. You can apply port ACLs to a Layer 2 interface in each direction to each access list type — IPv4 and MAC.
- Router ACLs access-control routed traffic between VLANs and are applied to Layer 3 interfaces in a specific direction (inbound or outbound).

ACL Precedence

When Port ACLs, and router ACLs are configured on the same switch, the filtering precedence, from greatest to least for ingress traffic is port ACL, and then router ACL. For egress traffic, the filtering precedence is router ACL, and then port ACL.

The following examples describe simple use cases:

- When an input router ACL and input port ACL exist in a switch virtual interface (SVI), incoming packets received on ports to which a port ACL is applied are filtered by the port ACL. Incoming routed IP packets received on other ports are filtered by the router ACL. Other packets are not filtered.
- When an output router ACL and input port ACL exist in an SVI, incoming packets received on the ports to which a port ACL is applied are filtered by the port ACL. Outgoing routed IP packets are filtered by the router ACL. Other packets are not filtered.

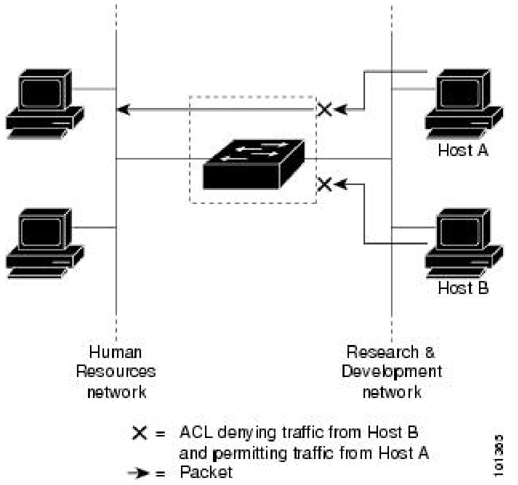
Port ACLs

Port ACLs are ACLs that are applied to Layer 2 interfaces on a switch. Port ACLs are supported only on physical interfaces and not on EtherChannel interfaces. Port ACLs can be applied to the interface only in inbound direction. The following access lists are supported:

- Standard IP access lists using source addresses
- Extended IP access lists using source and destination addresses and optional protocol type information
- MAC extended access lists using source and destination MAC addresses and optional protocol type information

The switch examines ACLs on an interface and permits or denies packet forwarding based on how the packet matches the entries in the ACL. In this way, ACLs control access to a network or to part of a network.

Figure 75: Using ACLs to Control Traffic in a Network


Host A
Host B
Human Resources network
Research & Development network
X = ACL denying traffic from Host B and permitting traffic from Host A
→ = Packet
101365

This is an example of using port ACLs to control access to a network when all workstations are in the same VLAN. ACLs applied at the Layer 2 input would allow Host A to access the Human Resources network, but prevent Host B from accessing the same network. Port ACLs can only be applied to Layer 2 interfaces in the inbound direction.

When you apply a port ACL to a trunk port, the ACL filters traffic on all VLANs present on the trunk port. When you apply a port ACL to a port with voice VLAN, the ACL filters traffic on both data and voice VLANs.

With port ACLs, you can filter IP traffic by using IP access lists and non-IP traffic by using MAC addresses. You can filter both IP and non-IP traffic on the same Layer 2 interface by applying both an IP access list and a MAC access list to the interface.

Note You can’t apply more than one IP access list and one MAC access list to a Layer 2 interface. If an IP access list or MAC access list is already configured on a Layer 2 interface and you apply a new IP access list or MAC access list to the interface, the new ACL replaces the previously configured one.

Router ACLs

You can apply router ACLs on switch virtual interfaces (SVIs), which are Layer 3 interfaces to VLANs; on physical Layer 3 interfaces; and on Layer 3 EtherChannel interfaces. You apply router ACLs on interfaces for specific directions (inbound or outbound). You can apply one router ACL in each direction on an interface.

An ACL can be used with multiple features for a given interface, and one feature can use multiple ACLs. When a single router ACL is used by multiple features, it is examined multiple times.

The switch supports these access lists for IPv4 traffic:

- Standard IP access lists use source addresses for matching operations.
- Extended IP access lists use source and destination addresses and optional protocol type information for matching operations.

As with port ACLs, the switch examines ACLs associated with features configured on a given interface. However, you can apply only inbound port ACLs, while router ACLs are supported in both directions. As packets enter the switch on an interface, ACLs associated with all inbound features configured on that interface are examined. After packets are routed and before they are forwarded to the next hop, all ACLs associated with outbound features configured on the egress interface are examined.

ACLs permit or deny packet forwarding based on how the packet matches the entries in the ACL, and can be used to control access to a network or to part of a network.

ACEs and Fragmented and Unfragmented Traffic

IP packets can be fragmented as they cross the network. When this happens, only the fragment containing the beginning of the packet contains the Layer 4 information, such as TCP or UDP port numbers, ICMP type and code, and so on. All other fragments are missing this information.

Some access control entries (ACEs) do not check Layer 4 information and therefore can be applied to all packet fragments. ACEs that do test Layer 4 information cannot be applied in the standard manner to most of the fragments in a fragmented IP packet. When the fragment contains no Layer 4 information and the ACE tests some Layer 4 information, the matching rules are modified:

- Permit ACEs that check the Layer 3 information in the fragment (including protocol type, such as TCP, UDP, and so on) are considered to match the fragment regardless of what the missing Layer 4 information might have been.

Note For TCP ACEs with L4 Ops, the fragmented packets will be dropped per RFC 1858.

- Deny ACEs that check Layer 4 information never match a fragment unless the fragment contains Layer 4 information.

ACEs and Fragmented and Unfragmented Traffic Examples

Consider access list 102, configured with these commands, applied to three fragmented packets:

```
Switch(config)# access-list 102 permit tcp any host 10.1.1.1 eq smtp
Switch(config)# access-list 102 deny tcp any host 10.1.1.2 eq telnet
Switch(config)# access-list 102 permit tcp any host 10.1.1.2
Switch(config)# access-list 102 deny tcp any any
```

Note In the first and second ACEs in the examples, the *eq* keyword after the destination address means to test for the TCP-destination-port well-known numbers equaling Simple Mail Transfer Protocol (SMTP) and Telnet, respectively.

- Packet A is a TCP packet from host 10.2.2.2., port 65000, going to host 10.1.1.1 on the SMTP port. If this packet is fragmented, the first fragment matches the first ACE (a permit) as if it were a complete packet because all Layer 4 information is present. The remaining fragments also match the first ACE, even though they do not contain the SMTP port information, because the first ACE only checks Layer 3 information when applied to fragments. The information in this example is that the packet is TCP and that the destination is 10.1.1.1.
- Packet B is from host 10.2.2.2, port 65001, going to host 10.1.1.2 on the Telnet port. If this packet is fragmented, the first fragment matches the second ACE (a deny) because all Layer 3 and Layer 4 information is present. The remaining fragments in the packet do not match the second ACE because they are missing Layer 4 information. Instead, they match the third ACE (a permit).

  Because the first fragment was denied, host 10.1.1.2 cannot reassemble a complete packet, so packet B is effectively denied. However, the later fragments that are permitted will consume bandwidth on the network and resources of host 10.1.1.2 as it tries to reassemble the packet.
- Fragmented packet C is from host 10.2.2.2, port 65001, going to host 10.1.1.3, port ftp. If this packet is fragmented, the first fragment matches the fourth ACE (a deny). All other fragments also match the fourth ACE because that ACE does not check any Layer 4 information and because Layer 3 information in all fragments shows that they are being sent to host 10.1.1.3, and the earlier permit ACEs were checking different hosts.

Standard and Extended IPv4 ACLs

This section describes IP ACLs.

An ACL is a sequential collection of permit and deny conditions. One by one, the switch tests packets against the conditions in an access list. The first match determines whether the switch accepts or rejects the packet.

Because the switch stops testing after the first match, the order of the conditions is critical. If no conditions match, the switch denies the packet.

The software supports these types of ACLs or access lists for IPv4:

- Standard IP access lists use source addresses for matching operations.
- Extended IP access lists use source and destination addresses for matching operations and optional protocol-type information for finer granularity of control.

Note Only extended ACLs are supported while the standard ACLs are not supported.

IPv4 ACL Switch Unsupported Features

Configuring IPv4 ACLs on the switch is the same as configuring IPv4 ACLs on other Cisco switches and routers.

The following ACL-related features are not supported:

- Non-IP protocol ACLs or bridge-group ACLs
- IP accounting
- Inbound and outbound rate limiting (except with QoS ACLs)
- Reflexive ACLs and dynamic ACLs are not supported. (except for some specialized dynamic ACLs used by the switch clustering feature)
-
-

Access List Numbers

The number you use to denote your ACL shows the type of access list that you are creating.

This lists the access-list number and corresponding access list type and shows whether or not they are supported in the switch. The switch supports IPv4 standard and extended access lists, numbers 1 to 199 and 1300 to 2699.

Table 90: Access List Numbers

Access List Number	Type	Supported
1–99	IP standard access list	Yes
100–199	IP extended access list	Yes
200–299	Protocol type-code access list	No
300–399	DECnet access list	No
400–499	XNS standard access list	No
500–599	XNS extended access list	No

Access List Number	Type	Supported
600–699	AppleTalk access list	No
700–799	48-bit MAC address access list	No
800–899	IPX standard access list	No
900–999	IPX extended access list	No
1000–1099	IPX SAP access list	No
1100–1199	Extended 48-bit MAC address access list	No
1200–1299	IPX summary address access list	No
1300–1999	IP standard access list (expanded range)	Yes
2000–2699	IP extended access list (expanded range)	Yes

In addition to numbered standard and extended ACLs, you can also create standard and extended named IP ACLs by using the supported numbers. That is, the name of a standard IP ACL can be 1 to 99; the name of an extended IP ACL can be 100 to 199. The advantage of using named ACLs instead of numbered lists is that you can delete individual entries from a named list.

Numbered Standard IPv4 ACLs

When creating an ACL, remember that, by default, the end of the ACL contains an implicit deny statement for all packets that it did not find a match for before reaching the end. With standard access lists, if you omit the mask from an associated IP host address ACL specification, 0.0.0.0 is assumed to be the mask.

The switch always rewrites the order of standard access lists so that entries with **host** matches and entries with matches having a *don't care* mask of 0.0.0.0 are moved to the top of the list, above any entries with non-zero *don't care* masks. Therefore, in **show** command output and in the configuration file, the ACEs do not necessarily appear in the order in which they were entered.

After creating a numbered standard IPv4 ACL, you can apply it to , to terminal lines, or to interfaces.

Numbered Extended IPv4 ACLs

Although standard ACLs use only source addresses for matching, you can use extended ACL source and destination addresses for matching operations and optional protocol type information for finer granularity of control. When you are creating ACEs in numbered extended access lists, remember that after you create the ACL, any additions are placed at the end of the list. You cannot reorder the list or selectively add or remove ACEs from a numbered list.

The switch does not support dynamic or reflexive access lists. It also does not support filtering based on the type of service (ToS) minimize-monetary-cost bit.

Some protocols also have specific parameters and keywords that apply to that protocol.

You can define an extended TCP, UDP, ICMP, IGMP, or other IP ACL. The switch also supports these IP protocols:

These IP protocols are supported:

- Authentication Header Protocol (**ahp**)
- Encapsulation Security Payload (**esp**)
- Enhanced Interior Gateway Routing Protocol (**eigrp**)
- generic routing encapsulation (**gre**)
- Internet Control Message Protocol (**icmp**)
- Internet Group Management Protocol (**igmp**)
- any Interior Protocol (**ip**)
- IP in IP tunneling (**ipinip**)
- KA9Q NOS-compatible IP over IP tunneling (**nos**)
- Open Shortest Path First routing (**ospf**)
- Payload Compression Protocol (**pcp**)
- Protocol-Independent Multicast (**pim**)
- Transmission Control Protocol (**tcp**)
- User Datagram Protocol (**udp**)

Resequencing ACEs in an ACL

Sequence numbers for the entries in an access list are automatically generated when you create a new ACL. You can use the **ip access-list resequence** global configuration command to edit the sequence numbers in an ACL and change the order in which ACEs are applied. For example, if you add a new ACE to an ACL, it is placed at the bottom of the list. By changing the sequence number, you can move the ACE to a different position in the ACL.

Named IPv4 ACLs

You can identify IPv4 ACLs with an alphanumeric string (a name) rather than a number. You can use named ACLs to configure more IPv4 access lists in a router than if you were to use numbered access lists. If you identify your access list with a name rather than a number, the mode and command syntax are slightly different. However, not all commands that use IP access lists accept a named access list.

Note The name you give to a standard or extended ACL can also be a number in the supported range of access list numbers. That is, the name of a standard IP ACL can be 1 to 99 and . The advantage of using named ACLs instead of numbered lists is that you can delete individual entries from a named list.

Consider these guidelines before configuring named ACLs:

- Numbered ACLs are also available.
- A standard ACL and an extended ACL cannot have the same name.

Hardware and Software Treatment of IP ACLs

ACL processing is performed in hardware. If the hardware reaches its capacity to store ACL configurations, all packets on that interface are dropped.

Note If an ACL configuration cannot be implemented in hardware due to an out-of-resource condition on a switch or stack member, then only the traffic in that VLAN arriving on that switch is affected. Software forwarding of packets might adversely impact the performance of the switch or switch stack, depending on the number of CPU cycles that this consumes.

When you enter the **show ip access-lists** privileged EXEC command, the match count displayed does not account for packets that are access controlled in hardware. Use the **show access-lists hardware counters** privileged EXEC command to obtain some basic hardware ACL statistics for switched and routed packets.

Time Ranges for ACLs

You can selectively apply extended ACLs based on the time of day and the week by using the **time-range** global configuration command. First, define a time-range name and set the times and the dates or the days of the week in the time range. Then enter the time-range name when applying an ACL to set restrictions to the access list. You can use the time range to define when the permit or deny statements in the ACL are in effect, for example, during a specified time period or on specified days of the week. The **time-range** keyword and argument are referenced in the named and numbered extended ACL task tables.

Time-based access lists trigger CPU activity because the new configuration of the access list must be merged with other features and the combined configuration loaded into the hardware memory. For this reason, you should be careful not to have several access lists configured to take affect in close succession (within a small number of minutes of each other.)

Note The time range relies on the switch system clock; therefore, you need a reliable clock source. We recommend that you use Network Time Protocol (NTP) to synchronize the switch clock.

Including comments in ACLs

You can use the **remark** keyword to include comments (remarks) about entries in any IP standard or extended ACL. The remarks make the ACL easier for you to understand and scan. Each remark line is limited to 100 characters.

The remark can go before or after a permit or deny statement. You should be consistent about where you put the remark so that it is clear which remark describes which permit or deny statement. For example, it would be confusing to have some remarks before the associated permit or deny statements and some remarks after the associated statements.

To include a comment for IP numbered standard or extended ACLs, use the **access-list** *access-list number* **remark** *remark* global configuration command. To remove the remark, use the **no** form of this command.

The following is an example of a remark that describes function of the subsequent deny statement:

```
ip access-list extended telnetting
  remark Do not allow host1 subnet to telnet out
```

```
deny tcp host 172.16.2.88 any eq telnet
```

IPv4 ACL Interface Considerations

For inbound ACLs, after receiving a packet, the switch checks the packet against the ACL. If the ACL permits the packet, the switch continues to process the packet. If the ACL rejects the packet, the switch discards the packet.

For outbound ACLs, after receiving and routing a packet to a controlled interface, the switch checks the packet against the ACL. If the ACL permits the packet, the switch sends the packet. If the ACL rejects the packet, the switch discards the packet.

When you apply an undefined ACL to an interface, the switch acts as if the ACL has not been applied to the interface and permits all packets. Remember this behavior if you use undefined ACLs for network security.

How to Configure ACLs

Configuring IPv4 ACLs

Follow the procedure given below to use IP ACLs on the switch:

SUMMARY STEPS

1. Create an ACL by specifying an access list number or name and the access conditions.
2. Apply the ACL to interfaces or terminal lines. You can also apply standard and extended IP ACLs to VLAN maps.

DETAILED STEPS

Step 1 Create an ACL by specifying an access list number or name and the access conditions.

Step 2 Apply the ACL to interfaces or terminal lines. You can also apply standard and extended IP ACLs to VLAN maps.

Creating a Numbered Standard ACL

Beginning in privileged EXEC mode, follow these steps to create a numbered standard ACL:

SUMMARY STEPS

1. **configure terminal**
2. **access-list** *access-list-number* {**deny** | **permit**} *source source-wildcard* [**log**]
3. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**access-list** *access-list-number* {**deny** | **permit**} *source source-wildcard* [**log**] **Example:** `Switch(config)# access-list 2 deny your_host`	Defines a standard IPv4 access list by using a source address and wildcard. The *access-list-number* is a decimal number from 1 to 99 or 1300 to 1999. Enter **deny** or **permit** to specify whether to deny or permit access if conditions are matched. The *source* is the source address of the network or host from which the packet is being sent specified as: • The 32-bit quantity in dotted-decimal format. • The keyword **any** as an abbreviation for *source* and *source-wildcard* of 0.0.0.0 255.255.255.255. You do not need to enter a source-wildcard. • The keyword **host** as an abbreviation for source and *source-wildcard* of *source* 0.0.0.0. (Optional) The *source-wildcard* applies wildcard bits to the source. (Optional) Enter **log** to cause an informational logging message about the packet that matches the entry to be sent to the console. (Optional) Enter **smartlog** to send copies of denied or permitted packets to a NetFlow collector. **Note** Logging is supported only on ACLs attached to Layer 3 interfaces.

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Creating a Numbered Extended ACL (CLI)

Follow the procedure given below to create a numbered extended ACL:

SUMMARY STEPS

1. **configure terminal**
2. **access-list** *access-list-number* {**deny** | **permit**} *protocol source source-wildcard destination destination-wildcard* [**precedence** *precedence*] [**tos** tos] [**fragments**] [**time-range** *time-range-name*] [**dscp** *dscp*]
3. **access-list** *access-list-number* {**deny** | **permit**} **tcp** *source source-wildcard* [*operator port*] *destination destination-wildcard* [*operator port*] **[established]** [**precedence** *precedence*] [**tos** *tos*] [**fragments**] [**time-range** *time-range-name*] [**dscp** *dscp*] [*flag*]
4. **access-list** *access-list-number* {**deny** | **permit**} **udp** *source source-wildcard* [*operator port*] *destination destination-wildcard* [*operator port*] [**precedence** *precedence*] [**tos** *tos*] [**fragments**] [**time-range** *time-range-name*] [**dscp** *dscp*]
5. **access-list** *access-list-number* {**deny** | **permit**} **icmp** *source source-wildcard destination destination-wildcard* [*icmp-type* | [[*icmp-type icmp-code*] | [*icmp-message*]] [**precedence** *precedence*] [**tos** *tos*] [**fragments**] [**time-range** *time-range-name*] [**dscp** *dscp*]
6. **access-list** *access-list-number* {**deny** | **permit**} **igmp** *source source-wildcard destination destination-wildcard* [*igmp-type*] [**precedence** *precedence*] [**tos** *tos*] [**fragments**] [**time-range** *time-range-name*] [**dscp** *dscp*]
7. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**access-list** *access-list-number* {**deny** | **permit**} *protocol source source-wildcard destination destination-wildcard* [**precedence** *precedence*] [**tos** tos] [**fragments**] [**time-range** *time-range-name*] [**dscp** *dscp*] **Example:** `Switch(config)# access-list 101 permit ip host 10.1.1.2 any precedence 0 tos 0 log`	Defines an extended IPv4 access list and the access conditions. The *access-list-number* is a decimal number from 100 to 199 or 2000 to 2699. Enter **deny** or **permit** to specify whether to deny or permit the packet if conditions are matched. For *protocol*, enter the name or number of an P protocol: **ahp**, **eigrp**, **esp**, **gre**, **icmp**, **igmp**, **igrp**, **ip**, **ipinip**, **nos**, **ospf**, **pcp**, **pim**, **tcp**, or **udp**, or an integer in the range 0 to 255 representing an IP protocol number. To match any Internet protocol (including ICMP, TCP, and UDP), use the keyword **ip**. **Note** This step includes options for most IP protocols. For additional specific parameters for TCP, UDP, ICMP, and IGMP, see the following steps. The *source* is the number of the network or host from which the packet is sent. The *source-wildcard* applies wildcard bits to the source.

	Command or Action	Purpose
		The *destination* is the network or host number to which the packet is sent. The *destination-wildcard* applies wildcard bits to the destination. Source, source-wildcard, destination, and destination-wildcard can be specified as: • The 32-bit quantity in dotted-decimal format. • The keyword **any** for 0.0.0.0 255.255.255.255 (any host). • The keyword **host** for a single host 0.0.0.0. The other keywords are optional and have these meanings: • **precedence**—Enter to match packets with a precedence level specified as a number from 0 to 7 or by name: **routine** (0), **priority** (1), **immediate** (2), **flash** (3), **flash-override** (4), **critical** (5), **internet** (6), **network** (7). • **fragments**—Enter to check non-initial fragments. • **tos**—Enter to match by type of service level, specified by a number from 0 to 15 or a name: **normal** (0), **max-reliability** (2), **max-throughput** (4), **min-delay** (8). • **time-range**—Specify the time-range name. • **dscp**—Enter to match packets with the DSCP value specified by a number from 0 to 63, or use the question mark (?) to see a list of available values. **Note** Your controller must support the ability to: • Mark DCSP • Mark UP • Map DSCP and UP For more information on **DSCP-to-UP Mapping**, see: https://tools.ietf.org/html/draft-ietf-tsvwg-ieee-802-11-01 **Note** If you enter a **dscp** value, you cannot enter **tos** or **precedence**. You can enter both a **tos** and a **precedence** value with no **dscp**.

	Command or Action	Purpose
Step 3	**access-list** *access-list-number* {**deny** | **permit**} **tcp** *source source-wildcard* [*operator port*] *destination destination-wildcard* [*operator port*] [**established**] [**precedence** *precedence*] [**tos** *tos*] [**fragments**] [**time-range** *time-range-name*] [**dscp** *dscp*] [*flag*] **Example:** `Switch(config)# access-list 101 permit tcp any any eq 500`	Defines an extended TCP access list and the access conditions. The parameters are the same as those described for an extended IPv4 ACL, with these exceptions: (Optional) Enter an *operator* and *port* to compare source (if positioned after *source source-wildcard*) or destination (if positioned after *destination destination-wildcard*) port. Possible operators include **eq** (equal), **gt** (greater than), **lt** (less than), **neq** (not equal), and **range** (inclusive range). Operators require a port number (range requires two port numbers separated by a space). Enter the *port* number as a decimal number (from 0 to 65535) or the name of a TCP port. Use only TCP port numbers or names when filtering TCP. The other optional keywords have these meanings: • **established**—Enter to match an established connection. This has the same function as matching on the **ack** or **rst** flag. • *flag*—Enter one of these flags to match by the specified TCP header bits: **ack** (acknowledge), **fin** (finish), **psh** (push), **rst** (reset), **syn** (synchronize), or **urg** (urgent).
Step 4	**access-list** *access-list-number* {**deny** | **permit**} **udp** *source source-wildcard* [*operator port*] *destination destination-wildcard* [*operator port*] [**precedence** *precedence*] [**tos** *tos*] [**fragments**] [**time-range** *time-range-name*] [**dscp** *dscp*] **Example:** `Switch(config)# access-list 101 permit udp any any eq 100`	(Optional) Defines an extended UDP access list and the access conditions. The UDP parameters are the same as those described for TCP except that the [operator [port]] port number or name must be a UDP port number or name, and the **flag** and **established** keywords are not valid for UDP.
Step 5	**access-list** *access-list-number* {**deny** | **permit**} **icmp** *source source-wildcard destination destination-wildcard* [*icmp-type* | [[*icmp-type icmp-code*] | [*icmp-message*]] [**precedence** *precedence*] [**tos** *tos*] [**fragments**] [**time-range** *time-range-name*] [**dscp** *dscp*] **Example:** `Switch(config)# access-list 101 permit icmp any any 200`	Defines an extended ICMP access list and the access conditions. The ICMP parameters are the same as those described for most IP protocols in an extended IPv4 ACL, with the addition of the ICMP message type and code parameters. These optional keywords have these meanings: • *icmp-type*—Enter to filter by ICMP message type, a number from 0 to 255. • *icmp-code*—Enter to filter ICMP packets that are filtered by the ICMP message code type, a number from 0 to 255.

	Command or Action	Purpose
		• *icmp-message*—Enter to filter ICMP packets by the ICMP message type name or the ICMP message type and code name.
Step 6	**access-list** *access-list-number* {**deny** | **permit**} **igmp** *source source-wildcard destination destination-wildcard* [*igmp-type*] [**precedence** *precedence*] [**tos** *tos*] [**fragments**] [**time-range** *time-range-name*] [**dscp** *dscp*] **Example:** `Switch(config)# access-list 101 permit igmp any any 14`	(Optional) Defines an extended IGMP access list and the access conditions. The IGMP parameters are the same as those described for most IP protocols in an extended IPv4 ACL, with this optional parameter. *igmp-type*—To match IGMP message type, enter a number from 0 to 15, or enter the message name: **dvmrp**, **host-query**, **host-report**, **pim**, or **trace**.

Step 7	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Creating Named Standard ACLs

Follow the procedure given below to create a standard ACL using names:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip access-list standard** *name*
4. Use one of the following:
   - **deny** {*source* [*source-wildcard*] | **host** *source* | **any**} [**log**]
   - **permit** {*source* [*source-wildcard*] | **host** *source* | **any**} [**log**]
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. Enter your password if prompted.

	Command or Action	Purpose
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip access-list standard** *name* **Example:** `Switch(config)# ip access-list standard 20`	Defines a standard IPv4 access list using a name, and enter access-list configuration mode. The name can be a number from 1 to 99.

Step 4	Use one of the following:
	• **deny** {*source* [*source-wildcard*] | **host** *source* | **any**} [**log**]
	• **permit** {*source* [*source-wildcard*] | **host** *source* | **any**} [**log**]
	Example:
	`Switch(config-std-nacl)# deny 192.168.0.0 0.0.255.255 255.255.0.0 0.0.255.255`
	or
	`Switch(config-std-nacl)# permit 10.108.0.0 0.0.0.0 255.255.255.0 0.0.0.0`
		In access-list configuration mode, specify one or more conditions denied or permitted to decide if the packet is forwarded or dropped.
		• **host** *source*—A source and source wildcard of *source* 0.0.0.0.
		• **any**—A source and source wildcard of 0.0.0.0 255.255.255.255.

Step 5	**end**
	Example:
	`Switch(config-std-nacl)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Creating Extended Named ACLs

Follow the procedure given below to create an extended ACL using names:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip access-list extended** *name*
4. {**deny** | **permit**} *protocol* {*source* [*source-wildcard*] | **host** *source* | **any**} {*destination* [*destination-wildcard*] | host *destination* | **any**} [**precedence** *precedence*] [**tos** *tos*] **[established]** [**log**] [**time-range** *time-range-name*]
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip access-list extended** *name* **Example:** `Switch(config)# ip access-list extended 150`	Defines an extended IPv4 access list using a name, and enter access-list configuration mode. The name can be a number from 100 to 199.
Step 4	{**deny** | **permit**} *protocol* {*source* [*source-wildcard*] | **host** *source* | **any**} {*destination* [*destination-wildcard*] | host *destination* | **any**} [**precedence** *precedence*] [**tos** *tos*] **[established]** [**log**] [**time-range** *time-range-name*] **Example:** `Switch(config-ext-nacl)# permit 0 any any`	In access-list configuration mode, specify the conditions allowed or denied. Use the **log** keyword to get access list logging messages, including violations. • **host** *source*—A source and source wildcard of *source* 0.0.0.0. • **host** *destintation*—A destination and destination wildcard of *destination* 0.0.0.0. • **any**—A source and source wildcard or destination and destination wildcard of 0.0.0.0 255.255.255.255.

	Command or Action	Purpose

Step 5	**end**
	Example:
	`Switch(config-ext-nacl)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

When you are creating extended ACLs, remember that, by default, the end of the ACL contains an implicit deny statement for everything if it did not find a match before reaching the end. For standard ACLs, if you omit the mask from an associated IP host address access list specification, 0.0.0.0 is assumed to be the mask.

After you create an ACL, any additions are placed at the end of the list. You cannot selectively add ACL entries to a specific ACL. However, you can use **no permit** and **no deny** access-list configuration mode commands to remove entries from a named ACL.

Being able to selectively remove lines from a named ACL is one reason you might use named ACLs instead of numbered ACLs.

What to do next

After creating a named ACL, you can apply it to interfaces or to VLANs.

Configuring Time Ranges for ACLs

Follow these steps to configure a time-range parameter for an ACL:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **time-range** *time-range-name*
4. Use one of the following:
    - **absolute** [**start** *time date*] [**end** *time date*]
    - **periodic** *day-of-the-week hh:mm to* [*day-of-the-week*] *hh:mm*
    - **periodic** {**weekdays** | **weekend** | **daily**} *hh:mm to hh:mm*
5. **end**
6. **show running-config**

7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch(config)# enable`	Enables privileged EXEC mode. Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**time-range** *time-range-name* **Example:** `Switch(config)# time-range workhours`	Assigns a meaningful name (for example, *workhours*) to the time range to be created, and enter time-range configuration mode. The name cannot contain a space or quotation mark and must begin with a letter.

Step 4	Use one of the following:
	• **absolute** [**start** *time date*] [**end** *time date*]
	• **periodic** *day-of-the-week hh:mm to* [*day-of-the-week*] *hh:mm*
	• **periodic** {**weekdays** | **weekend** | **daily**} *hh:mm to hh:mm*
	Example:
	`Switch(config-time-range)# absolute start 00:00 1 Jan 2006 end 23:59 1 Jan 2006`
	or
	`Switch(config-time-range)# periodic weekdays 8:00 to 12:00`
		Specifies when the function it will be applied to is operational.
		• You can use only one **absolute** statement in the time range. If you configure more than one absolute statement, only the one configured last is executed.
		• You can enter multiple **periodic** statements. For example, you could configure different hours for weekdays and weekends.
		See the example configurations.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:**	Verifies your entries.

	Command or Action	Purpose
	`Switch# show running-config`	
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

Repeat the steps if you have multiple items that you want in effect at different times.

Applying an IPv4 ACL to a Terminal Line

You can use numbered ACLs to control access to one or more terminal lines. You cannot apply named ACLs to lines. You must set identical restrictions on all the virtual terminal lines because a user can attempt to connect to any of them.

Follow these steps to restrict incoming and outgoing connections between a virtual terminal line and the addresses in an ACL:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **line** [**console** | **vty**] *line-number*
4. **access-class** *access-list-number* {**in** | **out**}
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch(config)# enable`	Enables privileged EXEC mode. Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 3	**line** [**console** | **vty**] *line-number* **Example:** `Switch(config)# line console 0`	Identifies a specific line to configure, and enter in-line configuration mode. • **console**—Specifies the console terminal line. The console port is DCE. • **vty**—Specifies a virtual terminal for remote console access. The *line-number* is the first line number in a contiguous group that you want to configure when the line type is specified. The range is from 0 to 16.

Step 4	**access-class** *access-list-number* {**in** | **out**}
	Example:
	`Switch(config-line)# access-class 10 in`
		Restricts incoming and outgoing connections between a particular virtual terminal line (into a device) and the addresses in an access list.

Step 5	**end**
	Example:
	`Switch(config-line)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Applying an IPv4 ACL to an Interface (CLI)

This section describes how to apply IPv4 ACLs to network interfaces.

Beginning in privileged EXEC mode, follow the procedure given below to control access to an interface:

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **ip access-group** {*access-list-number* | *name*} {**in** | **out**}
4. **end**

5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Device# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Device(config)# interface gigabitethernet1/0/1`	Identifies a specific interface for configuration, and enter interface configuration mode. The interface can be a Layer 2 interface (port ACL), or a Layer 3 interface (router ACL).

Step 3	**ip access-group** {*access-list-number* | *name*} {**in** | **out**}
	Example:
	`Device(config-if)# ip access-group 2 in`
		Controls access to the specified interface.

Step 4	**end**
	Example:
	`Device(config-if)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Device# show running-config`	Displays the access list configuration.
Step 6	**copy running-config startup-config** **Example:** `Device# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Creating Named MAC Extended ACLs

You can filter non-IPv4 traffic on a VLAN or on a Layer 2 interface by using MAC addresses and named MAC extended ACLs. The procedure is similar to that of configuring other extended named ACLs.

Follow these steps to create a named MAC extended ACL:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **mac access-list extended** *name*
4. {**deny** | **permit**} {**any** | **host** *source MAC address* | *source MAC address mask*} {**any** | **host** *destination MAC address* | *destination MAC address mask*} [*type mask* | **lsap** *lsap mask* | **aarp** | **amber** | **dec-spanning** | **decnet-iv** | **diagnostic** | **dsm** | **etype-6000** | **etype-8042** | **lat** | **lavc-sca** | **mop-console** | **mop-dump** | **msdos** | **mumps** | **netbios** | **vines-echo** | **vines-ip** | **xns-idp** | 0-*65535*] [**cos** *cos*]
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**mac access-list extended** *name* **Example:** `Switch(config)# mac access-list extended mac1`	Defines an extended MAC access list using a name.

Step 4	{**deny** | **permit**} {**any** | **host** *source MAC address* | *source MAC address mask*} {**any** | **host** *destination MAC address* | *destination MAC address mask*} [*type mask* | **lsap** *lsap mask* | **aarp** | **amber** | **dec-spanning** | **decnet-iv** | **diagnostic** | **dsm** | **etype-6000** | **etype-8042** | **lat** | **lavc-sca** | **mop-console** | **mop-dump** | **msdos** | **mumps** | **netbios** | **vines-echo** | **vines-ip** | **xns-idp** | 0-*65535*] [**cos** *cos*]
	Example:
	`Switch(config-ext-macl)# deny any any decnet-iv`
	or
	`Switch(config-ext-macl)# permit any any`
		In extended MAC access-list configuration mode, specifies to **permit** or **deny** any source MAC address, a source MAC address with a mask, or a specific **host** source MAC address and **any** destination MAC address, destination MAC address with a mask, or a specific destination MAC address.
		(Optional) You can also enter these options:
		• *type mask*—An arbitrary EtherType number of a packet with Ethernet II or SNAP encapsulation in decimal, hexadecimal, or octal with optional mask of *don’t care* bits applied to the EtherType before testing for a match.
		• **lsap** *lsap mask*—An LSAP number of a packet with IEEE 802.2 encapsulation in decimal, hexadecimal, or octal with optional mask of *don’t care* bits.

	Command or Action	Purpose
		• **aarp** | **amber** | **dec-spanning** | **decnet-iv** | **diagnostic** | **dsm** | **etype-6000** | **etype-8042** | **lat** | **lavc-sca** | **mop-console** | **mop-dump** | **msdos** | **mumps** | **netbios** | **vines-echo** | **vines-ip** | **xns-idp**—A non-IP protocol. • **cos** *cos*—An IEEE 802.1Q cost of service number from 0 to 7 used to set priority.

Step 5	**end**
	Example:
	`Switch(config-ext-macl)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Applying a MAC ACL to a Layer 2 Interface

Follow these steps to apply a MAC access list to control access to a Layer 2 interface:

SUMMARY STEPS

1. **configure terminal**
2. **configure terminal**
3. **interface** *interface-id*
4. **mac access-group** {*name*} {**in** }
5. **end**
6. **show mac access-group** [**interface** *interface-id*]
7. **configure terminal**
8. **configure terminal**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:**	Enters global configuration mode.

	Command or Action	Purpose
	`Switch# configure terminal`	
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/2`	Identifies a specific interface, and enter interface configuration mode. The interface must be a physical Layer 2 interface (port ACL).

Step 4	**mac access-group** {*name*} {**in** }
	Example:
	`Switch(config-if)# mac access-group mac1 in`
		Controls access to the specified interface by using the MAC access list.
		Port ACLs are supported in the inbound directions only.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 6	**show mac access-group** [**interface** *interface-id*] **Example:** `Switch# show mac access-group interface gigabitethernet1/0/2`	Displays the MAC access list applied to the interface or all Layer 2 interfaces.
Step 7	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 8	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

After receiving a packet, the switch checks it against the inbound ACL. If the ACL permits it, the switch continues to process the packet. If the ACL rejects the packet, the switch discards it. When you apply an undefined ACL to an interface, the switch acts as if the ACL has not been applied and permits all packets. Remember this behavior if you use undefined ACLs for network security.

Monitoring IPv4 ACLs

You can monitor IPv4 ACLs by displaying the ACLs that are configured on the switch, and displaying the ACLs that have been applied to interfaces and VLANs.

When you use the **ip access-group** interface configuration command to apply ACLs to a Layer 2 or 3 interface, you can display the access groups on the interface. You can also display the MAC ACLs applied to a Layer 2 interface. You can use the privileged EXEC commands as described in this table to display this information.

Table 91: Commands for Displaying Access Lists and Access Groups

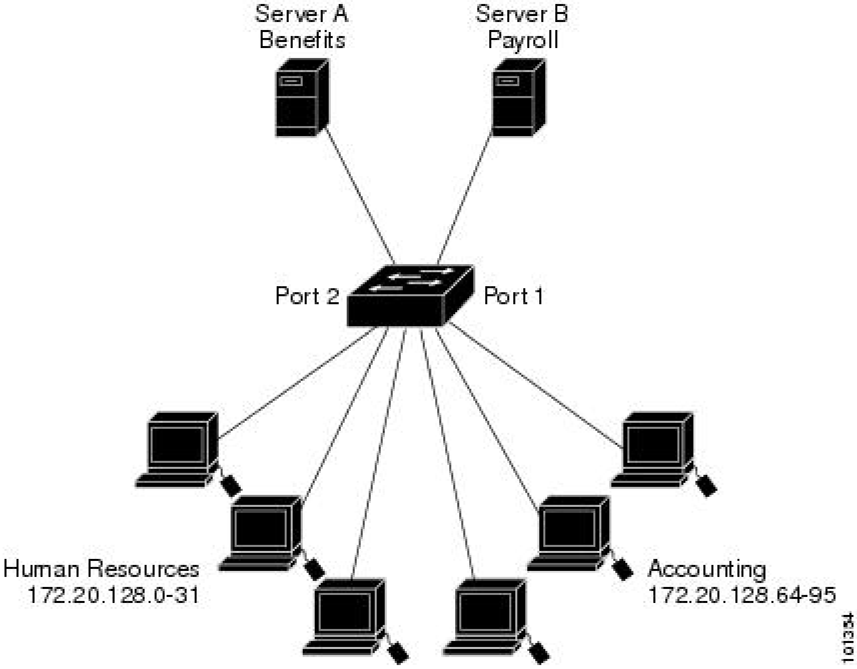
Command	Purpose
show access-lists [*number* | *name*]	Displays the contents of one or all current IP and MAC address access lists or a specific access list (numbered or named).
show ip access-lists [*number* | *name*]	Displays the contents of all current IP access lists or a specific IP access list (numbered or named).
show ip interface *interface-id*	Displays detailed configuration and status of an interface. If IP is enabled on the interface and ACLs have been applied by using the **ip access-group** interface configuration command, the access groups are included in the display.
show running-config [**interface** *interface-id*]	Displays the contents of the configuration file for the switch or the specified interface, including all configured MAC and IP access lists and which access groups are applied to an interface.
show mac access-group [**interface** *interface-id*]	Displays MAC access lists applied to all Layer 2 interfaces or the specified Layer 2 interface.

IPv4 ACL Configuration Examples

This section provides examples of configuring and applying IPv4 ACLs. For detailed information about compiling ACLs, see the *Cisco IOS Security Configuration Guide, Release 12.4* and to the Configuring IP Services" section in the "IP Addressing and Services" chapter of the *Cisco IOS IP Configuration Guide, Release 12.4*.

ACLs in a Small Networked Office

Figure 76: Using Router ACLs to Control Traffic



This shows a small networked office environment with routed Port 2 connected to Server A, containing benefits and other information that all employees can access, and routed Port 1 connected to Server B, containing confidential payroll data. All users can access Server A, but Server B has restricted access.

Use router ACLs to do this in one of two ways:

- Create a standard ACL, and filter traffic coming to the server from Port 1.
- Create an extended ACL, and filter traffic coming from the server into Port 1.

Examples: ACLs in a Small Networked Office

This example uses a standard ACL to filter traffic coming into Server B from a port, permitting traffic only from Accounting's source addresses 172.20.128.64 to 172.20.128.95. The ACL is applied to traffic coming out of routed Port 1 from the specified source address.

```
Switch(config)# access-list 6 permit 172.20.128.64 0.0.0.31
Switch(config)# end
Switch# how access-lists
Standard IP access list 6
    10 permit 172.20.128.64, wildcard bits 0.0.0.31
Switch(config)# interface gigabitethernet1/0/1
Switch(config-if)# ip access-group 6 out
```

This example uses an extended ACL to filter traffic coming from Server B into a port, permitting traffic from any source address (in this case Server B) to only the Accounting destination addresses 172.20.128.64 to 172.20.128.95. The ACL is applied to traffic going into routed Port 1, permitting it to go only to the specified destination addresses. Note that with extended ACLs, you must enter the protocol (IP) before the source and destination information.

```
Switch(config)# access-list 106 permit ip any 172.20.128.64 0.0.0.31
Switch(config)# end
Switch# show access-lists
Extended IP access list 106
    10 permit ip any 172.20.128.64 0.0.0.31
Switch(config)# interface gigabitethernet1/0/1
Switch(config-if)# ip access-group 106 in
```

Example: Numbered ACLs

In this example, network 10.0.0.0 is a Class A network whose second octet specifies a subnet; that is, its subnet mask is 255.255.0.0. The third and fourth octets of a network 10.0.0.0 address specify a particular host. Using access list 2, the switch accepts one address on subnet 48 and reject all others on that subnet. The last line of the list shows that the switch accepts addresses on all other network 10.0.0.0 subnets. The ACL is applied to packets entering a port.

```
Switch(config)# access-list 2 permit 10.48.0.3
Switch(config)# access-list 2 deny 10.48.0.0 0.0.255.255
Switch(config)# access-list 2 permit 10.0.0.0 0.255.255.255
Switch(config)# interface gigabitethernet2/0/1
Switch(config-if)# ip access-group 2 in
```

Examples: Extended ACLs

In this example, the first line permits any incoming TCP connections with destination ports greater than 1023. The second line permits incoming TCP connections to the Simple Mail Transfer Protocol (SMTP) port of host 128.88.1.2. The third line permits incoming ICMP messages for error feedback.

```
Switch(config)# access-list 102 permit tcp any 128.88.0.0 0.0.255.255 gt 1023
Switch(config)# access-list 102 permit tcp any host 128.88.1.2 eq 25
Switch(config)# access-list 102 permit icmp any any
Switch(config)# interface gigabitethernet2/0/1
Switch(config-if)# ip access-group 102 in
```

In this example, suppose that you have a network connected to the Internet, and you want any host on the network to be able to form TCP connections to any host on the Internet. However, you do not want IP hosts to be able to form TCP connections to hosts on your network, except to the mail (SMTP) port of a dedicated mail host.

SMTP uses TCP port 25 on one end of the connection and a random port number on the other end. The same port numbers are used throughout the life of the connection. Mail packets coming in from the Internet have a destination port of 25. Because the secure system of the network always accepts mail connections on port 25, the incoming are separately controlled.

```
Switch(config)# access-list 102 permit tcp any 128.88.0.0 0.0.255.255 eq 23
Switch(config)# access-list 102 permit tcp any 128.88.0.0 0.0.255.255 eq 25
Switch(config)# interface gigabitethernet1/0/1
Switch(config-if)# ip access-group 102 in
```

In this example, the network is a Class B network with the address 128.88.0.0, and the mail host address is 128.88.1.2. The **established** keyword is used only for the TCP to show an established connection. A match occurs if the TCP datagram has the ACK or RST bits set, which show that the packet belongs to an existing connection. Gigabit Ethernet interface 1 on stack member 1 is the interface that connects the router to the Internet.

```
Switch(config)# access-list 102 permit tcp any 128.88.0.0 0.0.255.255 established
Switch(config)# access-list 102 permit tcp any host 128.88.1.2 eq 25
Switch(config)# interface gigabitethernet1/0/1
Switch(config-if)# ip access-group 102 in
```

Examples: Named ACLs

Creating named standard and extended ACLs

This example creates a standard ACL named *internet_filter* and an extended ACL named *marketing_group*. The *internet_filter* ACL allows all traffic from the source address 1.2.3.4.

```
Switch(config)# ip access-list standard Internet_filter
Switch(config-ext-nacl)# permit 1.2.3.4
Switch(config-ext-nacl)# exit
```

The *marketing_group* ACL allows any TCP Telnet traffic to the destination address and wildcard 171.69.0.0 0.0.255.255 and denies any other TCP traffic. It permits ICMP traffic, denies UDP traffic from any source to the destination address range 171.69.0.0 through 179.69.255.255 with a destination port less than 1024, denies any other IP traffic, and provides a log of the result.

```
Switch(config)# ip access-list extended marketing_group
Switch(config-ext-nacl)# permit tcp any 171.69.0.0 0.0.255.255 eq telnet
Switch(config-ext-nacl)# deny tcp any any
Switch(config-ext-nacl)# permit icmp any any
Switch(config-ext-nacl)# deny udp any 171.69.0.0 0.0.255.255 lt 1024
Switch(config-ext-nacl)# deny ip any any log
Switch(config-ext-nacl)# exit
```

The *Internet_filter* ACL is applied to outgoing traffic and the *marketing_group* ACL is applied to incoming traffic on a Layer 3 port.

```
Switch(config)# interface gigabitethernet3/0/1
Switch(config-if)# no switchport
Switch(config-if)# ip address 2.0.5.1 255.255.255.0
Switch(config-if)# ip access-group Internet_filter out
Switch(config-if)# ip access-group marketing_group in
```

Deleting individual ACEs from named ACLs

This example shows how you can delete individual ACEs from the named access list *border-list*:

```
Switch(config)# ip access-list extended border-list
Switch(config-ext-nacl)# no permit ip host 10.1.1.3 any
```

Examples: Time Range Applied to an IP ACL

This example denies HTTP traffic on IP on Monday through Friday between the hours of 8:00 a.m. and 6:00 p.m (18:00). The example allows UDP traffic only on Saturday and Sunday from noon to 8:00 p.m. (20:00).

```
Switch(config)# time-range no-http
Switch(config)# periodic weekdays 8:00 to 18:00
!
Switch(config)# time-range udp-yes
Switch(config)# periodic weekend 12:00 to 20:00
!
Switch(config)# ip access-list extended strict
Switch(config-ext-nacl)# deny tcp any any eq www time-range no-http
Switch(config-ext-nacl)# permit udp any any time-range udp-yes
!
Switch(config-ext-nacl)# exit
Switch(config)# interface gigabitethernet2/0/1
Switch(config-if)# ip access-group strict in
```

Examples: Configuring Commented IP ACL Entries

In this example of a numbered ACL, the workstation that belongs to Jones is allowed access, and the workstation that belongs to Smith is not allowed access:

```
Switch(config)# access-list 1 remark Permit only Jones workstation through
Switch(config)# access-list 1 permit 171.69.2.88
Switch(config)# access-list 1 remark Do not allow Smith workstation through
Switch(config)# access-list 1 deny 171.69.3.13
```

In this example of a numbered ACL, the Winter and Smith workstations are not allowed to browse the web:

```
Switch(config)# access-list 100 remark Do not allow Winter to browse the web
Switch(config)# access-list 100 deny host 171.69.3.85 any eq www
Switch(config)# access-list 100 remark Do not allow Smith to browse the web
Switch(config)# access-list 100 deny host 171.69.3.13 any eq www
```

In this example of a named ACL, the Jones subnet is not allowed access:

```
Switch(config)# ip access-list standard prevention
Switch(config-std-nacl)# remark Do not allow Jones subnet through
Switch(config-std-nacl)# deny 171.69.0.0 0.0.255.255
```

In this example of a named ACL, the Jones subnet is not allowed to use outbound Telnet:

```
Switch(config)# ip access-list extended telnetting
Switch(config-ext-nacl)# remark Do not allow Jones subnet to telnet out
Switch(config-ext-nacl)# deny tcp 171.69.0.0 0.0.255.255 any eq telnet
```

Examples: Troubleshooting ACLs

If this ACL manager message appears and [chars] is the access-list name,

```
ACLMGR-2-NOVMR: Cannot generate hardware representation of access list [chars]
```

The switch has insufficient resources to create a hardware representation of the ACL. The resources include hardware memory and label space but not CPU memory. A lack of available logical operation units or specialized hardware resources causes this problem. Logical operation units are needed for a TCP flag match or a test other than **eq** (**ne**, **gt**, **lt**, or **range**) on TCP, UDP, or SCTP port numbers.

Use one of these workarounds:

- Modify the ACL configuration to use fewer resources.
- Rename the ACL with a name or number that alphanumerically precedes the ACL names or numbers.

To determine the specialized hardware resources, enter the **show platform layer4 acl** map privileged EXEC command. If the switch does not have available resources, the output shows that index 0 to index 15 are not available.

For more information about configuring ACLs with insufficient resources, see CSCsq63926 in the Bug Toolkit.

For example, if you apply this ACL to an interface:

```
permit tcp source source-wildcard destination destination-wildcard range 5 60
permit tcp source source-wildcard destination destination-wildcard range 15 160
permit tcp source source-wildcard destination destination-wildcard range 115 1660
permit tcp source source-wildcard destination destination-wildcard
```

And if this message appears:

```
ACLMGR-2-NOVMR: Cannot generate hardware representation of access list [chars]
```

The flag-related operators are not available. To avoid this issue,

- Move the fourth ACE before the first ACE by using **ip access-list resequence** global configuration command:

  ```
  permit tcp source source-wildcard destination destination-wildcard
  permit tcp source source-wildcard destination destination-wildcard range 5 60
  permit tcp source source-wildcard destination destination-wildcard range 15 160
  permit tcp source source-wildcard destination destination-wildcard range 115 1660
  ```

  or

- Rename the ACL with a name or number that alphanumerically precedes the other ACLs (for example, rename ACL *79* to ACL *1*).

You can now apply the first ACE in the ACL to the interface. The switch allocates the ACE to available mapping bits in the Opselect index and then allocates flag-related operators to use the same bits in the hardware memory.

Additional References

Related Documents

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

PART XXIX

IP Multicast Routing

CHAPTER 40

Configuring IGMP Snooping and Multicast VLAN Registration

Prerequisites for Configuring IGMP Snooping and MVR

Prerequisites for IGMP Snooping

Observe these guidelines when configuring the IGMP snooping querier:

- Configure the VLAN in global configuration mode.
- Configure an IP address on the VLAN interface. When enabled, the IGMP snooping querier uses the IP address as the query source address.
- If there is no IP address configured on the VLAN interface, the IGMP snooping querier tries to use the configured global IP address for the IGMP querier. If there is no global IP address specified, the IGMP querier tries to use the VLAN switch virtual interface (SVI) IP address (if one exists). If there is no SVI IP address, the switch uses the first available IP address configured on the switch. The first IP address available appears in the output of the **show ip interface** privileged EXEC command. The IGMP snooping querier does not generate an IGMP general query if it cannot find an available IP address on the switch.
- The IGMP snooping querier supports IGMP Versions 1 and 2.
- When administratively enabled, the IGMP snooping querier moves to the nonquerier state if it detects the presence of a multicast router in the network.
- When it is administratively enabled, the IGMP snooping querier moves to the operationally disabled state under these conditions:
  - IGMP snooping is disabled in the VLAN.

    - PIM is enabled on the SVI of the corresponding VLAN.

-
-

Restrictions for Configuring IGMP Snooping and MVR

Restrictions for IGMP Snooping

The following are the restrictions for IGMP snooping:

- IGMPv3 join and leave messages are not supported on switches running IGMP filtering or Multicast VLAN registration (MVR).
- 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 IGMP configurable leave time is only supported on hosts running IGMP Version 2. IGMP version 2 is the default version for the switch.

  The actual leave latency in the network is usually the configured leave time. However, the leave time might vary around the configured time, depending on real-time CPU load conditions, network delays and the amount of traffic sent through the interface.
- The IGMP throttling action restriction can be applied only to Layer 2 ports. You can use **ip igmp max-groups action replace** interface configuration 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.

Restrictions for MVR

The following are restrictions for MVR:

- Only Layer 2 ports participate in MVR. You must configure ports as MVR receiver ports.
- Only one MVR multicast VLAN per switch or switch stack is supported.
- Receiver ports can only be access ports; they 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 (MVR group addresses) that can be configured on a switch (that is, the maximum number of television channels that can be received) is 256.
- MVR multicast data received in the source VLAN and leaving from receiver ports has its time-to-live (TTL) decremented by 1 in the switch.

- Because MVR on the switch uses IP multicast addresses instead of MAC multicast addresses, alias IP multicast addresses are allowed on the switch. However, if the switch is interoperating with Catalyst 3550 or Catalyst 3500 XL switches, you should not configure IP addresses that alias between themselves or with the reserved IP multicast addresses (in the range 224.0.0.xxx).
- MVR data received on an MVR receiver port is not forwarded to MVR source ports.
- MVR does not support IGMPv3 messages.

Information About IGMP Snooping and MVR

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, see RFC 1112 and RFC 2236.

The multicast router sends out periodic general queries to all VLANs. All hosts interested in this multicast traffic send join requests and are added to the forwarding table entry. The switch creates one entry per VLAN in the IGMP snooping IP multicast forwarding table for each group from which it receives an IGMP join request.

The switch supports IP multicast group-based bridging, instead of MAC-addressed based groups. With multicast MAC address-based groups, if an IP address being configured translates (aliases) to a previously configured MAC address or to any reserved multicast MAC addresses (in the range 224.0.0.xxx), the command fails. Because the switch uses IP multicast groups, there are no address aliasing issues.

The IP multicast groups learned through IGMP snooping are dynamic. However, you can statically configure multicast groups by using the **ip igmp snooping vlan** *vlan-id* **static** *ip_address* **interface** *interface-id* 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.

You can configure an IGMP snooping querier to support IGMP snooping in subnets without multicast interfaces because the multicast traffic does not need to be routed.

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.

These sections describe IGMP snooping characteristics:

IGMP Versions

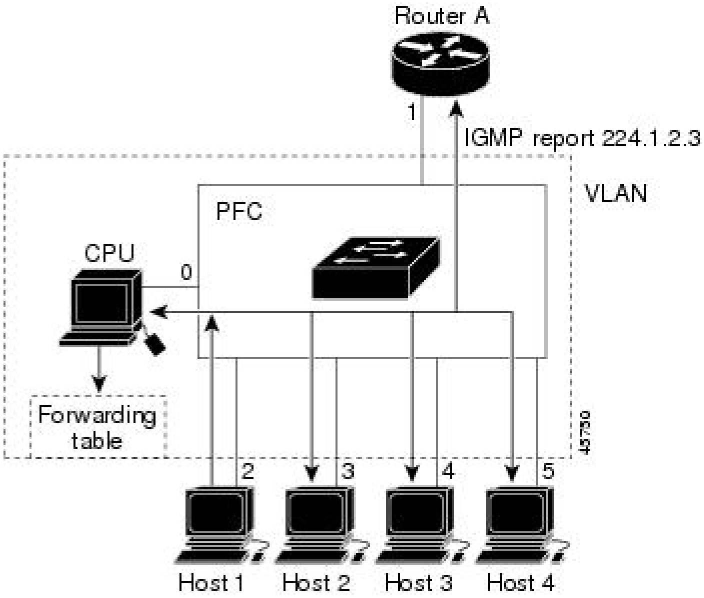
The switch supports IGMP version 1, IGMP version 2, and IGMP version 3. These versions are interoperable on the switch. For example, if IGMP snooping is enabled and the querier's version is IGMPv2, and the switch receives an IGMPv3 report from a host, then the switch can forward the IGMPv3 report to the multicast router.

An IGMPv3 switch can receive messages from and forward messages to a device running the Source Specific Multicast (SSM) feature.

Joining a Multicast Group

Figure 77: Initial IGMP Join Message

When a host connected to the switch wants to join an IP multicast group and it is an IGMP version 2 client, 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. IGMP version 1 or version 2 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.



Router A sends a general query to the switch, which forwards the query to ports 2 through 5, all of which are 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. The switch CPU uses the information in the IGMP report to set up a forwarding-table entry that includes the port numbers connected to Host 1 and to the router.

Table 92: IGMP Snooping Forwarding Table

Destination Address	Type of Packet	Ports
224.1.2.3	IGMP	1, 2

The switch hardware can distinguish IGMP information packets from other packets for the multicast group. The information in the table tells the switching engine to send frames addressed to the 224.1.2.3 multicast IP address that are not IGMP packets to the router and to the host that has joined the group.

Figure 78: Second Host Joining a Multicast Group

If another host (for example, Host 4) sends an unsolicited IGMP join message for the same group, the CPU receives that message and adds the port number of Host 4 to the forwarding table. Because the forwarding table directs IGMP messages only to 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.

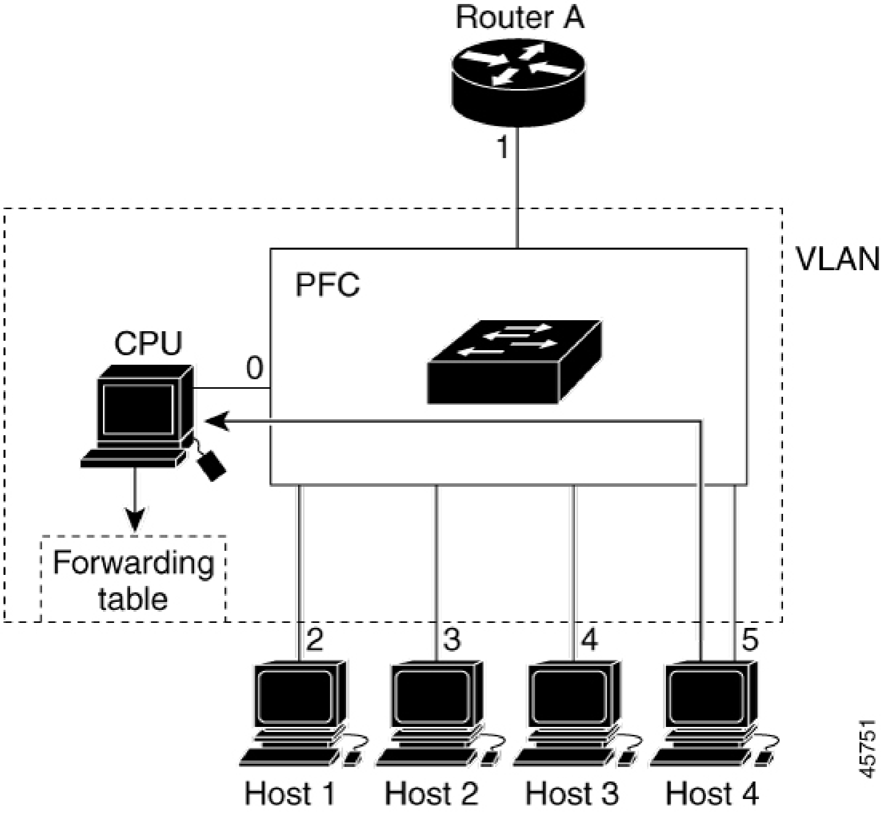


Table 93: Updated IGMP Snooping Forwarding Table

Destination Address	Type of Packet	Ports
224.1.2.3	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 wants to receive multicast traffic, the router continues forwarding the multicast traffic to the VLAN. The switch forwards multicast group traffic only to those hosts listed in the forwarding table for that IP multicast group maintained by IGMP snooping.

When hosts want to leave a multicast group, they can silently leave, or they can send a leave message. When the switch receives a leave message from a host, it sends a group-specific query to learn 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

The switch uses IGMP snooping Immediate Leave to remove from the forwarding table an interface that sends a leave message without the switch sending group-specific 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 ensures optimal bandwidth management for all hosts on a switched network, even when multiple multicast groups are simultaneously in use.

Immediate Leave is only supported on IGMP version 2 hosts. IGMP version 2 is the default version for the switch.

Note You should use the Immediate Leave feature only on VLANs where a single host is connected to each port. If Immediate Leave is enabled on VLANs where more than one host is connected to a port, some hosts may be dropped inadvertently.

IGMP Configurable-Leave Timer

You can configure the time that the switch waits after sending a group-specific query to determine if hosts are still interested in a specific multicast group. The IGMP leave response time can be configured from 100 to 32767 milliseconds.

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 report 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.

Default IGMP Snooping Configuration

This table displays the default IGMP snooping configuration for the switch.

Table 94: Default IGMP Snooping Configuration

Feature	Default Setting
IGMP snooping	Enabled globally and per VLAN
Multicast routers	None configured
IGMP snooping Immediate Leave	Disabled
Static groups	None configured
TCN[21] flood query count	2
TCN query solicitation	Disabled
IGMP snooping querier	Disabled
IGMP report suppression	Enabled

[21] (1) TCN = Topology Change Notification

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.

These sections describe MVR:

MVR and IGMP

Note MVR can coexist with IGMP snooping on a switch.

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 method 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 IP multicast group 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.

Modes of Operation

You can set the switch for compatible or dynamic mode of MVR operation:

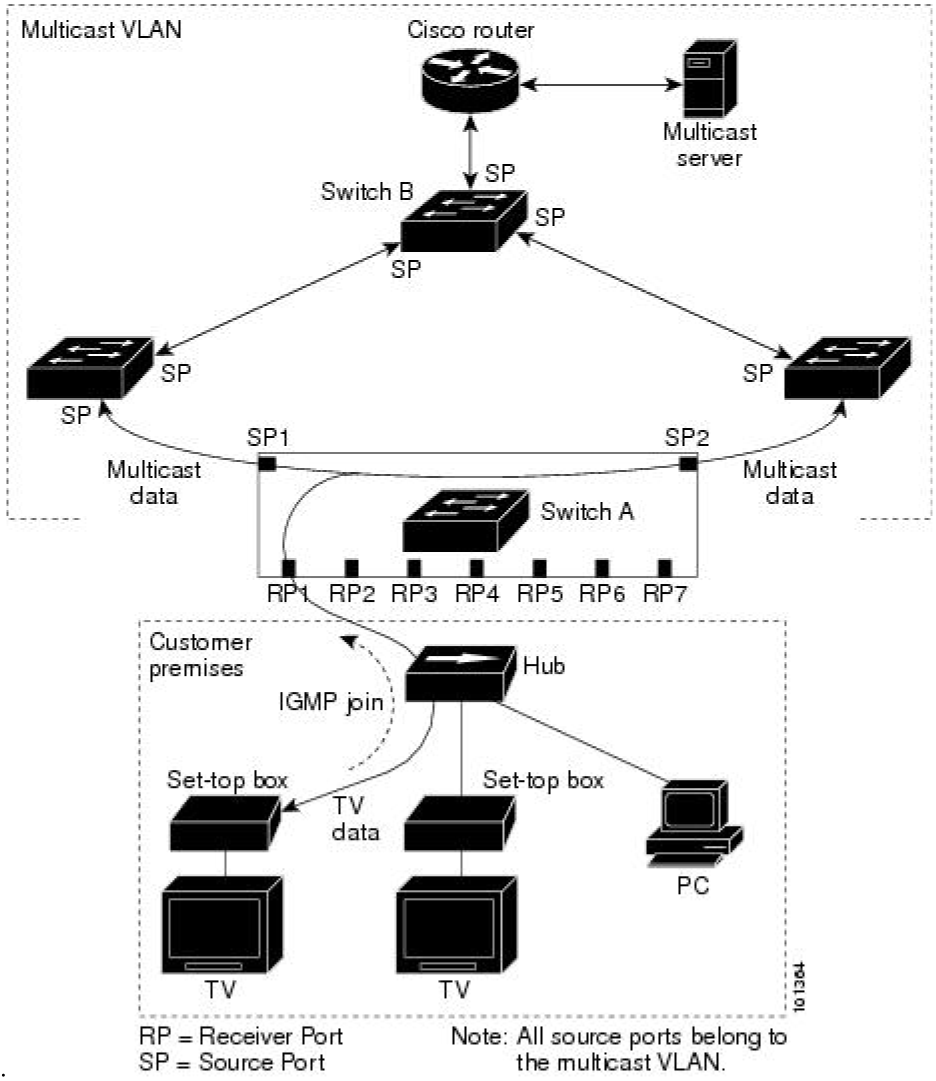
- In compatible mode, multicast data received by MVR hosts is forwarded to all MVR data ports, regardless of MVR host membership on those ports. The multicast data is forwarded only to those receiver ports that MVR hosts have joined, either by IGMP reports or by MVR static configuration. IGMP reports received from MVR hosts are never forwarded from MVR data ports that were configured in the switch.
- In dynamic mode, multicast data received by MVR hosts on the switch is forwarded from only those MVR data and client ports that the MVR hosts have joined, either by IGMP reports or by MVR static configuration. Any IGMP reports received from MVR hosts are also forwarded from all the MVR data ports in the host. This eliminates using unnecessary bandwidth on MVR data port links, which occurs when the switch runs in compatible mode.

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.

Figure 79: Multicast VLAN Registration Example

The following is an example



configuration.

In this example configuration, 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 Switch A to join the appropriate multicast. If the IGMP report matches one of the configured IP multicast group 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 a MAC-based general 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 specified in the query. If the CPU does not receive a response, it eliminates the receiver port as a forwarding destination for this group.

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.

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. The IGMP leave and join messages are 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, Switch A, 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 IP multicast group address as the multicast data. The Switch A CPU must capture all IGMP join and leave messages from receiver ports and forward them to the multicast VLAN of the source (uplink) port, based on the MVR mode.

Default MVR Configuration

Table 95: 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

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. You can also set the maximum number of IGMP groups that a Layer 2 interface can join.

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.

IGMP filtering applies only to the dynamic learning of IP multicast group addresses, not static configuration.

With the IGMP throttling feature, you can 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 replace the randomly selected multicast entry with the received IGMP report.

Note IGMPv3 join and leave messages are not supported on switches running IGMP filtering.

Default IGMP Filtering and Throttling Configuration

This table displays the default IGMP filtering and throttling configuration for the switch.

Table 96: Default IGMP Filtering Configuration

Feature	Default Setting
IGMP filters	None applied.
IGMP maximum number of IGMP groups	No maximum set. **Note** When the maximum number of groups is in the forwarding table, the default IGMP throttling action is to deny the IGMP report.
IGMP profiles	None defined.
IGMP profile action	Deny the range addresses.

How to Configure IGMP Snooping and MVR

Enabling or Disabling IGMP Snooping on a Switch

When IGMP snooping is globally enabled or disabled, it is also enabled or disabled in all existing VLAN interfaces. IGMP snooping is enabled on all VLANs by default, 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.

Follow these steps to globally enable IGMP snooping on the switch:

SUMMARY STEPS

1. **enable**

2. **configure terminal**
3. **ip igmp snooping**
4. **end**
5. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip igmp snooping** **Example:** `Switch(config)# ip igmp snooping`	Globally enables IGMP snooping in all existing VLAN interfaces. **Note** To globally disable IGMP snooping on all VLAN interfaces, use the **no ip igmp snooping** global configuration command.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Enabling or Disabling IGMP Snooping on a VLAN Interface

Follow these steps to enable IGMP snooping on a VLAN interface:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip igmp snooping vlan** *vlan-id*
4. **end**

5. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip igmp snooping vlan** *vlan-id* **Example:** `Switch(config)# ip igmp snooping vlan 7`	Enables IGMP snooping on the VLAN interface. The VLAN ID range is 1 to 1001 and 1006 to 4094. IGMP snooping must be globally enabled before you can enable VLAN snooping. **Note** 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.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Setting the Snooping Method

Multicast-capable router ports are added to the forwarding table for every Layer 2 multicast entry. The switch learns of the 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 using 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 to 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.

If you want to use CGMP as the learning method and no multicast routers in the VLAN are CGMP proxy-enabled, you must enter the **ip cgmp router-only** command to dynamically access the router.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip igmp snooping vlan** *vlan-id* **mrouter learn** {**cgmp** | **pim-dvmrp** }
4. **end**
5. **show ip igmp snooping**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip igmp snooping vlan** *vlan-id* **mrouter learn** {**cgmp** | **pim-dvmrp** } **Example:** `Switch(config)# ip igmp snooping vlan 1 mrouter learn cgmp`	Specifies the multicast router learning method: • **cgmp**—Listens for CGMP packets. This method is useful for reducing control traffic. • **pim-dvmrp**—Snoops on IGMP queries and PIM-DVMRP packets. This is the default. **Note** To return to the default learning method, use the **no ip igmp snooping vlan** *vlan-id* **mrouter learn cgmp** global configuration command.
Step 4	**end** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Switch(config)# end`	
Step 5	**show ip igmp snooping** **Example:** `Switch# show ip igmp snooping`	Verifies the configuration.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring a Multicast Router Port

Perform these steps to add a multicast router port (enable a static connection to a multicast router) on the switch.

Note Static connections to multicast routers are supported only on switch ports.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip igmp snooping vlan** *vlan-id* **mrouter interface** *interface-id*
4. **end**
5. **show ip igmp snooping mrouter** [**vlan** *vlan-id*]
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:**	Enters global configuration mode.

	Command or Action	Purpose
	`Switch# configure terminal`	
Step 3	**ip igmp snooping vlan** *vlan-id* **mrouter interface** *interface-id* **Example:** `Switch(config)# ip igmp snooping vlan 5 mrouter interface gigabitethernet1/0/1`	Specifies the multicast router VLAN ID and the interface to the multicast router. • The VLAN ID range is 1 to 1001 and 1006 to 4094. • The interface can be a physical interface or a port channel. The port-channel range is 1 to 128. **Note** 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.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show ip igmp snooping mrouter** [**vlan** *vlan-id*] **Example:** `Switch# show ip igmp snooping mrouter vlan 5`	Verifies that IGMP snooping is enabled on the VLAN interface.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

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.

Follow these steps to add a Layer 2 port as a member of a multicast group:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip igmp snooping vlan** *vlan-id* **static** *ip_address* **interface** *interface-id*
4. **end**
5. **show ip igmp snooping groups**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. - Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip igmp snooping vlan** *vlan-id* **static** *ip_address* **interface** *interface-id* **Example:** `Switch(config)# ip igmp snooping vlan 105 static 230.0.0.1 interface gigabitethernet1/0/1`	Statically configures a Layer 2 port as a member of a multicast group: - *vlan-id* is the multicast group VLAN ID. The range is 1 to 1001 and 1006 to 4094. - *ip-address* is the group IP address. - *interface-id* is the member port. It can be a physical interface or a port channel (1 to 128). **Note** 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.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show ip igmp snooping groups** **Example:** `Switch# show ip igmp snooping groups`	Verifies the member port and the IP address.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Enabling IGMP Immediate Leave

When you enable IGMP Immediate Leave, 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.

Note Immediate Leave is supported only on IGMP Version 2 hosts. IGMP Version 2 is the default version for the switch.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip igmp snooping vlan** *vlan-id* **immediate-leave**
4. **end**
5. **show ip igmp snooping vlan** *vlan-id*
6. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip igmp snooping vlan** *vlan-id* **immediate-leave** **Example:** `Switch(config)# ip igmp snooping vlan 21 immediate-leave`	Enables IGMP Immediate Leave on the VLAN interface. **Note** To disable IGMP Immediate Leave on a VLAN, use the **no ip igmp snooping vlan** *vlan-id* **immediate-leave** global configuration command.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

	Command or Action	Purpose
Step 5	**show ip igmp snooping vlan** *vlan-id* **Example:** `Switch# show ip igmp snooping vlan 21`	Verifies that Immediate Leave is enabled on the VLAN interface.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring the IGMP Leave Timer

You can configure the leave time globally or on a per-VLAN basis. Follow these steps to enable the IGMP configurable-leave timer:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip igmp snooping last-member-query-interval** *time*
4. **ip igmp snooping vlan** *vlan-id* **last-member-query-interval** *time*
5. **end**
6. **show ip igmp snooping**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip igmp snooping last-member-query-interval** *time* **Example:** `Switch(config)# ip igmp snooping`	Configures the IGMP leave timer globally. The range is 100 to 32767 milliseconds. The default leave time is 1000 milliseconds.

	Command or Action	Purpose
	last-member-query-interval 1000	**Note** To globally reset the IGMP leave timer to the default setting, use the **no ip igmp snooping last-member-query-interval** global configuration command.
Step 4	**ip igmp snooping vlan** *vlan-id* **last-member-query-interval** *time* **Example:** Switch(config)# **ip igmp snooping vlan 210 last-member-query-interval 1000**	(Optional) Configures the IGMP leave time on the VLAN interface. The range is 100 to 32767 milliseconds. **Note** Configuring the leave time on a VLAN overrides the globally configured timer. **Note** To remove the configured IGMP leave-time setting from the specified VLAN, use the **no ip igmp snooping vlan** *vlan-id* **last-member-query-interval** global configuration command.
Step 5	**end** **Example:** Switch(config)# **end**	Returns to privileged EXEC mode.
Step 6	**show ip igmp snooping** **Example:** Switch# **show ip igmp snooping**	(Optional) Displays the configured IGMP leave time.
Step 7	**copy running-config startup-config** **Example:** Switch# **copy running-config startup-config**	(Optional) Saves your entries in the configuration file.

Configuring TCN-Related Commands

Controlling the Multicast Flooding Time After a TCN Event

You can configure the number of general queries by which multicast data traffic is flooded after a topology change notification (TCN) event. If you set the TCN flood query count to 1 the flooding stops after receiving 1 general query. If you set the count to 7, the flooding continues until 7 general queries are received. Groups are relearned based on the general queries received during the TCN event.

Some examples of TCN events are when the client location is changed and the receiver is on same port that was blocked but is now forwarding, and when a port goes down without sending a leave message.

Follow these steps to configure the TCN flood query count:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip igmp snooping tcn flood query count** *count*
4. **end**
5. **show ip igmp snooping**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip igmp snooping tcn flood query count** *count* **Example:** `Switch(config)# ip igmp snooping tcn flood query count 3`	Specifies the number of IGMP general queries for which the multicast traffic is flooded. The range is 1 to 10. The default, the flooding query count is 2. **Note** To return to the default flooding query count, use the **no ip igmp snooping tcn flood query count** global configuration command.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show ip igmp snooping** **Example:** `Switch# show ip igmp snooping`	Verifies the TCN settings.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Recovering from Flood Mode

When a topology change occurs, the spanning-tree root sends a special IGMP leave message (also known as global leave) with the group multicast address 0.0.0.0. However, you can enable the switch to send the global leave message whether it is the spanning-tree root or not. When the router receives this special leave, it immediately sends general queries, which expedite the process of recovering from the flood mode during the TCN event. Leaves are always sent if the switch is the spanning-tree root regardless of this configuration.

Follow these steps to enable sending of leave messages:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip igmp snooping tcn query solicit**
4. **end**
5. **show ip igmp snooping**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip igmp snooping tcn query solicit** **Example:** `Switch(config)# ip igmp snooping tcn query solicit`	Sends an IGMP leave message (global leave) to speed the process of recovering from the flood mode caused during a TCN event. By default, query solicitation is disabled. **Note** To return to the default query solicitation, use the **no ip igmp snooping tcn query solicit** global configuration command.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show ip igmp snooping** **Example:**	Verifies the TCN settings.

	Command or Action	Purpose
	`Switch# show ip igmp snooping`	
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Disabling Multicast Flooding During a TCN Event

When the switch receives a TCN, multicast traffic is flooded to all the ports until 2 general queries are received. If the switch has many ports with attached hosts that are subscribed to different multicast groups, this flooding might exceed the capacity of the link and cause packet loss. Follow these steps to control TCN flooding:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **no ip igmp snooping tcn flood**
5. **end**
6. **show ip igmp snooping**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Specifies the interface to be configured, and enters interface configuration mode.

	Command or Action	Purpose
Step 4	**no ip igmp snooping tcn flood** **Example:** `Switch(config-if)# no ip igmp snooping tcn flood`	Disables the flooding of multicast traffic during a spanning-tree TCN event. By default, multicast flooding is enabled on an interface. **Note** To re-enable multicast flooding on an interface, use the **ip igmp snooping tcn flood** interface configuration command.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show ip igmp snooping** **Example:** `Switch# show ip igmp snooping`	Verifies the TCN settings.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring the IGMP Snooping Querier

Follow these steps to enable the IGMP snooping querier feature in a VLAN:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip igmp snooping querier**
4. **ip igmp snooping querier address** *ip_address*
5. **ip igmp snooping querier query-interval** *interval-count*
6. **ip igmp snooping querier tcn query** [**count** *count* | **interval** *interval*]
7. **ip igmp snooping querier timer expiry** *timeout*
8. **ip igmp snooping querier version** *version*
9. **end**
10. **show ip igmp snooping vlan** *vlan-id*
11. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. - Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip igmp snooping querier** **Example:** `Switch(config)# ip igmp snooping querier`	Enables the IGMP snooping querier.
Step 4	**ip igmp snooping querier address** *ip_address* **Example:** `Switch(config)# ip igmp snooping querier address 172.16.24.1`	(Optional) Specifies an IP address for the IGMP snooping querier. If you do not specify an IP address, the querier tries to use the global IP address configured for the IGMP querier. **Note** The IGMP snooping querier does not generate an IGMP general query if it cannot find an IP address on the switch.
Step 5	**ip igmp snooping querier query-interval** *interval-count* **Example:** `Switch(config)# ip igmp snooping querier query-interval 30`	(Optional) Sets the interval between IGMP queriers. The range is 1 to 18000 seconds.
Step 6	**ip igmp snooping querier tcn query** [**count** *count* | **interval** *interval*] **Example:** `Switch(config)# ip igmp snooping querier tcn query interval 20`	(Optional) Sets the time between Topology Change Notification (TCN) queries. The count range is 1 to 10. The interval range is 1 to 255 seconds.
Step 7	**ip igmp snooping querier timer expiry** *timeout* **Example:** `Switch(config)# ip igmp snooping querier timer expiry 180`	(Optional) Sets the length of time until the IGMP querier expires. The range is 60 to 300 seconds.

	Command or Action	Purpose
Step 8	**ip igmp snooping querier version** *version* **Example:** `Switch(config)# ip igmp snooping querier version 2`	(Optional) Selects the IGMP version number that the querier feature uses. Select 1 or 2.

Step 9	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 10	**show ip igmp snooping vlan** *vlan-id* **Example:** `Switch# show ip igmp snooping vlan 30`	(Optional) Verifies that the IGMP snooping querier is enabled on the VLAN interface. The VLAN ID range is 1 to 1001 and 1006 to 4094.
Step 11	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Disabling IGMP Report Suppression

Follow these steps to disable IGMP report suppression:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **no ip igmp snooping report-suppression**
4. **end**
5. **show ip igmp snooping**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**no ip igmp snooping report-suppression** **Example:** `Switch(config)# no ip igmp snooping report-suppression`	Disables IGMP report suppression. When report suppression is disabled, all IGMP reports are forwarded to the multicast routers. IGMP report suppression is enabled by default. When IGMP report supression is enabled, the switch forwards only one IGMP report per multicast router query. **Note** To re-enable IGMP report suppression, use the **ip igmp snooping report-suppression** global configuration command.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show ip igmp snooping** **Example:** `Switch# show ip igmp snooping`	Verifies that IGMP report suppression is disabled.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring MVR Global Parameters

You do not need to set the optional MVR parameters if you choose to use the default settings. If you want to change the default parameters (except for the MVR VLAN), you must first enable MVR.

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

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **mvr**
4. **mvr group** *ip-address* [*count*]
5. **mvr querytime** *value*
6. **mvr vlan** *vlan-id*
7. **mvr mode** {**dynamic** | **compatible**}
8. **end**
9. Use one of the following:
   - **show mvr**
   - **show mvr members**
10. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**mvr** **Example:** `Switch (config)# mvr`	Enables MVR on the switch.
Step 4	**mvr group** *ip-address* [*count*] **Example:** `Switch(config)# mvr group 228.1.23.4`	Configures an IP multicast address on the switch or use the *count* parameter to configure a contiguous series of MVR group addresses (the range for *count* 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** To return the switch to its default settings, use the **no mvr** [**mode** | **group** *ip-address* | **querytime** | **vlan**] global configuration commands.

	Command or Action	Purpose
Step 5	**mvr querytime** *value* **Example:** `Switch(config)# mvr querytime 10`	(Optional) Defines 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 1 to 100, and the default is 5 tenths or one-half second.
Step 6	**mvr vlan** *vlan-id* **Example:** `Switch(config)# mvr vlan 22`	(Optional) Specifies the VLAN in which multicast data is received; all source ports must belong to this VLAN. The VLAN range is 1 to 1001 and 1006 to 4094. The default is VLAN 1.

Step 7	**mvr mode** {**dynamic** | **compatible**}
	Example:
	`Switch(config)# mvr mode dynamic`
		(Optional) Specifies the MVR mode of operation:
		• **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.
		Note To return the switch to its default settings, use the **no mvr** [**mode** | **group** *ip-address* | **querytime** | **vlan**] global configuration commands.

Step 8	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 9	Use one of the following:
	• **show mvr**
	• **show mvr members**
	Example:
	`Switch# show mvr`
	`OR`
	`Switch# show mvr members`
		Verifies the configuration.

Step 10	**copy running-config startup-config** **Example:**	(Optional) Saves your entries in the configuration file.

	Command or Action	Purpose
	`Switch# copy running-config startup-config`	

Configuring MVR Interfaces

Follow these steps to configure Layer 2 MVR interfaces:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **mvr**
4. **interface** *interface-id*
5. **mvr type** {**source** | **receiver**}
6. **mvr vlan** *vlan-id* **group** [*ip-address*]
7. **mvr immediate**
8. **end**
9. Use one of the following:
   - **show mvr**
   - **show mvr interface**
   - **show mvr members**
10. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**mvr** **Example:** `Switch (config)# mvr`	Enables MVR on the switch.

	Command or Action	Purpose
Step 4	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/2`	Specifies the Layer 2 port to configure, and enter interface configuration mode.

Step 5	**mvr type** {**source** | **receiver**}
	Example:
	`Switch(config-if)# mvr type receiver`
		Configures an MVR port as one of these:
		• **source**—Configures 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**—Configures 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.
		The default configuration is as a non-MVR port. If you attempt to configure a non-MVR port with MVR characteristics, the operation fails.
		Note To return the interface to its default settings, use the **no mvr** [**type** | **immediate** | **vlan** *vlan-id* | **group**] interface configuration commands.

Step 6	**mvr vlan** *vlan-id* **group** [*ip-address*] **Example:** `Switch(config-if)# mvr vlan 22 group 228.1.23.4`	(Optional) Statically configures 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. **Note** In compatible mode, this command applies to only receiver ports. In dynamic mode, it applies to receiver ports and source ports. Receiver ports can also dynamically join multicast groups by using IGMP join and leave messages.
Step 7	**mvr immediate** **Example:** `Switch(config-if)# mvr immediate`	(Optional) Enables the Immediate-Leave feature of MVR on the port. **Note** This command applies to only receiver ports and should only be enabled on receiver ports to which a single receiver device is connected.

	Command or Action	Purpose

Step 8	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 9	Use one of the following:
	• **show mvr**
	• **show mvr interface**
	• **show mvr members**
	Example:
	`Switch# show mvr interface`
	`Port    Type        Status          Immediate`
	`Leave`
	`----    ----        -------`
	`---------------`
	`Gi1/0/2 RECEIVER    ACTIVE/DOWN     ENABLED`
		Verifies the configuration.

Step 10	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring IGMP Profiles

Follow these steps to create an IGMP profile:

This task is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip igmp profile** *profile number*
4. **permit** | **deny**
5. **range** *ip multicast address*
6. **end**
7. **show ip igmp profile** *profile number*
8. **show running-config**
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ip igmp profile** *profile number* **Example:** `Switch(config)# ip igmp profile 3`	Assigns a number to the profile you are configuring, and enters IGMP profile configuration mode. The profile number range is 1 to 4294967295. 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. • **exit**—Exits from igmp-profile configuration mode. • **no**—Negates a command or returns to 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. **Note** To delete a profile, use the **no ip igmp profile** *profile number* global configuration command.
Step 4	**permit | deny** **Example:** `Switch(config-igmp-profile)# permit`	(Optional) Sets 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 5	**range** *ip multicast address* **Example:** `Switch(config-igmp-profile)# range 229.9.9.0`	Enters 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.

	Command or Action	Purpose
		Note To delete an IP multicast address or range of IP multicast addresses, use the **no range** *ip multicast address* IGMP profile configuration command.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show ip igmp profile** *profile number* **Example:** `Switch# show ip igmp profile 3`	Verifies the profile configuration.
Step 8	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 9	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Applying IGMP Profiles

To control access as defined in an IGMP profile, you have to apply the profile to the appropriate interfaces. You can apply IGMP profiles only to Layer 2 access ports; you cannot apply IGMP profiles to routed ports or SVIs. 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 have only one profile applied to it.

Follow these steps to apply an IGMP profile to a switch port:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **ip igmp filter** *profile number*
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/1`	Specifies the physical interface, and enters interface configuration mode. The interface must be a Layer 2 port that does not belong to an EtherChannel port group.
Step 4	**ip igmp filter** *profile number* **Example:** `Switch(config-if)# ip igmp filter 321`	Applies the specified IGMP profile to the interface. The range is 1 to 4294967295. **Note** To remove a profile from an interface, use the **no ip igmp filter** *profile number* interface configuration command.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Setting the Maximum Number of IGMP Groups

Follow these steps to set the maximum number of IGMP groups that a Layer 2 interface can join:

Before you begin

This restriction can be applied to Layer 2 ports only; you cannot set a maximum number of IGMP groups on routed ports or SVIs. You also can use this command on a logical EtherChannel interface but cannot use it on ports that belong to an EtherChannel port group.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **ip igmp max-groups** *number*
5. **end**
6. **show running-config interface** *interface-id*
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/2`	Specifies the interface to be configured, and enters interface configuration mode. The interface can be a Layer 2 port that does not belong to an EtherChannel group or a EtherChannel interface.
Step 4	**ip igmp max-groups** *number* **Example:** `Switch(config-if)# ip igmp max-groups 20`	Sets the maximum number of IGMP groups that the interface can join. The range is 0 to 4294967294. The default is to have no maximum set. **Note** To remove the maximum group limitation and return to the default of no maximum, use the **no ip igmp max-groups** interface configuration command.
Step 5	**end** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Switch(config)# end`	
Step 6	**show running-config interface** *interface-id* **Example:** `Switch# interface gigabitethernet1/0/1`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

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 replace the existing group with the new group for which the IGMP report was received.

Follow these steps to configure the throttling action when the maximum number of entries is in the forwarding table:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **ip igmp max-groups action** {**deny** | **replace**}
5. **end**
6. **show running-config interface** *interface-id*
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/1`	Specifies the physical interface to be configured, and enters interface configuration mode. 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 4	**ip igmp max-groups action** {**deny** | **replace**}
	Example:
	`Switch(config-if)# ip igmp max-groups action replace`
		When an interface receives an IGMP report and the maximum number of entries is in the forwarding table, specifies the action that the interface takes:
		• **deny**—Drops the report. If you configure this throttling action, 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.
		• **replace**—Replaces the existing group with the new group for which the IGMP report was received. If you configure this throttling action, the entries that were previously in the forwarding table are removed. When the maximum number of entries is in the forwarding table, the switch replaces a randomly selected entry with the received IGMP report.
		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.
		Note To return to the default action of dropping the report, use the **no ip igmp max-groups action** interface configuration command.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config interface** *interface-id* **Example:** `Switch# show running-config interface gigabitethernet1/0/1`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:**	(Optional) Saves your entries in the configuration file.

	Command or Action	Purpose
	`Switch# copy running-config startup-config`	

Monitoring IGMP Snooping and MVR

Monitoring 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.

Table 97: Commands for Displaying IGMP Snooping Information

Command	Purpose
	Displays the snooping configuration information for all VLANs on the switch or for a specified VLAN. (Optional) Enter **vlan** *vlan-id* to display information for a single VLAN. The VLAN ID range is 1 to 1001 and 1006 to 4094.
show ip igmp snooping groups [**count** |**dynamic** [**count**] | **user** [**count**]]	Displays multicast table information for the switch or about a specific parameter: • **count**—Displays the total number of entries for the specified command options instead of the actual entries. • **dynamic**—Displays entries learned through IGMP snooping. • **user**—Displays only the user-configured multicast entries.
show ip igmp snooping groups vlan *vlan-id* [*ip_address* | **count** | **dynamic** [**count**] | **user**[**count**]]	Displays multicast table information for a multicast VLAN or about a specific parameter for the VLAN: • *vlan-id*—The VLAN ID range is 1 to 1001 and 1006 to 4094. • **count**—Displays the total number of entries for the specified command options instead of the actual entries. • **dynamic**—Displays entries learned through IGMP snooping. • *ip_address*—Displays characteristics of the multicast group with the specified group IP address. • **user**—Displays only the user-configured multicast entries.

Command	Purpose
show ip igmp snooping mrouter [**vlan** *vlan-id*]	Displays 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 the **vlan** *vlan-id* to display information for a particular VLAN.
show ip igmp snooping querier [**vlan** *vlan-id*]	Display information about the IP address and receiving port for the most-recently received IGMP query messages in the VLAN. (Optional) Enter vlan vlan-id to display information for a single VLAN.
show ip igmp snooping querier [**vlan** *vlan-id*] **detail**	Displays information about the IP address and receiving port of the most-recently received IGMP query message in the VLAN and the configuration and operational state of the IGMP snooping querier in the VLAN.

Monitoring MVR

You can monitor MVR for the switch or for a specified interface by displaying the following MVR information.

Table 98: Commands for Displaying MVR Information

Command	Purpose
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.

Command	Purpose
show mvr interface [*interface-id*] [**members** [**vlan** *vlan-id*]]	Displays all MVR interfaces and their MVR configurations. When a specific interface is entered, displays this information: • Type—Receiver or Source • Status—One of these: • 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 1001 and 1006 to 4094.
show mvr members [*ip-address*]	Displays all receiver and source ports that are members of any IP multicast group or the specified IP multicast group IP address.

Monitoring 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.

Table 99: Commands for Displaying IGMP Filtering and Throttling Configuration

Command	Purpose
show ip igmp profile [*profile number*]	Displays the specified IGMP profile or all the IGMP profiles defined on the switch.
show running-config [**interface** *interface-id*]	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.

Configuration Examples for IGMP Snooping and MVR

Example: Configuring IGMP Snooping Using CGMP Packets

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
```

Example: Enabling a Static Connection to a Multicast Router

This example shows how to enable a static connection to a multicast router:

```
Switch configure terminal
Switch ip igmp snooping vlan 200 mrouter interface gigabitethernet1/0/2
Switch end
```

Example: Configuring a Host Statically to Join a Group

This example shows how to statically configure a host on a port:

```
Switch#  configure terminal
Switch#  ip igmp snooping vlan 105 static 0100.1212.0000 interface gigabitethernet1/0/1
Switch#  end
```

Example: Enabling IGMP Immediate Leave

This example shows how to enable IGMP Immediate Leave on VLAN 130:

```
Switch# configure terminal
Switch(config)# ip igmp snooping vlan 130 immediate-leave
Switch(config)# end
```

Example: Setting the IGMP Snooping Querier Source Address

This example shows how to set the IGMP snooping querier source address to 10.0.0.64:

```
Switch# configure terminal
Switch(config)# ip igmp snooping querier 10.0.0.64
Switch(config)# end
```

Example: Setting the IGMP Snooping Querier Maximum Response Time

This example shows how to set the IGMP snooping querier maximum response time to 25 seconds:

```
Switch# configure terminal
Switch(config)# ip igmp snooping querier query-interval 25
Switch(config)# end
```

Example: Setting the IGMP Snooping Querier Timeout

This example shows how to set the IGMP snooping querier timeout to 60 seconds:

```
Switch# configure terminal
Switch(config)# ip igmp snooping querier timeout expiry 60
Switch(config)# end
```

Example: Setting the IGMP Snooping Querier Feature

This example shows how to set the IGMP snooping querier feature to Version 2:

```
Switch# configure terminal
Switch(config)# no ip igmp snooping querier version 2
Switch(config)# end
```

Example: Configuring IGMP Profiles

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
```

Example: Applying IGMP Profile

This example shows how to apply IGMP profile 4 to a port:

```
Switch(config)# interface gigabitethernet1/0/2
Switch(config-if)# ip igmp filter 4
Switch(config-if)# end
```

Example: Setting the Maximum Number of IGMP Groups

This example shows how to limit to 25 the number of IGMP groups that a port can join:

```
Switch(config)# interface gigabitethernet1/0/2
Switch(config-if)# ip igmp max-groups 25
Switch(config-if)# end
```

Example: Configuring MVR Global Parameters

This example shows how to enable MVR, configure the group address, set the query time to 1 second (10 tenths), specify the MVR multicast VLAN as VLAN 22, and set the MVR mode as dynamic:

```
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
```

Example: Configuring MVR Interfaces

This example shows how to configure a port as a receiver port, statically configure the port to receive multicast traffic sent to the multicast group address, configure Immediate Leave on the port, and verify the results:

```
Switch(config)# mvr
Switch(config)# interface gigabitethernet1/0/2
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

Port Type Status Immediate Leave
---- ---- ------- ---------------
Gi1/0/2 RECEIVER ACTIVE/DOWN ENABLED
```

Additional References

Related Documents

Related Topic	Document Title
For complete syntax and usage information for the commands used in this chapter.	*Command Reference, Cisco IOS Release 15.2(2)E (Catalyst 2960, 2960-S, 2960-SF and 2960-Plus Switches)*

Standards and RFCs

Standard/RFC	Title
RFC 1112	*Host Extensions for IP Multicasting*
RFC 2236	*Internet Group Management Protocol, Version 2*

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

PART XXX

Configuring QoS

CHAPTER 41

Configuring QoS

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Prerequisites for QoS

Before configuring standard 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. For example, is the traffic on your network 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.

QoS ACL Guidelines

Follow these guidelines when configuring QoS with access control lists (ACLs):

- It is not possible to match IP fragments against configured IP extended ACLs to enforce QoS. IP fragments are sent as best-effort. IP fragments are denoted by fields in the IP header.
- Only one ACL per class map and only one **match** class-map configuration command per class map are supported. The ACL can have multiple ACEs, which match fields against the contents of the packet.
- A trust statement in a policy map requires multiple hardware entries per ACL line. If an input service policy map contains a trust statement in an ACL, the access list might be too large to fit into the available QoS hardware memory, and an error can occur when you apply the policy map to a port. Whenever possible, you should minimize the number of lines is a QoS ACL.

Policing Guidelines

- The port ASIC device, which controls more than one physical port, supports 256 policers (255 user-configurable policers plus 1 policer reserved for system internal use). The maximum number of user-configurable policers supported per port is 63. Policers are allocated on demand by the software and are constrained by the hardware and ASIC boundaries.

  You cannot reserve policers per port; there is no guarantee that a port will be assigned to any policer.
- Only one policer is applied to a packet on an ingress port. Only the average rate and committed burst parameters are configurable.
- On a port configured for QoS, all traffic received through the port is classified, policed, and marked according to the policy map attached to the port. On a trunk port configured for QoS, traffic in all VLANs received through the port is classified, policed, and marked according to the policy map attached to the port.
- If you have EtherChannel ports configured on your switch, you must configure QoS classification, policing, mapping, and queueing on the individual physical ports that comprise the EtherChannel. You must decide whether the QoS configuration should match on all ports in the EtherChannel.
- If you need to modify a policy map of an existing QoS policy, first remove the policy map from all interfaces, and then modify or copy the policy map. After you finish the modification, apply the modified policy map to the interfaces. If you do not first remove the policy map from all interfaces, high CPU usage can occur, which, in turn, can cause the console to pause for a very long time.

General QoS Guidelines

These are the general QoS guidelines:

- You configure QoS only on physical ports; there is no support for it at the VLAN level.
- Control traffic (such as spanning-tree bridge protocol data units [BPDUs] and routing update packets) received by the switch are subject to all ingress QoS processing.
- You are likely to lose data when you change queue settings; therefore, try to make changes when traffic is at a minimum.

Restrictions for QoS

The following are the restrictions for QoS:

- To use these features, the switch must be running the LAN Base image: stacking, DSCP, auto-QoS, trusted boundary, policing, marking, mapping tables, and weighted tail drop.
- Ingress queueing is not supported.
- You can configure QoS only on physical ports. VLAN-based QoS is not supported. You configure the QoS settings, such as classification, queueing, and scheduling, and apply the policy map to a port. When configuring QoS on a physical port, you apply a nonhierarchical policy map to a port.
- If the switch is running the LAN Lite image you can:
  - Configure ACLs, but you cannot attach them to physical interfaces. You can attach them to VLAN interfaces to filter traffic to the CPU.
  - Enable only cos trust at interface level.
  - Enable SRR shaping and sharing at interface level.
  - Enable Priority queueing at interface level.
  - Enable or disable **mls qos rewrite ip dscp**.
- The switch must be running the LAN Base image to use the following QoS features:
  - Policy maps
  - Policing and marking
  - Mapping tables
  - WTD

Information About QoS

QoS Implementation

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.

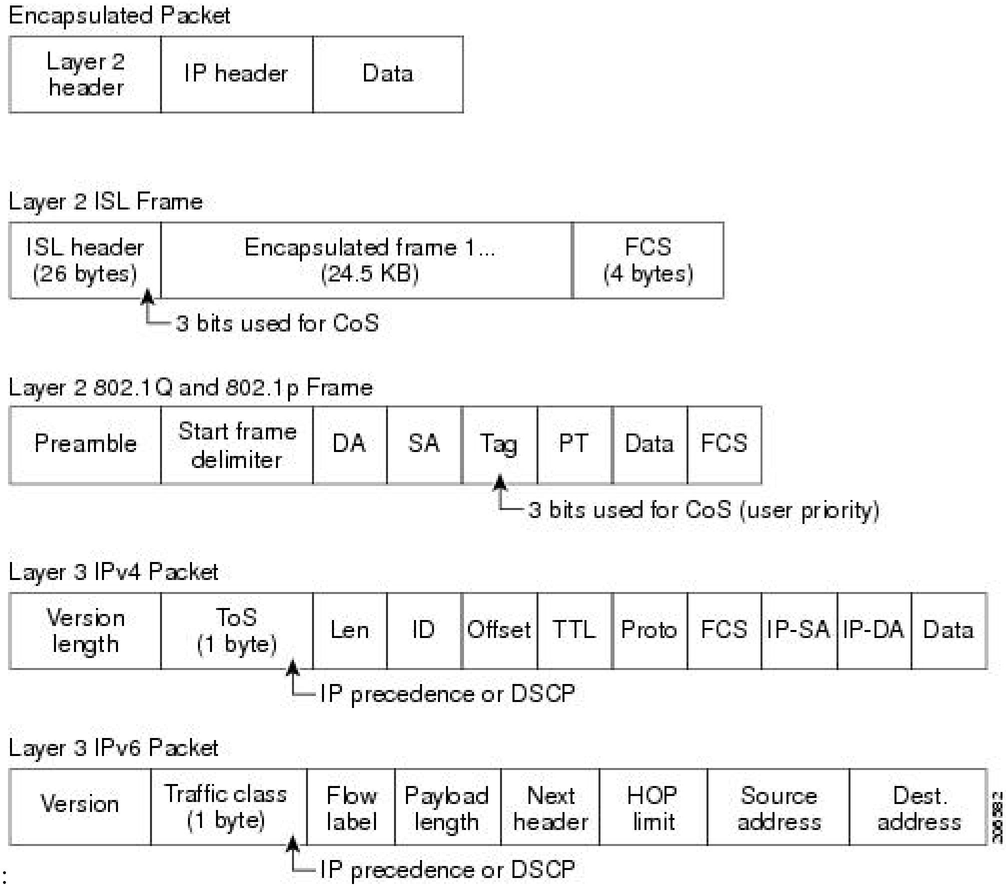
When you configure the QoS feature, you can select specific network traffic, prioritize it according to its relative importance, and use congestion-management and congestion-avoidance techniques to provide preferential treatment. Implementing QoS in your network makes network performance more predictable and bandwidth utilization more effective.

The QoS implementation is based on the Differentiated Services (Diff-Serv) architecture, a standard from the Internet Engineering Task Force (IETF). This architecture specifies that each packet is classified upon entry into the network.

The classification is carried in the IP packet header, using 6 bits from the deprecated IP type of service (ToS) field to carry the classification (*class*) information. Classification can also be carried in the Layer 2 frame.

Figure 80: QoS Classification Layers in Frames and Packets

The special bits in the Layer 2 frame or a Layer 3 packet are shown in the following figure:



Layer 2 Frame Prioritization Bits

Layer 2 Inter-Switch Link (ISL) frame headers have a 1-byte User field that carries an IEEE 802.1p class of service (CoS) value in the three least-significant bits. On ports configured as Layer 2 ISL trunks, all traffic is in ISL frames.

Layer 2 802.1Q frame headers have a 2-byte Tag Control Information field that carries the CoS value in the three most-significant bits, which are called the User Priority bits. On ports 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.

Layer 3 Packet Prioritization Bits

Layer 3 IP packets can carry either an IP precedence value or a Differentiated Services Code Point (DSCP) value. QoS supports the use of either value because DSCP values are backward-compatible with IP precedence values.

IP precedence values range from 0 to 7. DSCP values range from 0 to 63.

End-to-End QoS Solution Using Classification

All switches and routers that access the Internet rely on the class information to provide 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 occur closer to the edge of the network, so that the core switches and routers are not overloaded with this task.

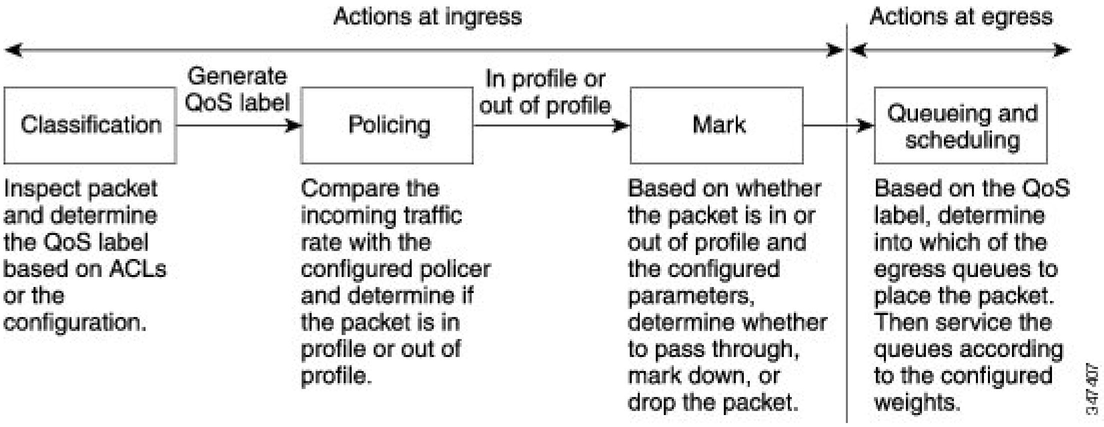
Switches and routers along the path can use the class information to limit the amount of resources allocated per traffic class. The behavior of an individual device when handling traffic in the Diff-Serv architecture is called per-hop behavior. If all devices along a path provide a consistent per-hop behavior, you can construct an end-to-end QoS solution.

Implementing QoS in your network can be a simple task 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.

QoS Basic Model

To implement QoS, the switch must distinguish packets or flows from one another (classify), assign a label to indicate the given quality of service as the packets move through the switch, make the packets comply with the configured resource usage limits (police and mark), and provide different treatment (queue and schedule) in all situations where resource contention exists. The switch also needs to ensure that traffic sent from it meets a specific traffic profile (shape).

Figure 81: QoS Basic Model


Actions at ingress
Actions at egress
Classification
Generate QoS label
Policing
In profile or out of profile
Mark
Queueing and scheduling
Inspect packet and determine the QoS label based on ACLs or the configuration.
Compare the incoming traffic rate with the configured policer and determine if the packet is in profile or out of profile.
Based on whether the packet is in or out of profile and the configured parameters, determine whether to pass through, mark down, or drop the packet.
Based on the QoS label, determine into which of the egress queues to place the packet. Then service the queues according to the configured weights.
347407

Actions at Ingress Port

Actions at the ingress port include classifying traffic, policing, marking, queueing, and scheduling:

- Classifying a distinct path for a packet by associating it with a QoS label. The switch maps the CoS or DSCP in the packet to a QoS label to distinguish one kind of traffic from another. The QoS label that is generated identifies all future QoS actions to be performed on this packet.

- Policing determines whether a packet is in or out of profile by comparing the rate of the incoming traffic to the configured policer. The policer limits the bandwidth consumed by a flow of traffic. The result is passed to the marker.
- Marking evaluates the policer and configuration information for the action to be taken when a packet is out of profile and determines what to do with the packet (pass through a packet without modification, marking down the QoS label in the packet, or dropping the packet).
- Queueing evaluates the QoS label and the corresponding DSCP or CoS value to select into which of the two ingress queues to place a packet. Queueing is enhanced with the weighted tail-drop (WTD) algorithm, a congestion-avoidance mechanism. If the threshold is exceeded, the packet is dropped.
- Scheduling services the queues based on their configured shaped round robin (SRR) weights. One of the ingress queues is the priority queue, and SRR services it for its configured share before servicing the other queue.

Note Queueing and scheduling are only supported at egress and not at ingress on the switch.

Actions at Egress Port

Actions at the egress port include queueing and scheduling:

- Queueing evaluates the QoS packet label and the corresponding DSCP or CoS value before selecting which of the four egress queues to use. Because congestion can occur when multiple ingress ports simultaneously send data to an egress port, WTD differentiates traffic classes and subjects the packets to different thresholds based on the QoS label. If the threshold is exceeded, the packet is dropped.
- Scheduling services the four egress queues based on their configured SRR shared or shaped weights. One of the queues (queue 1) can be the expedited queue, which is serviced until empty before the other queues are serviced.

Classification Overview

Classification is the process of distinguishing one kind of traffic from another by examining the fields in the packet. Classification is enabled only if QoS is globally enabled on the switch. By default, QoS is globally disabled, so no classification occurs.

During classification, the switch performs a lookup and assigns a QoS label to the packet. The QoS label identifies all QoS actions to be performed on the packet and from which queue the packet is sent.

The QoS label is based on the DSCP or the CoS value in the packet and decides the queuing and scheduling actions to perform on the packet. The label is mapped according to the trust setting and the packet type as shown in the Classification Flowchart.

You specify which fields in the frame or packet that you want to use to classify incoming traffic.

Non-IP Traffic Classification

The following table describes the non-IP traffic classification options for your QoS configuration.

Table 100: Non- IP Traffic Classifications

Non-IP Traffic Classification	Description
Trust the CoS value	Trust the CoS value in the incoming frame (configure the port to trust CoS), and then use the configurable CoS-to-DSCP map to generate a DSCP value for the packet. Layer 2 ISL frame headers carry the CoS value in the 3 least-significant bits of the 1-byte User field. Layer 2 802.1Q frame headers carry the CoS value in the 3 most-significant bits of the Tag Control Information field. CoS values range from 0 for low priority to 7 for high priority.
Trust the DSCP or trust IP precedence value	Trust the DSCP or trust IP precedence value in the incoming frame. These configurations are meaningless for non-IP traffic. If you configure a port with either of these options and non-IP traffic is received, the switch assigns a CoS value and generates an internal DSCP value from the CoS-to-DSCP map. The switch uses the internal DSCP value to generate a CoS value representing the priority of the traffic.
Perform classification based on configured Layer 2 MAC ACL	Perform the classification based on a configured Layer 2 MAC access control list (ACL), which can examine the MAC source address, the MAC destination address, and other fields. If no ACL is configured, the packet is assigned 0 as the DSCP and CoS values, which means best-effort traffic. Otherwise, the policy-map action specifies a DSCP or CoS value to assign to the incoming frame.

After classification, the packet is sent to the policing, marking, and the ingress queueing and scheduling stages.

After classification, the packet is sent to the policing and marking stages.

IP Traffic Classification

The following table describes the IP traffic classification options for your QoS configuration.

Table 101: IP Traffic Classifications

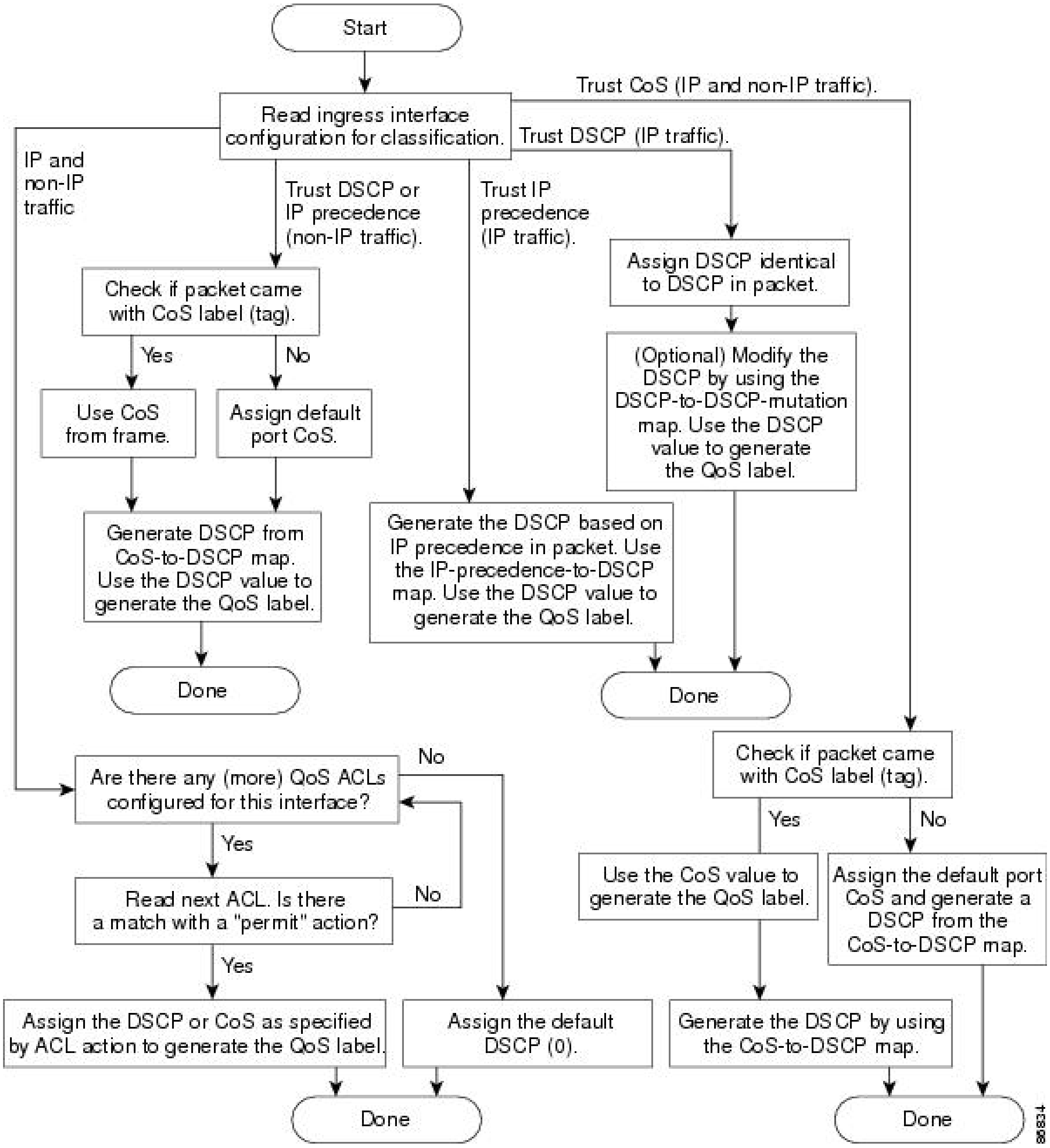
IP Traffic Classification	Description
Trust the DSCP value	Trust the DSCP value in the incoming packet (configure the port to trust DSCP), and assign the same DSCP value to the packet. The IETF defines the 6 most-significant bits of the 1-byte ToS field as the DSCP. The priority represented by a particular DSCP value is configurable. DSCP values range from 0 to 63. You can also classify IP traffic based on IPv6 DSCP. For ports that are on the boundary between two QoS administrative domains, you can modify the DSCP to another value by using the configurable DSCP-to-DSCP-mutation map.
Trust the IP precedence value	Trust the IP precedence value in the incoming packet (configure the port to trust IP precedence), and generate a DSCP value for the packet by using the configurable IP-precedence-to-DSCP map. The IP Version 4 specification defines the 3 most-significant bits of the 1-byte ToS field as the IP precedence. IP precedence values range from 0 for low priority to 7 for high priority. You can also classify IP traffic based on IPv6 precedence.
Trust the CoS value	Trust the CoS value (if present) in the incoming packet, and generate a DSCP value for the packet by using the CoS-to-DSCP map. If the CoS value is not present, use the default port CoS value.
IP standard or an extended ACL	Perform the classification based on a configured IP standard or an extended ACL, which examines various fields in the IP header. If no ACL is configured, the packet is assigned 0 as the DSCP and CoS values, which means best-effort traffic. Otherwise, the policy-map action specifies a DSCP or CoS value to assign to the incoming frame.
Override configured CoS	Override the configured CoS of incoming packets, and apply the default port CoS value to them. For IPv6 packets, the DSCP value is rewritten by using the CoS-to-DSCP map and by using the default CoS of the port. You can do this for both IPv4 and IPv6 traffic.

After classification, the packet is sent to the policing, marking, and the ingress queueing and scheduling stages.

After classification, the packet is sent to the policing and marking stages.

Classification Flowchart

Figure 82: Classification Flowchart


Start
Read ingress interface configuration for classification.
Trust CoS (IP and non-IP traffic).
Trust DSCP (IP traffic).
IP and non-IP traffic
Trust DSCP or IP precedence (non-IP traffic).
Trust IP precedence (IP traffic).
Assign DSCP identical to DSCP in packet.
Check if packet came with CoS label (tag).
Yes
No
Use CoS from frame.
Assign default port CoS.
(Optional) Modify the DSCP by using the DSCP-to-DSCP-mutation map. Use the DSCP value to generate the QoS label.
Generate DSCP from CoS-to-DSCP map. Use the DSCP value to generate the QoS label.
Generate the DSCP based on IP precedence in packet. Use the IP-precedence-to-DSCP map. Use the DSCP value to generate the QoS label.
Done
Done
Are there any (more) QoS ACLs configured for this interface?
No
Yes
Check if packet came with CoS label (tag).
Yes
No
Read next ACL. Is there a match with a "permit" action?
No
Yes
Use the CoS value to generate the QoS label.
Assign the default port CoS and generate a DSCP from the CoS-to-DSCP map.
Assign the DSCP or CoS as specified by ACL action to generate the QoS label.
Assign the default DSCP (0).
Generate the DSCP by using the CoS-to-DSCP map.
Done
Done
86834

Access Control Lists

You can use IP standard, IP extended, or Layer 2 MAC ACLs to define a group of packets with the same characteristics (class). You can also classify IP traffic based on IPv6 ACLs.

In the QoS context, the permit and deny actions in the access control entries (ACEs) have different meanings from security ACLs:

- If a match with a permit action is encountered (first-match principle), the specified QoS-related action is taken.
- If a match with a deny action is encountered, the ACL being processed is skipped, and the next ACL is processed.

Note Deny action is supported in Cisco IOS Release 3.7.4E and later releases.

- If no match with a permit action is encountered and all the ACEs have been examined, no QoS processing occurs on the packet, and the switch offers best-effort service to the packet.
- If multiple ACLs are configured on a port, the lookup stops after the packet matches the first ACL with a permit action, and QoS processing begins.

Note When creating an access list, note 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.

After a traffic class has been defined with the ACL, you can attach a policy to it. A policy might contain multiple classes with actions specified for each one of them. A policy might include commands to classify the class as a particular aggregate (for example, assign a DSCP) or rate-limit the class. This policy is then attached to a particular port on which it becomes effective.

You implement IP ACLs to classify IP traffic by using the **access-list** global configuration command; you implement Layer 2 MAC ACLs to classify non-IP traffic by using the **mac access-list extended** global configuration command.

Classification Based on Class Maps and Policy Maps

To use policy maps, the switch must be running the LAN Base image.

A class map is a mechanism that you use to name a specific traffic flow (or class) and to isolate it from all other traffic. The class map defines the criteria used to match against a specific traffic flow to further classify it. The criteria can include matching the access group defined by the ACL or matching a specific list of DSCP or IP precedence values. If you have more than one type of traffic that you want to classify, you can create another class map and use a different name. After a packet is matched against the class-map criteria, you further classify it through the use of a policy map.

A policy map specifies which traffic class to act on. Actions can include trusting the CoS, DSCP, or IP precedence values in the traffic class; setting a specific DSCP or IP precedence value in the traffic class; or specifying the traffic bandwidth limitations and the action to take when the traffic is out of profile. Before a policy map can be effective, you must attach it to a port.

You create a class map by using the **class-map** global configuration command or the **class** policy-map configuration command. You should use the **class-map** command when the map is shared among many ports. When you enter the **class-map** command, the switch enters the class-map configuration mode. In this mode, you define the match criterion for the traffic by using the **match** class-map configuration command.

You can configure a default class by using the **class class-default** policy-map configuration command. Unclassified traffic (traffic specified in the other traffic classes configured on the policy-map) is treated as default traffic.

You create and name a policy map by using the **policy-map** global configuration command. When you enter this command, the switch enters the policy-map configuration mode. In this mode, you specify the actions to take on a specific traffic class by using the **class**, **trust**, or **set** policy-map configuration and policy-map class configuration commands.

The policy map can contain the **police** and **police aggregate** policy-map class configuration commands, which define the policer, the bandwidth limitations of the traffic, and the action to take if the limits are exceeded.

To enable the policy map, you attach it to a port by using the **service-policy** interface configuration command.

Policing and Marking Overview

After a packet is classified and has a DSCP-based or CoS-based QoS label assigned to it, the policing and marking process can begin.

Policing involves creating a policer that specifies the bandwidth limits for the traffic. Packets that exceed the limits are *out of profile* or *nonconforming*. Each policer decides on a packet-by-packet basis whether the packet is in or out of profile and specifies the actions on the packet. These actions, carried out by the marker, include passing through the packet without modification, dropping the packet, or modifying (marking down) the assigned DSCP of the packet and allowing the packet to pass through. The configurable policed-DSCP map provides the packet with a new DSCP-based QoS label. Marked-down packets use the same queues as the original QoS label to prevent packets in a flow from getting out of order.

Note All traffic, regardless of whether it is bridged or routed, is subjected to a policer, if one is configured. As a result, bridged packets might be dropped or might have their DSCP or CoS fields modified when they are policed and marked.

You can configure policing on a physical port. After you configure the policy map and policing actions, attach the policy to a port by using the **service-policy** interface configuration command.

Physical Port Policing

In policy maps on physical ports, you can create the following types of policers:

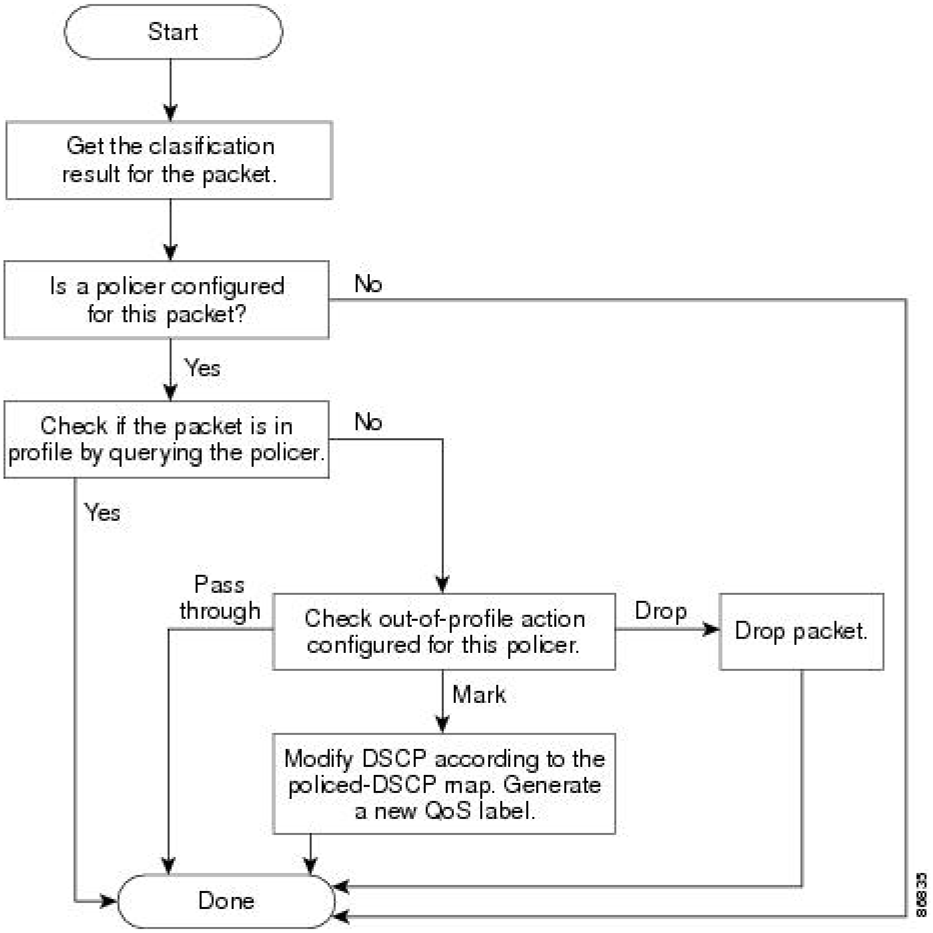
- Individual—QoS applies the bandwidth limits specified in the policer separately to each matched traffic class. You configure this type of policer within a policy map by using the **police** policy-map class configuration command.
- Aggregate—QoS applies the bandwidth limits specified in an aggregate policer cumulatively to all matched traffic flows. You configure this type of policer by specifying the aggregate policer name within a policy map by using the **police aggregate** policy-map class configuration command. You specify the bandwidth limits of the policer by using the **mls qos aggregate-policer** global configuration command. In this way, the aggregate policer is shared by multiple classes of traffic within a policy map.

Policing uses a token-bucket algorithm. As each frame is received by the switch, a token is added to the bucket. The bucket has a hole in it and leaks at a rate that you specify as the average traffic rate in bits per second. Each time a token is added to the bucket, the switch verifies that there is enough room in the bucket. If there is not enough room, the packet is marked as nonconforming, and the specified policer action is taken (dropped or marked down).

How quickly the bucket fills is a function of the bucket depth (burst-byte), the rate at which the tokens are removed (rate-bps), and the duration of the burst above the average rate. The size of the bucket imposes an upper limit on the burst length and limits the number of frames that can be transmitted back-to-back. If the burst is short, the bucket does not overflow, and no action is taken against the traffic flow. However, if a burst is long and at a higher rate, the bucket overflows, and the policing actions are taken against the frames in that burst.

You configure the bucket depth (the maximum burst that is tolerated before the bucket overflows) by using the burst-byte option of the **police** policy-map class configuration command or the **mls qos aggregate-policer** global configuration command. You configure how fast (the average rate) that the tokens are removed from the bucket by using the *rate-bps* option of the **police** policy-map class configuration command or the **mls qos aggregate-policer** global configuration command.

Figure 83: Policing and Marking Flowchart on Physical Ports


Start
Get the clasification result for the packet.
Is a policer configured for this packet?
No
Yes
Check if the packet is in profile by querying the policer.
No
Yes
Pass through
Check out-of-profile action configured for this policer.
Drop
Drop packet.
Mark
Modify DSCP according to the policed-DSCP map. Generate a new QoS label.
Done
86835

Mapping Tables Overview

During QoS processing, the switch represents the priority of all traffic (including non-IP traffic) with a QoS label based on the DSCP or CoS value from the classification stage.

The following table describes QoS processing and mapping tables.

Table 102: QoS Processing and Mapping Tables

QoS Processing Stage	Mapping Table Usage
Classification	During the classification stage, QoS uses configurable mapping tables to derive a corresponding DSCP or CoS value from a received CoS, DSCP, or IP precedence value. These maps include the CoS-to-DSCP map and the IP-precedence-to-DSCP map. You configure these maps by using the **mls qos map cos-dscp** and the **mls qos map ip-prec-dscp** global configuration commands. On an ingress port configured in the DSCP-trusted state, if the DSCP values are different between the QoS domains, you can apply the configurable DSCP-to-DSCP-mutation map to the port that is on the boundary between the two QoS domains. You configure this map by using the **mls qos map dscp-mutation** global configuration command.
Policing	During policing stage, QoS can assign another DSCP value to an IP or a non-IP packet (if the packet is out of profile and the policer specifies a marked-down value). This configurable map is called the policed-DSCP map. You configure this map by using the **mls qos map policed-dscp** global configuration command.
Pre-scheduling	Before the traffic reaches the scheduling stage, QoS stores the packet in an ingress and an egress queue according to the QoS label. The QoS label is based on the DSCP or the CoS value in the packet and selects the queue through the DSCP input and output queue threshold maps or through the CoS input and output queue threshold maps. In addition to an ingress or an egress queue, the QOS label also identifies the WTD threshold value. You configure these maps by using the **mls qos srr-queue** {**input output**} **dscp-map** and the **mls qos srr-queue** {**input output**} **cos-map** global configuration commands.

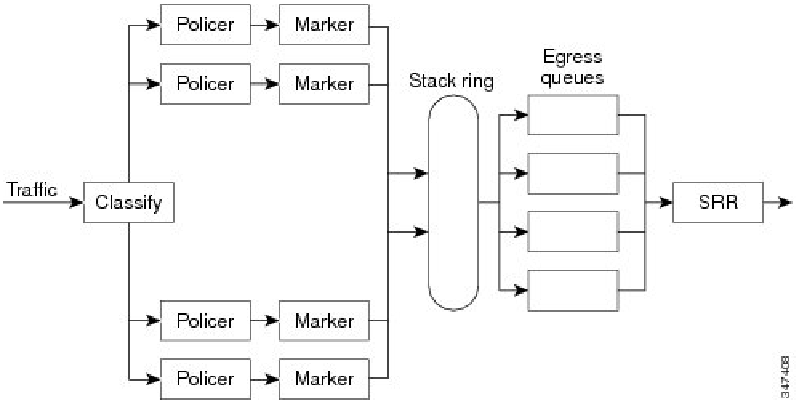
The CoS-to-DSCP, DSCP-to-CoS, and the IP-precedence-to-DSCP maps have default values that might or might not be appropriate for your network.

The default DSCP-to-DSCP-mutation map and the default policed-DSCP map are null maps; they map an incoming DSCP value to the same DSCP value. The DSCP-to-DSCP-mutation map is the only map you apply to a specific port. All other maps apply to the entire switch.

Queueing and Scheduling Overview

The switch has queues at specific points to help prevent congestion.

Figure 84: Ingress and Egress Queue Location on Switch



Note The switch supports 4 egress queues by default and there is an option to enable a total of 8 egress queues. The 8 egress queue configuration is only supported on a standalone switch.

Weighted Tail Drop

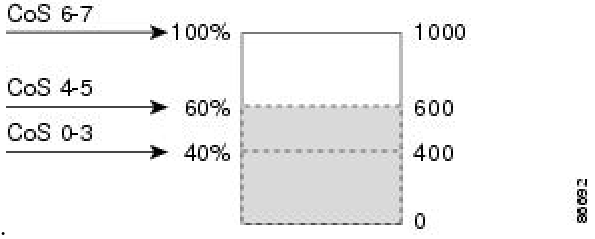
Both the ingress and egress queues use an enhanced version of the tail-drop congestion-avoidance mechanism called weighted tail drop (WTD). WTD is implemented on queues to manage the queue lengths and to provide drop precedences for different traffic classifications.

As a frame is enqueued to a particular queue, WTD uses the frame's assigned QoS label to subject it to different thresholds. If the threshold is exceeded for that QoS label (the space available in the destination queue is less than the size of the frame), the switch drops the frame.

Each queue has three threshold values. The QoS label determines which of the three threshold values is subjected to the frame. Of the three thresholds, two are configurable (explicit) and one is not (implicit).

Figure 85: WTD and Queue Operation

The following figure shows an example of WTD operating on a queue whose size is 1000 frames. Three drop percentages are configured: 40 percent (400 frames), 60 percent (600 frames), and 100 percent (1000 frames). These percentages indicate that up to 400 frames can be queued at the 40-percent threshold, up to 600 frames at the 60-percent threshold, and up to 1000 frames at the 100-percent threshold.



In the example, CoS values 6 and 7 have a greater importance than the other CoS values, and they are assigned to the 100-percent drop threshold (queue-full state). CoS values 4 and 5 are assigned to the 60-percent threshold, and CoS values 0 to 3 are assigned to the 40-percent threshold.

Suppose the queue is already filled with 600 frames, and a new frame arrives. It contains CoS values 4 and 5 and is subjected to the 60-percent threshold. If this frame is added to the queue, the threshold will be exceeded, so the switch drops it.

SRR Shaping and Sharing

Both the ingress and egress queues are serviced by shaped round robin (SRR), which controls the rate at which packets are sent. On the ingress queues, SRR sends packets to the stack or internal ring. On the egress queues, SRR sends packets to the egress port.

You can configure SRR on egress queues for sharing or for shaping. However, for ingress queues, sharing is the default mode, and it is the only mode supported.

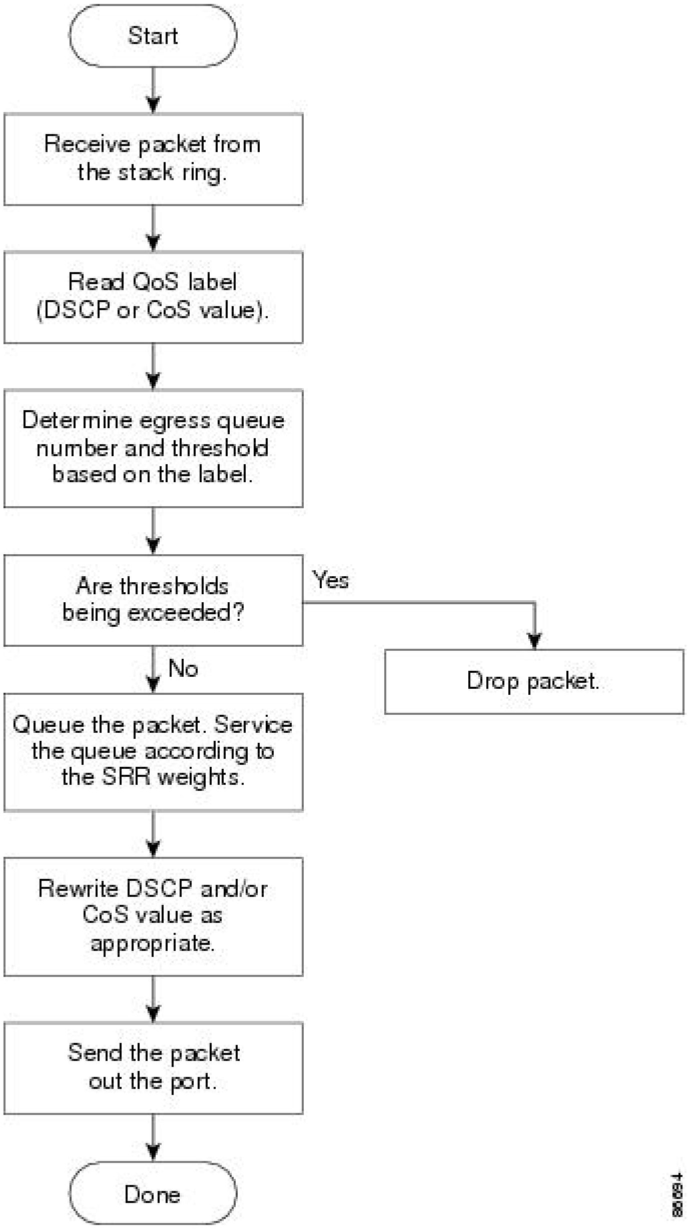
In shaped mode, the egress queues are guaranteed a percentage of the bandwidth, and they are rate-limited to that amount. Shaped traffic does not use more than the allocated bandwidth even if the link is idle. Shaping provides a more even flow of traffic over time and reduces the peaks and valleys of bursty traffic. With shaping, the absolute value of each weight is used to compute the bandwidth available for the queues.

In shared mode, the queues share the bandwidth among them according to the configured weights. The bandwidth is guaranteed at this level but not limited to it. For example, if a queue is empty and no longer requires a share of the link, the remaining queues can expand into the unused bandwidth and share it among them. With sharing, the ratio of the weights controls the frequency of dequeuing; the absolute values are meaningless. Shaping and sharing is configured per interface. Each interface can be uniquely configured.

Queueing and Scheduling on Egress Queues

The following figure shows queueing and scheduling flowcharts for egress ports on the switch.

Figure 86: Queueing and Scheduling Flowchart for Egress Ports on the Switch


Start
Receive packet from the stack ring.
Read QoS label (DSCP or CoS value).
Determine egress queue number and threshold based on the label.
Are thresholds being exceeded?
Yes
Drop packet.
No
Queue the packet. Service the queue according to the SRR weights.
Rewrite DSCP and/or CoS value as appropriate.
Send the packet out the port.
Done
86694

Note If the expedite queue is enabled, SRR services it until it is empty before servicing the other three queues.

Egress Expedite Queue

Each port supports four egress queues, one of which (queue 1) can be the egress expedite queue. These queues are assigned to a queue-set. All traffic exiting the switch flows through one of these four queues and is subjected to a threshold based on the QoS label assigned to the packet.

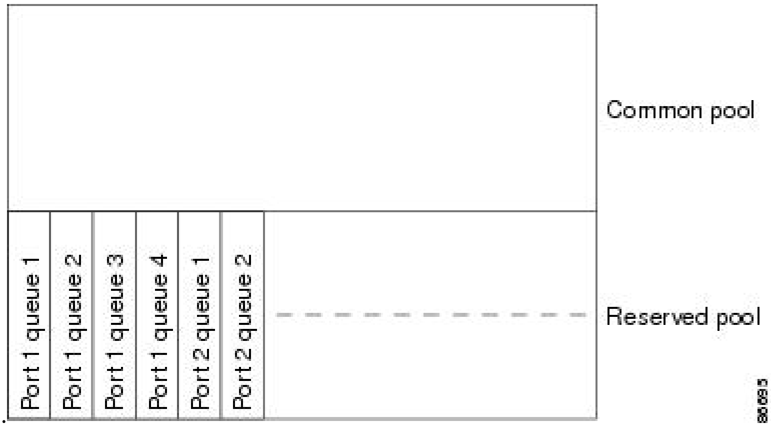
Note If the expedite queue is enabled, SRR services it until it is empty before servicing the other three queues.

Egress Queue Buffer Allocation

The following figure shows the egress queue buffer.

Figure 87: Egress Queue Buffer Allocation

The buffer space is divided between the common pool and the reserved pool. The switch uses a buffer allocation scheme to reserve a minimum amount of buffers for each egress queue, to prevent any queue or port from consuming all the buffers and depriving other queues, and to control whether to grant buffer space to a requesting queue. The switch detects whether the target queue has not consumed more buffers than its reserved amount (under-limit), whether it has consumed all of its maximum buffers (over limit), and whether the common pool is empty (no free buffers) or not empty (free buffers). If the queue is not over-limit, the switch can allocate buffer space from the reserved pool or from the common pool (if it is not empty). If there are no free buffers in the common pool or if the queue is over-limit, the switch drops the frame.



Buffer and Memory Allocation

You guarantee the availability of buffers, set drop thresholds, and configure the maximum memory allocation for a queue-set by using the **mls qos queue-set output** *qset-id* **threshold** *queue-id drop-threshold1 drop-threshold2 reserved-threshold maximum-threshold* global configuration command. Each threshold value is a percentage of the queue's allocated memory, which you specify by using the **mls qos queue-set output** *qset-id* **buffers** *allocation1 ... allocation4* global configuration command. The sum of all the allocated buffers represents the reserved pool, and the remaining buffers are part of the common pool.

Through buffer allocation, you can ensure that high-priority traffic is buffered. For example, if the buffer space is 400, you can allocate 70 percent of it to queue 1 and 10 percent to queues 2 through 4. Queue 1 then has 280 buffers allocated to it, and queues 2 through 4 each have 40 buffers allocated to them.

You can guarantee that the allocated buffers are reserved for a specific queue in a queue-set. For example, if there are 100 buffers for a queue, you can reserve 50 percent (50 buffers). The switch returns the remaining 50 buffers to the common pool. You also can enable a queue in the full condition to obtain more buffers than are reserved for it by setting a maximum threshold. The switch can allocate the needed buffers from the common pool if the common pool is not empty.

Queues and WTD Thresholds

You can assign each packet that flows through the switch to a queue and to a threshold.

Specifically, you map DSCP or CoS values to an egress queue and map DSCP or CoS values to a threshold ID. You use the **mls qos srr-queue output dscp-map queue** *queue-id* {*dscp1...dscp8* | **threshold** *threshold-id dscp1...dscp8*} or the **mls qos srr-queue output cos-map queue** *queue-id* {*cos1...cos8* | **threshold** *threshold-id cos1...cos8*} global configuration command. You can display the DSCP output queue threshold map and the CoS output queue threshold map by using the **show mls qos maps** privileged EXEC command.

The queues use WTD to support distinct drop percentages for different traffic classes. Each queue has three drop thresholds: two configurable (*explicit*) WTD thresholds and one nonconfigurable (*implicit*) threshold preset to the queue-full state. You assign the two WTD threshold percentages for threshold ID 1 and ID 2. The drop threshold for threshold ID 3 is preset to the queue-full state, and you cannot modify it. You map a port to queue-set by using the **queue-set qset-id** interface configuration command. Modify the queue-set configuration to change the WTD threshold percentages.

Shaped or Shared Mode

SRR services each queue-set in shared or shaped mode. You map a port to a queue-set by using the **queue-set** *qset-id* interface configuration command.

You assign shared or shaped weights to the port by using the **srr-queue bandwidth share** *weight1 weight2 weight3 weight4* or the **srr-queue bandwidth shape** *weight1 weight2 weight3 weight4* interface configuration command.

The buffer allocation together with the SRR weight ratios control how much data can be buffered and sent before packets are dropped. The weight ratio is the ratio of the frequency in which the SRR scheduler sends packets from each queue.

All four queues participate in the SRR unless the expedite queue is enabled, in which case the first bandwidth weight is ignored and is not used in the ratio calculation. The expedite queue is a priority queue, and it is serviced until empty before the other queues are serviced. You enable the expedite queue by using the **priority-queue out** interface configuration command.

You can combine the commands described in this section to prioritize traffic by placing packets with particular DSCPs or CoSs into certain queues, by allocating a large queue size or by servicing the queue more frequently, and by adjusting queue thresholds so that packets with lower priorities are dropped.

Note The egress queue default settings are suitable for most situations. You should change them only when you have a thorough understanding of the egress queues and if these settings do not meet your QoS solution.

Packet Modification

A packet is classified, policed, and queued to provide QoS. The following packet modifications can occur during the process to provide QoS:

- For IP and non-IP packets, classification involves assigning a QoS label to a packet based on the DSCP or CoS of the received packet. However, the packet is not modified at this stage; only an indication of the assigned DSCP or CoS value is carried along.
- During policing, IP and non-IP packets can have another DSCP assigned to them (if they are out of profile and the policer specifies a markdown DSCP). Once again, the DSCP in the packet is not modified, but an indication of the marked-down value is carried along. For IP packets, the packet modification occurs

at a later stage; for non-IP packets the DSCP is converted to CoS and used for queueing and scheduling decisions.

- Depending on the QoS label assigned to a frame and the mutation chosen, the DSCP and CoS values of the frame are rewritten. If you do not configure a table map and if you configure the port to trust the DSCP of the incoming frame, the DSCP value in the frame is not changed, but the CoS is rewritten according to the DSCP-to-CoS map. If you configure the port to trust the CoS of the incoming frame and it is an IP packet, the CoS value in the frame is not changed, but the DSCP might be changed according to the CoS-to-DSCP map.

  The input mutation causes the DSCP to be rewritten depending on the new value of DSCP chosen. The set action in a policy map also causes the DSCP to be rewritten.

Standard QoS Default Configuration

Standard QoS is disabled by default.

When QoS is disabled, there is no concept of trusted or untrusted ports because the packets are not modified. The CoS, DSCP, and IP precedence values in the packet are not changed.

Traffic is switched in pass-through mode. The packets are switched without any rewrites and classified as best effort without any policing.

When QoS is enabled using the **mls qos** global configuration command and all other QoS settings are at their defaults, traffic is classified as best effort (the DSCP and CoS value is set to 0) without any policing. No policy maps are configured. The default port trust state on all ports is untrusted.

Note Starting Cisco IOS Release 15.2(1)E, IPv6 QoS is supported on switches running the LAN base license with lanbase-routing template.

Default Ingress Queue Configuration

The following tables describe the default ingress queue configurations.

The following table shows the default ingress queue configuration when QoS is enabled. For the bandwidth allocation feature, bandwidth is equally shared between the queues. SRR sends packets in shared mode only. Queue 2 is the priority queue. SRR services the priority queue for its configured share before servicing the other queue.

Table 103: Default Ingress Queue Configuration

Feature	Queue 1	Queue 2
Buffer allocation	90 percent	10 percent
Bandwidth allocation	4	4
Priority queue bandwidth	0	10
WTD drop threshold 1	100 percent	100 percent
WTD drop threshold 2	100 percent	100 percent

The following table shows the default CoS input queue threshold map when QoS is enabled.

Table 104: Default CoS Input Queue Threshold Map

CoS Value	Queue ID–Threshold ID
0–4	1–1
5	2–1
6, 7	1–1

The following table shows the default DSCP input queue threshold map when QoS is enabled.

Table 105: Default DSCP Input Queue Threshold Map

DSCP Value	Queue ID–Threshold ID
0–39	1–1
40–47	2–1
48–63	1–1

Default Egress Queue Configuration

The following table shows the default egress queue configuration for each queue-set when QoS is enabled. All ports are mapped to queue-set 1. The port bandwidth limit is set to 100 percent and rate unlimited. For the SRR shaped weights (absolute) feature, a shaped weight of zero indicates that the queue is operating in shared mode. For the SRR shared weights feature, one quarter of the bandwidth is allocated to each queue.

Table 106: Default Egress Queue Configuration

Feature	Queue 1	Queue 2	Queue 3	Queue 4
Buffer allocation	25 percent	25 percent	25 percent	25 percent
WTD drop threshold 1	100 percent	200 percent	100 percent	100 percent
WTD drop threshold 2	100 percent	200 percent	100 percent	100 percent
Reserved threshold	50 percent	100 percent	50 percent	50 percent
Maximum threshold	400 percent	400 percent	400 percent	400 percent
SRR shaped weights (absolute)	25	0	0	0
SRR shared weights	25	25	25	25

Note The maximum user configurable values for WTD drop threshold 1, WTD drop threshold 2, reserved threshold, and maximum threshold are each 3200 percent.

The following table shows the default CoS output queue threshold map when QoS is enabled.

Table 107: Default CoS Output Queue Threshold Map

CoS Value	Queue ID–Threshold ID
0, 1	2–1
2, 3	3–1
4	4–1
5	1–1
6, 7	4–1

The following table shows the default DSCP output queue threshold map when QoS is enabled.

Table 108: Default DSCP Output Queue Threshold Map

DSCP Value	Queue ID–Threshold ID
0–15	2–1
16–31	3–1
32–39	4–1
40–47	1–1
48–63	4–1

Default Mapping Table Configuration

The default DSCP-to-DSCP-mutation map is a null map, which maps an incoming DSCP value to the same DSCP value.

The default policed-DSCP map is a null map, which maps an incoming DSCP value to the same DSCP value (no markdown).

DSCP Maps

Default CoS-to-DSCP Map

When DSCP transparency mode is disabled, the DSCP values are derived from CoS as per the following table. If these values are not appropriate for your network, you need to modify them.

Note The DSCP transparency mode is disabled by default. If it is enabled (**no mls qos rewrite ip dscp** interface configuration command), DSCP rewrite will not happen.

Table 109: Default CoS-to-DSCP Map

CoS Value	DSCP Value
0	0
1	8
2	16
3	24
4	32
5	40
6	48
7	56

Default IP-Precedence-to-DSCP Map

You use the IP-precedence-to-DSCP map to map IP precedence values in incoming packets to a DSCP value that QoS uses internally to represent the priority of the traffic. The following table shows the default IP-precedence-to-DSCP map. If these values are not appropriate for your network, you need to modify them.

Table 110: Default IP-Precedence-to-DSCP Map

IP Precedence Value	DSCP Value
0	0
1	8
2	16
3	24
4	32
5	40
6	48
7	56

Default DSCP-to-CoS Map

You use the DSCP-to-CoS map to generate a CoS value, which is used to select one of the four egress queues. The following table shows the default DSCP-to-CoS map. If these values are not appropriate for your network, you need to modify them.

Table 111: Default DSCP-to-CoS Map

DSCP Value	CoS Value
0–7	0
8–15	1
16–23	2
24–31	3
32–39	4
40–47	5
48–55	6
56–63	7

How to Configure QoS

Enabling QoS Globally

By default, QoS is disabled on the switch.

The following procedure to enable QoS globally is required.

SUMMARY STEPS

1. **configure terminal**
2. **mls qos**
3. **end**
4. **show mls qos**
5. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 2	**mls qos** **Example:** `Switch(config)# mls qos`	Enables QoS globally. QoS operates with the default settings described in the related topic sections below. **Note** To disable QoS, use the **no mls qos** global configuration command.

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 4	**show mls qos** **Example:** `Switch# show mls qos`	Verifies the QoS configuration.
Step 5	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring Classification Using Port Trust States

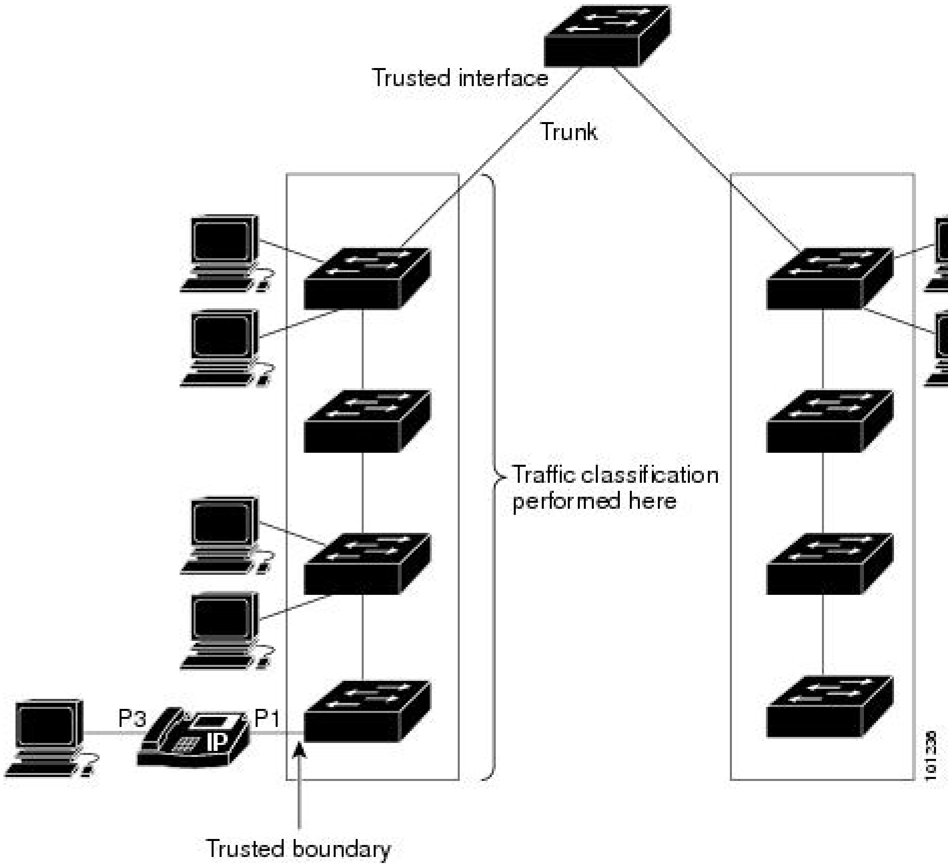
These sections describe how to classify incoming traffic by using port trust states.

Note Depending on your network configuration, you must perform one or more of these tasks in this module or one or more of the tasks in the Configuring a QoS Policy.

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 88: Port Trusted States on Ports Within the QoS Domain



SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **mls qos trust** [**cos** | **dscp** | **ip-precedence**]
4. **end**
5. **show mls qos interface**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:**	Specifies the port to be trusted, and enters interface configuration mode. Valid interfaces are physical ports.

	Command or Action	Purpose
	`Switch(config)# interface gigabitethernet 1/0/2`	
Step 3	**mls qos trust** [**cos** | **dscp** | **ip-precedence**] **Example:** `Switch(config-if)# mls qos trust cos`	Configures the port trust state. By default, the port is not trusted. If no keyword is specified, the default is **dscp**. The keywords have these meanings: • **cos**—Classifies an ingress packet by using the packet CoS value. For an untagged packet, the port default CoS value is used. The default port CoS value is 0. • **dscp**—Classifies an ingress packet by using the packet DSCP value. For a non-IP packet, the packet CoS value is used if the packet is tagged; for an untagged packet, the default port CoS is used. Internally, the switch maps the CoS value to a DSCP value by using the CoS-to-DSCP map. • **ip-precedence**—Classifies an ingress packet by using the packet IP-precedence value. For a non-IP packet, the packet CoS value is used if the packet is tagged; for an untagged packet, the default port CoS is used. Internally, the switch maps the CoS value to a DSCP value by using the CoS-to-DSCP map. To return a port to its untrusted state, use the **no mls qos trust** interface configuration command.

Step 4	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 5	**show mls qos interface** **Example:** `Switch# show mls qos interface`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

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.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **mls qos cos** {*default-cos* | **override**}
4. **end**
5. **show mls qos interface**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/1/1`	Specifies the port to be configured, and enters interface configuration mode. Valid interfaces include physical ports.

Step 3	**mls qos cos** {*default-cos* | **override**}
	Example:
	`Switch(config-if)# mls qos override`
		Configures the default CoS value for the port.
		• For *default-cos,* specify a default CoS value to be assigned to a port. If the packet is untagged, the default CoS value becomes the packet CoS value. 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 packet and to apply the default port CoS value to the port on all incoming packets. By default, CoS override is disabled.
		Use the **override** keyword when all incoming packets on specified ports deserve higher or lower priority than packets entering from other ports. Even if a port was previously set to trust DSCP, CoS, or IP precedence, this command overrides the previously configured trust state, and all the incoming CoS values are assigned the default CoS value configured with this command.

	Command or Action	Purpose
		If an incoming packet is tagged, the CoS value of the packet is modified with the default CoS of the port at the ingress port. **Note** To return to the default setting, use the **no mls qos cos** {*default-cos* | **override**} interface configuration command.

Step 4	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 5	**show mls qos interface** **Example:** `Switch# show mls qos interface`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring a Trusted Boundary to Ensure Port Security

In a typical network, you connect a Cisco IP Phone to a switch port and cascade devices that generate data packets from the back of the telephone. The Cisco IP Phone guarantees the voice quality through a shared data link by marking the CoS level of the voice packets as high priority (CoS = 5) and by marking the data packets as low priority (CoS = 0). 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 class of service (CoS) 3-bit field, which is the priority of the packet.

For most Cisco IP Phone configurations, the traffic sent from the telephone to the switch should be 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 configure the switch port to which the telephone is connected to trust the CoS labels of all traffic received on that port. Use the **mls qos trust dscp** interface configuration command to configure a routed port to which the telephone is connected to trust the DSCP labels of all traffic received on that port.

With the trusted setting, you also can use the trusted boundary feature to prevent misuse of a high-priority queue if a user bypasses the telephone and connects the PC directly to the switch. Without trusted boundary, the CoS labels generated by the PC are trusted by the switch (because of the trusted CoS setting). By contrast, trusted boundary uses 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. Note that the trusted boundary feature is not effective if the PC and Cisco IP Phone are connected to a hub that is connected to the switch.

In some situations, you can prevent a PC connected to the Cisco IP Phone from taking advantage of a high-priority data queue. 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.

SUMMARY STEPS

1. **configure terminal**
2. **cdp run**
3. **interface** *interface-id*
4. **cdp enable**
5. Use one of the following:
   - **mls qos trust cos**
   - **mls qos trust dscp**
6. **mls qos trust device cisco-phone**
7. **end**
8. **show mls qos interface**
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**cdp run** **Example:** `Switch(config)# cdp run`	Enables CDP globally. By default, CDP is enabled.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 2/1/1`	Specifies the port connected to the Cisco IP Phone, and enters interface configuration mode. Valid interfaces include physical ports.
Step 4	**cdp enable** **Example:** `Switch(config-if)# cdp enable`	Enables CDP on the port. By default, CDP is enabled.

	Command or Action	Purpose
Step 5	Use one of the following: • **mls qos trust cos** • **mls qos trust dscp** **Example:** `Switch(config-if)# mls qos trust cos`	Configures the switch port to trust the CoS value in traffic received from the Cisco IP Phone. or Configures the routed port to trust the DSCP value in traffic received from the Cisco IP Phone. By default, the port is not trusted.
Step 6	**mls qos trust device cisco-phone** **Example:** `Switch(config-if)# mls qos trust device cisco-phone`	Specifies that the Cisco IP Phone is a trusted device. You cannot enable both trusted boundary and auto-QoS (**auto qos voip** interface configuration command) at the same time; they are mutually exclusive. **Note** To disable the trusted boundary feature, use the **no mls qos trust device** interface configuration command.

Step 7	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 8	**show mls qos interface** **Example:** `Switch# show mls qos interface`	Verifies your entries.
Step 9	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Enabling DSCP Transparency Mode

The switch supports the DSCP transparency feature. It affects only the DSCP field of a packet at egress. By default, DSCP transparency is disabled. The switch modifies the DSCP field in an incoming packet, and the DSCP field in the outgoing packet is based on the quality of service (QoS) configuration, including the port trust setting, policing and marking, and the DSCP-to-DSCP mutation map.

If DSCP transparency is enabled by using the **no mls qos rewrite ip dscp** command, the switch does not modify the DSCP field in the incoming packet, and the DSCP field in the outgoing packet is the same as that in the incoming packet.

Regardless of the DSCP transparency configuration, the switch modifies the internal DSCP value of the packet, which the switch uses to generate a class of service (CoS) value that represents the priority of the traffic. The switch also uses the internal DSCP value to select an egress queue and threshold.

SUMMARY STEPS

1. **configure terminal**
2. **mls qos**
3. **no mls qos rewrite ip dscp**
4. **end**
5. **show mls qos interface** [*interface-id*]
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**mls qos** **Example:** `Switch(config)# mls qos`	Enables QoS globally.
Step 3	**no mls qos rewrite ip dscp** **Example:** `Switch(config)# no mls qos rewrite ip dscp`	Enables DSCP transparency. The switch is configured to not modify the DSCP field of the IP packet.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show mls qos interface** [*interface-id*] **Example:** `Switch# show mls qos interface gigabitethernet 2/1/1`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:**	(Optional) Saves your entries in the configuration file.

	Command or Action	Purpose
	`Switch# copy running-config startup-config`	

DSCP Transparency Mode

To configure the switch to modify the DSCP value based on the trust setting or on an ACL by disabling DSCP transparency, use the **mls qos rewrite ip dscp** global configuration command.

If you disable QoS by using the **no mls qos** global configuration command, the CoS and DSCP values are not changed (the default QoS setting).

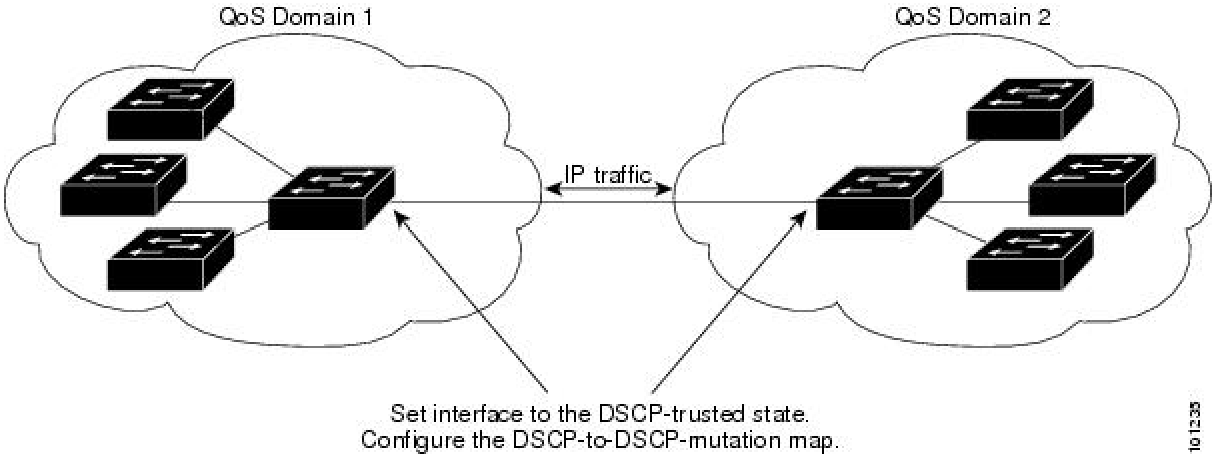
If you enter the **no mls qos rewrite ip dscp** global configuration command to enable DSCP transparency and then enter the **mls qos trust** [**cos** | **dscp**] interface configuration command, DSCP transparency is still enabled.

Note For Catalyst 2960-L switches, DSCP transparency is enabled by default.

Configuring the DSCP Trust State on a Port Bordering Another QoS Domain

If you are administering two separate QoS domains between which you want to implement QoS features for IP traffic, you can configure the switch ports bordering the domains to a DSCP-trusted state. The receiving port accepts the DSCP-trusted value and avoids the classification stage of QoS. If the two domains use different DSCP values, you can configure the DSCP-to-DSCP-mutation map to translate a set of DSCP values to match the definition in the other domain.

Figure 89: DSCP-Trusted State on a Port Bordering Another QoS Domain


QoS Domain 1
QoS Domain 2
IP traffic
Set interface to the DSCP-trusted state.
Configure the DSCP-to-DSCP-mutation map.
101235

Beginning in privileged EXEC mode, follow these steps to configure the DSCP-trusted state on a port and modify the DSCP-to-DSCP-mutation map. To ensure a consistent mapping strategy across both QoS domains, you must perform this procedure on the ports in both domains.

SUMMARY STEPS

1. **configure terminal**
2. **mls qos map dscp-mutation** *dscp-mutation-name in-dscp* **to** *out-dscp*

3. **interface** *interface-id*
4. **mls qos trust dscp**
5. **mls qos dscp-mutation** *dscp-mutation-name*
6. **end**
7. **show mls qos maps dscp-mutation**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**mls qos map dscp-mutation** *dscp-mutation-name in-dscp* **to** *out-dscp* **Example:** `Switch(config)# mls qos map dscp-mutation gigabitethernet1/0/2-mutation 10 11 12 13 to 30`	Modifies the DSCP-to-DSCP-mutation map. The default DSCP-to-DSCP-mutation map is a null map, which maps an incoming DSCP value to the same DSCP value. • For *dscp-mutation-name*, enter the mutation map name. You can create more than one map by specifying a new name. • For *in-dscp*, enter up to eight DSCP values separated by spaces. Then enter the **to** keyword. • For *out-dscp*, enter a single DSCP value. The DSCP range is 0 to 63.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/2`	Specifies the port to be trusted, and enter interface configuration mode. Valid interfaces include physical ports.
Step 4	**mls qos trust dscp** **Example:** `Switch(config-if)# mls qos trust dscp`	Configures the ingress port as a DSCP-trusted port. By default, the port is not trusted. **Note** To return a port to its non-trusted state, use the **no mls qos trust** interface configuration command.
Step 5	**mls qos dscp-mutation** *dscp-mutation-name* **Example:** `Switch(config-if)# mls qos dscp-mutation`	Applies the map to the specified ingress DSCP-trusted port. For *dscp-mutation-name*, specify the mutation map name created in Step 2.

	Command or Action	Purpose
	`gigabitethernet1/0/2-mutation`	You can configure multiple DSCP-to-DSCP-mutation maps on an ingress port. **Note** To return to the default DSCP-to-DSCP-mutation map values, use the **no mls qos map dscp-mutation** *dscp-mutation-name* global configuration command.

Step 6	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 7	**show mls qos maps dscp-mutation** **Example:** `Switch# show mls qos maps dscp-mutation`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy-running-config startup-config`	(Optional) Saves your entries in the configuration file. **Note** To return a port to its non-trusted state, use the **no mls qos trust interface** configuration command. To return to the default DSCP-to-DSCP-mutation map values, use the **no mls qos map dscp-mutation** *dscp-mutation-name* global configuration command.

Configuring a QoS Policy

Configuring a QoS policy typically requires the following tasks:

- Classifying traffic into classes
- Configuring policies applied to those traffic classes
- Attaching policies to ports

These sections describe how to classify, police, and mark traffic. Depending on your network configuration, you must perform one or more of the modules in this section.

Classifying Traffic by Using ACLs

You can classify IP traffic by using IPv4 standard ACLS, IPv4 extended ACLs, or IPv6 ACLs.

You can classify non-IP traffic by using Layer 2 MAC ACLs.

Creating an IP Standard ACL for IPv4 Traffic

Before you begin

Before you perform this task, determine which access lists you will be using for your QoS configuration.

SUMMARY STEPS

1. **configure terminal**
2. **access-list** *access-list-number* {**deny** | **permit**} *source* [*source-wildcard*]
3. **end**
4. **show access-lists**
5. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**access-list** *access-list-number* {**deny** | **permit**} *source* [*source-wildcard*] **Example:** `Switch(config)# access-list 1 permit 192.2.255.0 1.1.1.255`	Creates an IP standard ACL, repeating the command as many times as necessary. • For *access-list-number*, enter the access list number. The range is 1 to 99 and 1300 to 1999. • Use the **permit** keyword to permit a certain type of traffic if the conditions are matched. Use the **deny** keyword to deny a certain type of traffic if conditions are matched. • For *source*, enter the network or host from which the packet is being sent. You can use the **any** keyword as an abbreviation for 0.0.0.0 255.255.255.255. • (Optional) For *source-wildcard*, 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. When you create 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. **Note** To delete an access list, use the **no access-list** *access-list-number* global configuration command.

	Command or Action	Purpose

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 4	**show access-lists** **Example:** `Switch# show access-lists`	Verifies your entries.
Step 5	**copy running-config startup-config** **Example:** `Switch# copy-running-config startup-config`	(Optional) Saves your entries in the configuration file.

Creating an IP Extended ACL for IPv4 Traffic

Before you begin

Before you perform this task, determine which access lists you will be using for your QoS configuration.

SUMMARY STEPS

1. **configure terminal**
2. **access-list** *access-list-number* {**deny** | **permit**} *protocol source source-wildcard destination destination-wildcard*
3. **end**
4. **show access-lists**
5. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**access-list** *access-list-number* {**deny** | **permit**} *protocol source source-wildcard destination destination-wildcard* **Example:** `Switch(config)# access-list 100 permit ip any any`	Creates an IP extended ACL, repeating the command as many times as necessary. • For *access-list-number*, enter the access list number. The range is 100 to 199 and 2000 to 2699.

	Command or Action	Purpose
	`dscp 32`	• Use the **permit** keyword to permit a certain type of traffic if the conditions are matched. Use the **deny** keyword to deny a certain type of traffic if conditions are matched. • For *protocol*, enter the name or number of an IP protocol. Use the question mark (?) to see a list of available protocol keywords. • For *source*, enter the network or host from which the packet is being sent. You specify this by using dotted decimal notation, by using the **any** keyword as an abbreviation for *source* 0.0.0.0 *source-wildcard* 255.255.255.255, or by using the **host** keyword for *source* 0.0.0.0. • For *source-wildcard*, enter the wildcard bits by placing ones in the bit positions that you want to ignore. You specify the wildcard by using dotted decimal notation, by using the **any** keyword as an abbreviation for *source* 0.0.0.0 *source-wildcard* 255.255.255.255, or by using the **host** keyword for *source* 0.0.0.0. • For *destination*, enter the network or host to which the packet is being sent. You have the same options for specifying the *destination and destination-wildcard* as those described by *source* and *source-wildcard*. 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. **Note** To delete an access list, use the **no access-list** *access-list-number* global configuration command.

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 4	**show access-lists** **Example:** `Switch# show access-lists`	Verifies your entries.
Step 5	**copy running-config startup-config** **Example:**	(Optional) Saves your entries in the configuration file.

	Command or Action	Purpose
	`Switch# copy-running-config startup-config`	

Creating an IPv6 ACL for IPv6 Traffic

Before you begin

Before you perform this task, determine which access lists you will be using for your QoS configuration.

SUMMARY STEPS

1. **configure terminal**
2. **ipv6 access-list** *access-list-name*
3. {**deny** | **permit**} *protocol* {*source-ipv6-prefix/prefix-length* | **any** | **host** *source-ipv6-address*} [*operator* [*port-number*]] {*destination-ipv6-prefix/ prefix-length* | **any** | **host** *destination-ipv6-address*} [*operator* [*port-number*]] [**dscp** *value*] [**fragments**] [**log**] [**log-input]** [**routing**] [**sequence** *value*] [**time-range** *name*]
4. **end**
5. **show ipv6 access-list**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**ipv6 access-list** *access-list-name* **Example:** `Switch(config)# ipv6 access-list ipv6_Name_ACL`	Creates an IPv6 ACL and enters IPv6 access-list configuration mode. Accesses list names cannot contain a space or quotation mark or begin with a numeric. **Note** To delete an access list, use the **no ipv6 access-list** *access-list-number* global configuration command.
Step 3	{**deny** | **permit**} *protocol* {*source-ipv6-prefix/prefix-length* | **any** | **host** *source-ipv6-address*} [*operator* [*port-number*]] {*destination-ipv6-prefix/ prefix-length* | **any** | **host** *destination-ipv6-address*} [*operator* [*port-number*]] [**dscp** *value*] [**fragments**] [**log**] [**log-input]** [**routing**] [**sequence** *value*] [**time-range** *name*] **Example:** `Switch(config-ipv6-acl)#`	Enters **deny** or **permit** to specify whether to deny or permit the packet if conditions are matched. These are the conditions: For *protocol*, enter the name or number of an Internet protocol: **ahp**, **esp**, **icmp**, **ipv6**, **pcp**, **stcp**, **tcp**, or **udp**, or an integer in the range 0 to 255 representing an IPv6 protocol number.

	Command or Action	Purpose

	`permit ip host 10::1 host`
	`11::2 host`
		• The *source-ipv6-prefix/prefix-length* or *destination-ipv6-prefix/ prefix-length* is the source or destination IPv6 network or class of networks for which to set deny or permit conditions, specified in hexadecimal and using 16-bit values between colons (see RFC 2373).
		• Enter **any** as an abbreviation for the IPv6 prefix ::/0.
		• For **host** *source-ipv6-address* or *destination-ipv6-address*, enter the source or destination IPv6 host address for which to set deny or permit conditions, specified in hexadecimal using 16-bit values between colons.
		• (Optional) For *operator*, specify an operand that compares the source or destination ports of the specified protocol. Operands are **lt** (less than), **gt** (greater than), **eq** (equal), **neq** (not equal), and **range**.
		If the operator follows the *source-ipv6-prefix/prefix-length* argument, it must match the source port. If the operator follows the *destination-ipv6- prefix/prefix-length* argument, it must match the destination port.
		• (Optional) The *port-number* is a decimal number from 0 to 65535 or the name of a TCP or UDP port. You can use TCP port names only when filtering TCP. You can use UDP port names only when filtering UDP.
		• (Optional) Enter **dscp** *value* to match a differentiated services code point value against the traffic class value in the Traffic Class field of each IPv6 packet header. The acceptable range is from 0 to 63.
		• (Optional) Enter **fragments** to check noninitial fragments. This keyword is visible only if the protocol is IPv6.
		• (Optional) Enter **log** to cause a logging message to be sent to the console about the packet that matches the entry. Enter **log-input** to include the input interface in the log entry. Logging is supported only for router ACLs.
		• (Optional) Enter **routing** to specify that IPv6 packets be routed.
		• (Optional) Enter **sequence** *value* to specify the sequence number for the access list statement. The acceptable range is from 1 to 4294967295.

	Command or Action	Purpose
		• (Optional) Enter **time-range** *name* to specify the time range that applies to the deny or permit statement.

Step 4	**end**
	Example:
	`Switch(config-ipv6-acl)# end`
		Returns to privileged EXEC mode.

Step 5	**show ipv6 access-list** **Example:** `Switch# show ipv6 access-list`	Verifies the access list configuration.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy-running-config startup-config`	(Optional) Saves your entries in the configuration file.

Creating a Layer 2 MAC ACL for Non-IP Traffic

Before you begin

Before you perform this task, determine that Layer 2 MAC access lists are required for your QoS configuration.

SUMMARY STEPS

1. **configure terminal**
2. **mac access-list extended** *name*
3. {**permit** | **deny**} {**host** *src-MAC-addr mask* | **any** | **host** *dst-MAC-addr* | *dst-MAC-addr mask*} [*type mask*]
4. **end**
5. **show access-lists** [*access-list-number* | *access-list-name*]
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 2	**mac access-list extended** *name* **Example:** `Switch(config)# mac access-list extended maclist1`	Creates a Layer 2 MAC ACL by specifying the name of the list. After entering this command, the mode changes to extended MAC ACL configuration. **Note** To delete an access list, use the **no mac access-list extended** *access-list-name* global configuration command.

Step 3	{**permit** | **deny**} {**host** *src-MAC-addr mask* | **any** | **host** *dst-MAC-addr* | *dst-MAC-addr mask*} [*type mask*]
	Example:
	`Switch(config-ext-mac1) # permit 0001.0000.0001 0.0.0 0002.0000.0001 0.0.0`
	`Switch(config-ext-mac1) # permit 0001.0000.0002 0.0.0 0002.0000.0002 0.0.0 xns-idp`
		Specifies the type of traffic to permit or deny if the conditions are matched, entering the command as many times as necessary.
		• For *src-MAC-addr*, enter the MAC address of the host from which the packet is being sent. You specify this by using the hexadecimal format (H.H.H), by using the **any** keyword as an abbreviation for *source* 0.0.0, *source-wildcard* ffff.ffff.ffff, or by using the **host** keyword for *source* 0.0.0.
		• For *mask*, enter the wildcard bits by placing ones in the bit positions that you want to ignore.
		• For *dst-MAC-addr*, enter the MAC address of the host to which the packet is being sent. You specify this by using the hexadecimal format (H.H.H), by using the **any** keyword as an abbreviation for *source* 0.0.0, *source-wildcard* ffff.ffff.ffff, or by using the **host** keyword for *source* 0.0.0.
		• (Optional) For *type mask*, specify the Ethertype number of a packet with Ethernet II or SNAP encapsulation to identify the protocol of the packet. For *type*, the range is from 0 to 65535, typically specified in hexadecimal. For *mask*, enter the *don't care* bits applied to the Ethertype before testing for a match.
		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.

Step 4	**end**
	Example:
	`Switch(config-ext-mac1)# end`
		Returns to privileged EXEC mode.

Step 5	**show access-lists** [*access-list-number* | *access-list-name*] **Example:**	Verifies your entries.

	Command or Action	Purpose
	`Switch# show access-lists`	
Step 6	**copy running-config startup-config** **Example:** `Switch# copy-running-config startup-config`	(Optional) Saves your entries in the configuration file.

Classifying Traffic by Using Class Maps

You use the **class-map** global configuration command to name and to isolate a specific traffic flow (or class) from all other traffic. The class map defines the criteria to use to match against a specific traffic flow to further classify it. Match statements can include criteria such as an ACL, IP precedence values, or DSCP values. The match criterion is defined with one match statement entered within the class-map configuration mode.

Note You can also create class maps during policy map creation by using the **class** policy-map configuration command.

SUMMARY STEPS

1. **configure terminal**
2. Use one of the following:
   - **access-list** *access-list-number* {**deny** | **permit**} *source* [*source-wildcard*]
   - **access-list** *access-list-number* {**deny** | **permit**} *protocol source* [*source-wildcard*] *destination* [*destination-wildcard*]
   - **ipv6 access-list** *access-list-name* {**deny** | **permit**} *protocol* {*source-ipv6-prefix/prefix-length* | **any** | **host** *source-ipv6-address*} [*operator* [*port-number*]] {*destination-ipv6-prefix/ prefix-length* | **any** | **host** *destination-ipv6-address*} [*operator* [*port-number*]] [**dscp** *value*] [**fragments**] [**log**] [**log-input**] [**routing**] [**sequence** *value*] [**time-range** *name*]
   - **mac access-list extended** *name* {**permit** | **deny**} {**host** *src-MAC-addr mask* | **any** | **host** *dst-MAC-addr* | *dst-MAC-addr mask*} [*type mask*]
3. **class-map** [**match-all** | **match-any**] *class-map-name*
4. **match** {**access-group** *acl-index-or-name* | **ip dscp** *dscp-list* | **ip precedence** *ip-precedence-list*}
5. **end**
6. **show class-map**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	Use one of the following: • **access-list** *access-list-number* {**deny** | **permit**} *source* [*source-wildcard*] • **access-list** *access-list-number* {**deny** | **permit**} *protocol source* [*source-wildcard*] *destination* [*destination-wildcard*] • **ipv6 access-list** *access-list-name* {**deny** | **permit**} *protocol* {*source-ipv6-prefix/prefix-length* | **any** | **host** *source-ipv6-address*} [*operator* [*port-number*]] {*destination-ipv6-prefix/ prefix-length* | **any** | **host** *destination-ipv6-address*} [*operator* [*port-number*]] [**dscp** *value*] [**fragments**] [**log**] [**log-input**] [**routing**] [**sequence** *value*] [**time-range** *name*] • **mac access-list extended** *name* {**permit** | **deny**} {**host** *src-MAC-addr mask* | **any** | **host** *dst-MAC-addr* | *dst-MAC-addr mask*} [*type mask*] **Example:** `Switch(config)# access-list 103 permit ip any any dscp 10`	Creates an IP standard or extended ACL, an IPv6 ACL for IP traffic, or a Layer 2 MAC ACL for non-IP traffic, repeating the command as many times as necessary. 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.

Step 3	**class-map** [**match-all** | **match-any**] *class-map-name*
	Example:
	`Switch(config)# class-map class1`
		Creates a class map, and enters class-map configuration mode.
		By default, no class maps are defined.
		• (Optional) Use the **match-all** keyword to perform a logical-AND of all matching statements under this class map. All match criteria in the class map must be matched.
		• (Optional) Use the **match-any** keyword to perform a logical-OR of all matching statements under this class map. One or more match criteria must be matched.
		• For *class-map-name*, specify the name of the class map.
		If neither the **match-all** or **match-any** keyword is specified, the default is **match-all**.

	Command or Action	Purpose
		Note To delete an existing class map, use the **no class-map** [**match-all** | **match-any**] *class-map-name* global configuration command.

Step 4	**match** {**access-group** *acl-index-or-name* | **ip dscp** *dscp-list* | **ip precedence** *ip-precedence-list*}
	Example:
	`Switch(config-cmap)# match ip dscp 10 11 12`
		Defines the match criterion to classify traffic.
		By default, no match criterion is defined.
		Only one match criterion per class map is supported, and only one ACL per class map is supported.
		• For **access-group** *acl-index-or-name,* specify the number or name of the ACL created in Step 2.
		• To filter IPv6 traffic with the **match access-group** command, create an IPv6 ACL, as described in Step 2.
		• For **ip dscp** *dscp-list*, enter a list of up to eight IP DSCP values to match against incoming packets. Separate each value with a space. The range is 0 to 63.
		• For **ip precedence** *ip-precedence-list*, enter a list of up to eight IP-precedence values to match against incoming packets. Separate each value with a space. The range is 0 to 7.
		Note To remove a match criterion, use the **no match** {**access-group** *acl-index-or-name* | **ip dscp** | **ip precedence**} class-map configuration command.

Step 5	**end**
	Example:
	`Switch(config-cmap)# end`
		Returns to privileged EXEC mode.

Step 6	**show class-map** **Example:** `Switch# show class-map`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy-running-config startup-config`	(Optional) Saves your entries in the configuration file.

Classifying Traffic by Using Class Maps and Filtering IPv6 Traffic

To apply the primary match criteria to only IPv4 traffic, use the **match protocol** command with the **ip** keyword. To apply the primary match criteria to only IPv6 traffic, use the **match protocol** command with the **ipv6** keyword.

SUMMARY STEPS

1. **configure terminal**
2. **class-map** {**match-all**} *class-map-name*
3. **match protocol** [*ip* | *ipv6*]
4. **match** {**ip dscp** *dscp-list* | **ip precedence** *ip-precedence-list*}
5. **end**
6. **show class-map**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 2	**class-map** {**match-all**} *class-map-name*
	Example:
	`Switch(config)# class-map cm-1`
		Creates a class map, and enters class-map configuration mode.
		By default, no class maps are defined.
		When you use the **match protocol** command, only the **match-all** keyword is supported.
		• For *class-map-name*, specify the name of the class map.
		If neither the **match-all** or **match-any** keyword is specified, the default is **match-all**.
		Note To delete an existing class map, use the **no class-map** [**match-all** | **match-any**] *class-map-name* global configuration command.

Step 3	**match protocol** [*ip* | *ipv6*] **Example:** `Switch(config-cmap)#  match protocol ip`	(Optional) Specifies the IP protocol to which the class map applies: • Use the argument *ip* to specify IPv4 traffic and *ipv6* to specify IPv6 traffic. • When you use the **match protocol** command, only the **match-all** keyword is supported for the **class-map** command.

	Command or Action	Purpose

Step 4	**match** {**ip dscp** *dscp-list* | **ip precedence** *ip-precedence-list*}
	Example:
	`Switch(config-cmap)# match ip dscp 10`
		Defines the match criterion to classify traffic.
		By default, no match criterion is defined.
		• For **ip dscp** *dscp-list*, enter a list of up to eight IP DSCP values to match against incoming packets. Separate each value with a space. The range is 0 to 63.
		• For **ip precedence** *ip-precedence-list*, enter a list of up to eight IP-precedence values to match against incoming packets. Separate each value with a space. The range is 0 to 7.
		Note To remove a match criterion, use the no match {**access-group** *acl-index-or-name* | **ip dscp** | **ip precedence**} class-map configuration command.

Step 5	**end**
	Example:
	`Switch(config-cmap)# end`
		Returns to privileged EXEC mode.

Step 6	**show class-map** **Example:** `Switch# show class-map`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy-running-config startup-config`	(Optional) Saves your entries in the configuration file.

Classifying, Policing, and Marking Traffic on Physical Ports by Using Policy Maps

You can configure a policy map on a physical port that specifies which traffic class to act on. Actions can include trusting the CoS, DSCP, or IP precedence values in the traffic class; setting a specific DSCP or IP precedence value in the traffic class; and specifying the traffic bandwidth limitations for each matched traffic class (policer) and the action to take when the traffic is out of profile (marking).

A policy map also has these characteristics:

- A policy map can contain multiple class statements, each with different match criteria and policers.
- A policy map can contain a predefined default traffic class explicitly placed at the end of the map.
- A separate policy-map class can exist for each type of traffic received through a port.

Follow these guidelines when configuring policy maps on physical ports:

- You can attach only one policy map per ingress port.
- If you configure the IP-precedence-to-DSCP map by using the **mls qos map ip-prec-dscp** *dscp1...dscp8* global configuration command, the settings only affect packets on ingress interfaces that are configured to trust the IP precedence value. In a policy map, if you set the packet IP precedence value to a new value by using the **set ip precedence** *new-precedence* policy-map class configuration command, the egress DSCP value is not affected by the IP-precedence-to-DSCP map. If you want the egress DSCP value to be different than the ingress value, use the **set dscp new-dscp** policy-map class configuration command.
- If you enter or have used the **set ip dscp** command, the switch changes this command to **set dscp** in its configuration.
- You can use the **set ip precedence** or the **set precedence** policy-map class configuration command to change the packet IP precedence value. This setting appears as set ip precedence in the switch configuration.
- A policy-map and a port trust state can both run on a physical interface. The policy-map is applied before the port trust state.
- When you configure a default traffic class by using the **class class-default** policy-map configuration command, unclassified traffic (traffic that does not meet the match criteria specified in the traffic classes) is treated as the default traffic class (class-default).

SUMMARY STEPS

1. **configure terminal**
2. **class-map** [**match-all** | **match-any**] *class-map-name*
3. **policy-map** *policy-map-name*
4. **class** [*class-map-name* | **class-default**]
5. **trust** [**cos** | **dscp** | **ip-precedence**]
6. **set** {**dscp** *new-dscp* | **ip precedence** *new-precedence*}
7. **police** *rate-bps burst-byte* [**exceed-action** {**drop** | **policed-dscp-transmit**}]
8. **exit**
9. **exit**
10. **interface** *interface-id*
11. **service-policy input** *policy-map-name*
12. **end**
13. **show policy-map** [*policy-map-name* [**class** *class-map-name*]]
14. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose

Step 2	**class-map** [**match-all** | **match-any**] *class-map-name*
	Example:
	`Switch(config)# class-map ipclass1`
		Creates a class map, and enters class-map configuration mode.
		By default, no class maps are defined.
		• (Optional) Use the **match-all** keyword to perform a logical-AND of all matching statements under this class map. All match criteria in the class map must be matched.
		• (Optional) Use the **match-any** keyword to perform a logical-OR of all matching statements under this class map. One or more match criteria must be matched.
		• For *class-map-name*, specify the name of the class map.
		If neither the **match-all** or **match-any** keyword is specified, the default is **match-all**.

Step 3	**policy-map** *policy-map-name* **Example:** `Switch(config-cmap)# policy-map flowit`	Creates a policy map by entering the policy map name, and enters policy-map configuration mode. By default, no policy maps are defined. The default behavior of a policy map is to set the DSCP to 0 if the packet is an IP packet and to set the CoS to 0 if the packet is tagged. No policing is performed. **Note** To delete an existing policy map, use the **no policy-map** *policy-map-name* global configuration command.

Step 4	**class** [*class-map-name* | **class-default**]
	Example:
	`Switch(config-pmap)# class ipclass1`
		Defines a traffic classification, and enters policy-map class configuration mode.
		By default, no policy map class-maps are defined.
		If a traffic class has already been defined by using the **class-map** global configuration command, specify its name for *class-map-name* in this command.
		A **class-default** traffic class is pre-defined and can be added to any policy. It is always placed at the end of a policy map. With an implied **match any** included in the **class-default** class, all packets that have not already matched the other traffic classes will match **class-default**.
		Note To delete an existing class map, use the **no class** *class-map-name* policy-map configuration command.

	Command or Action	Purpose
Step 5	**trust** [**cos** | **dscp** | **ip-precedence**] **Example:** `Switch(config-pmap-c)# trust dscp`	Configures the trust state, which QoS uses to generate a CoS-based or DSCP-based QoS label. This command is mutually exclusive with the **set** command within the same policy map. If you enter the **trust** command, go to Step 6. By default, the port is not trusted. If no keyword is specified when the command is entered, the default is **dscp**. The keywords have these meanings: • **cos**—QoS derives the DSCP value by using the received or default port CoS value and the CoS-to-DSCP map. • **dscp**—QoS derives the DSCP value by using the DSCP value from the ingress packet. For non-IP packets that are tagged, QoS derives the DSCP value by using the received CoS value; for non-IP packets that are untagged, QoS derives the DSCP value by using the default port CoS value. In either case, the DSCP value is derived from the CoS-to-DSCP map. • **ip-precedence**—QoS derives the DSCP value by using the IP precedence value from the ingress packet and the IP-precedence-to-DSCP map. For non-IP packets that are tagged, QoS derives the DSCP value by using the received CoS value; for non-IP packets that are untagged, QoS derives the DSCP value by using the default port CoS value. In either case, the DSCP value is derived from the CoS-to-DSCP map. **Note** To return to the untrusted state, use the **no trust** policy-map configuration command

Step 6	**set** {**dscp** *new-dscp* | **ip precedence** *new-precedence*}
	Example:
	`Switch(config-pmap-c)# set dscp 45`
		Classifies IP traffic by setting a new value in the packet.
		• For **dscp** *new-dscp*, enter a new DSCP value to be assigned to the classified traffic. The range is 0 to 63.
		• For **ip precedence** *new-precedence,* enter a new IP-precedence value to be assigned to the classified traffic. The range is 0 to 7.
		Note To remove an assigned DSCP or IP precedence value, use the **no set** {**dscp** *new-dscp* | **ip** precedence *new-precedence*} policy-map configuration command.

Step 7	**police** *rate-bps burst-byte* [**exceed-action** {**drop** | **policed-dscp-transmit**}]	Defines a policer for the classified traffic. By default, no policer is defined.

	Command or Action	Purpose
	Example: `Switch(config-pmap-c)# police 100000 80000 drop`	• For *rate-bps*, specify average traffic rate in bits per second (b/s). The range is 8000 to 10000000000. • For *burst-byte*, specify the normal burst size in bytes. The range is 8000 to 1000000. • (Optional) Specifies the action to take when the rates are exceeded. Use the **exceed-action drop** keywords to drop the packet. Use the **exceed-action policed-dscp-transmit** keywords to mark down the DSCP value (by using the policed-DSCP map) and to send the packet. **Note** To remove an existing policer, use the **no police** *rate-bps burst-byte* [**exceed-action** {**drop** | **policed-dscp-transmit**}] policy-map configuration command.
Step 8	**exit** **Example:** `Switch(config-pmap-c)# exit`	Returns to policy map configuration mode.
Step 9	**exit** **Example:** `Switch(config-pmap)# exit`	Returns to global configuration mode.
Step 10	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 2/0/1`	Specifies the port to attach to the policy map, and enters interface configuration mode. Valid interfaces include physical ports.
Step 11	**service-policy input** *policy-map-name* **Example:** `Switch(config-if)# service-policy input flowit`	Specifies the policy-map name, and applies it to an ingress port. Only one policy map per ingress port is supported. **Note** To remove the policy map and port association, use the **no service-policy** *input policy-map-name* interface configuration command.
Step 12	**end** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Switch(config-if)# end`	
Step 13	**show policy-map** [*policy-map-name* [**class** *class-map-name*]] **Example:** `Switch# show policy-map`	Verifies your entries.
Step 14	**copy running-config startup-config** **Example:** `Switch# copy-running-config startup-config`	(Optional) Saves your entries in the configuration file.

Classifying, Policing, and Marking Traffic by Using Aggregate Policers

By using an aggregate policer, you can create a policer that is shared by multiple traffic classes within the same policy map. However, you cannot use the aggregate policer across different policy maps or ports.

You can configure aggregate policers only in nonhierarchical policy maps on physical ports.

SUMMARY STEPS

1. **configure terminal**
2. **mls qos aggregate-policer** *aggregate-policer-name rate-bps burst-byte* **exceed-action** {**drop** | **policed-dscp-transmit**}
3. **class-map** [**match-all** | **match-any**] *class-map-name*
4. **policy-map** *policy-map-name*
5. **class** [*class-map-name* | **class-default**]
6. **police aggregate** *aggregate-policer-name*
7. **exit**
8. **interface** *interface-id*
9. **service-policy input** *policy-map-name*
10. **end**
11. **show mls qos aggregate-policer** [*aggregate-policer-name*]
12. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:**	Enters global configuration mode.

	Command or Action	Purpose
	`Switch# configure terminal`	

Step 2	**mls qos aggregate-policer** *aggregate-policer-name rate-bps burst-byte* **exceed-action** {**drop** | **policed-dscp-transmit**}
	Example:
	`Switch(config)# mls qos aggregate-police transmit1 48000 8000 exceed-action policed-dscp-transmit`
		Defines the policer parameters that can be applied to multiple traffic classes within the same policy map.
		By default, no aggregate policer is defined.
		• For *aggregate-policer-name*, specify the name of the aggregate policer.
		• For *rate-bps,* specify average traffic rate in bits per second (b/s). The range is 8000 to 10000000000.
		• For *burst-byte,* specify the normal burst size in bytes. The range is 8000 to 1000000.
		• Specifies the action to take when the rates are exceeded. Use the **exceed-action drop** keywords to drop the packet. Use the **exceed-action policed-dscp-transmit** keywords to mark down the DSCP value (by using the policed-DSCP map) and to send the packet.

Step 3	**class-map** [**match-all** | **match-any**] *class-map-name*
	Example:
	`Switch(config)# class-map ipclass1`
		Creates a class map to classify traffic as necessary.

Step 4	**policy-map** *policy-map-name* **Example:** `Switch(config-cmap)# policy-map aggflow1`	Creates a policy map by entering the policy map name, and enters policy-map configuration mode.

Step 5	**class** [*class-map-name* | **class-default**]
	Example:
	`Switch(config-cmap-p)# class ipclass1`
		Defines a traffic classification, and enters policy-map class configuration mode.

Step 6	**police aggregate** *aggregate-policer-name* **Example:** `Switch(configure-cmap-p)# police aggregate transmit1`	Applies an aggregate policer to multiple classes in the same policy map. For *aggregate-policer-name*, enter the name specified in Step 2. To remove the specified aggregate policer from a policy map, use the **no police aggregate** *aggregate-policer-name* policy map configuration command. To delete an aggregate policer and its parameters, use the **no mls qos**

	Command or Action	Purpose
		aggregate-policer *aggregate-policer-name* global configuration command.
Step 7	**exit** **Example:** `Switch(configure-cmap-p)# exit`	Returns to global configuration mode.
Step 8	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 2/0/1`	Specifies the port to attach to the policy map, and enters interface configuration mode. Valid interfaces include physical ports.
Step 9	**service-policy input** *policy-map-name* **Example:** `Switch(config-if)# service-policy input aggflow1`	Specifies the policy-map name, and applies it to an ingress port. Only one policy map per ingress port is supported.

Step 10	**end**
	Example:
	`Switch(configure-if)# end`
		Returns to privileged EXEC mode.

Step 11	**show mls qos aggregate-policer** [*aggregate-policer-name*] **Example:** `Switch# show mls qos aggregate-policer transmit1`	Verifies your entries.
Step 12	**copy running-config startup-config** **Example:** `Switch# copy-running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring DSCP Maps

Configuring the CoS-to-DSCP Map

You use the CoS-to-DSCP map to map CoS values in incoming packets to a DSCP value that QoS uses internally to represent the priority of the traffic.

Beginning in privileged EXEC mode, follow these steps to modify the CoS-to-DSCP map. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **mls qos map cos-dscp** *dscp1...dscp8*
3. **end**
4. **show mls qos maps cos-dscp**
5. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

Step 2	**mls qos map cos-dscp** *dscp1...dscp8*
	Example:
	`Switch(config)# mls qos map`
	`cos-dscp 10 15 20 25 30 35 40 45`
		Modifies the CoS-to-DSCP map.
		For *dscp1...dscp8*, enter eight DSCP values that correspond to CoS values 0 to 7. Separate each DSCP value with a space.
		The DSCP range is 0 to 63.
		Note To return to the default map, use the **no mls qos cos-dscp** global configuration command.

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 4	**show mls qos maps cos-dscp** **Example:** `Switch# show mls qos maps cos-dscp`	Verifies your entries.

Step 5	**copy running-config startup-config**
	Example:
	`Switch# copy-running-config`
	`startup-config`
		(Optional) Saves your entries in the configuration file.

Configuring the IP-Precedence-to-DSCP Map

You use the IP-precedence-to-DSCP map to map IP precedence values in incoming packets to a DSCP value that QoS uses internally to represent the priority of the traffic.

Beginning in privileged EXEC mode, follow these steps to modify the IP-precedence-to-DSCP map. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **mls qos map ip-prec-dscp** *dscp1...dscp8*
3. **end**
4. **show mls qos maps ip-prec-dscp**
5. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**mls qos map ip-prec-dscp** *dscp1...dscp8* **Example:** `Switch(config)# mls qos map ip-prec-dscp 10 15 20 25 30 35 40 45`	Modifies the IP-precedence-to-DSCP map. For *dscp1...dscp8*, enter eight DSCP values that correspond to the IP precedence values 0 to 7. Separate each DSCP value with a space. The DSCP range is 0 to 63. **Note** To return to the default map, use the **no mls qos ip-prec-dscp** global configuration command.

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 4	**show mls qos maps ip-prec-dscp** **Example:** `Switch# show mls qos maps ip-prec-dscp`	Verifies your entries.
Step 5	**copy running-config startup-config** **Example:** `Switch# copy-running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring the Policed-DSCP Map

You use the policed-DSCP map to mark down a DSCP value to a new value as the result of a policing and marking action.

The default policed-DSCP map is a null map, which maps an incoming DSCP value to the same DSCP value.

Beginning in privileged EXEC mode, follow these steps to modify the policed-DSCP map. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **mls qos map policed-dscp** *dscp-list* **to** *mark-down-dscp*
3. **end**
4. **show mls qos maps policed-dscp**
5. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**mls qos map policed-dscp** *dscp-list* **to** *mark-down-dscp* **Example:** `Switch(config)# mls qos map policed-dscp 50 51 52 53 54 55 56 57 to 0`	Modifies the policed-DSCP map. • For *dscp-list*, enter up to eight DSCP values separated by spaces. Then enter the **to** keyword. • For *mark-down-dscp*, enter the corresponding policed (marked down) DSCP value. **Note** To return to the default map, use the **no mls qos policed-dscp** global configuration command.

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 4	**show mls qos maps policed-dscp** **Example:** `Switch(config)# show mls qos maps policed-dscp`	Verifies your entries.

	Command or Action	Purpose
Step 5	**copy running-config startup-config** **Example:** `Switch#`	(Optional) Saves your entries in the configuration file.

Configuring the DSCP-to-CoS Map

You use the DSCP-to-CoS map to generate a CoS value, which is used to select one of the four egress queues.

Beginning in privileged EXEC mode, follow these steps to modify the DSCP-to-CoS map. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **mls qos map dscp-cos** *dscp-list* **to** *cos*
3. **end**
4. **show mls qos maps dscp-to-cos**
5. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**mls qos map dscp-cos** *dscp-list* **to** *cos* **Example:** `Switch# mls qos map dscp-cos 0 8 16 24 32 40 48 50 to 0`	Modifies the DSCP-to-CoS map. • For *dscp-list*, enter up to eight DSCP values separated by spaces. Then enter the **to** keyword. • For *cos*, enter the CoS value to which the DSCP values correspond. The DSCP range is 0 to 63; the CoS range is 0 to 7. **Note** To return to the default map, use the **no mls qos dscp-cos** global configuration command.

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

	Command or Action	Purpose
Step 4	**show mls qos maps dscp-to-cos** **Example:** `Switch# show mls qos maps dscp-to-cos`	Verifies your entries.
Step 5	**copy running-config startup-config** **Example:** `Switch# copy-running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring the DSCP-to-DSCP-Mutation Map

If two QoS domains have different DSCP definitions, use the DSCP-to-DSCP-mutation map to translate one set of DSCP values to match the definition of another domain. You apply the DSCP-to-DSCP-mutation map to the receiving port (ingress mutation) at the boundary of a QoS administrative domain.

With ingress mutation, the new DSCP value overwrites the one in the packet, and QoS applies the new value to the packet. The switch sends the packet out the port with the new DSCP value.

You can configure multiple DSCP-to-DSCP-mutation maps on an ingress port. The default DSCP-to-DSCP-mutation map is a null map, which maps an incoming DSCP value to the same DSCP value.

Beginning in privileged EXEC mode, follow these steps to modify the DSCP-to-DSCP-mutation map. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **mls qos map dscp-mutation** *dscp-mutation-name in-dscp* **to** *out-dscp*
3. **interface** *interface-id*
4. **mls qos trust dscp**
5. **mls qos dscp-mutation** *dscp-mutation-name*
6. **end**
7. **show mls qos maps dscp-mutation**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 2	**mls qos map dscp-mutation** *dscp-mutation-name in-dscp* **to** *out-dscp* **Example:** `Switch(config)# mls qos map dscp-mutation mutation1 1 2 3 4 5 6 7 to 0`	Modifies the DSCP-to-DSCP-mutation map. • For *dscp-mutation-name*, enter the mutation map name. You can create more than one map by specifying a new name. • For *in-dscp*, enter up to eight DSCP values separated by spaces. Then enter the **to** keyword. • For *out-dscp*, enter a single DSCP value. The DSCP range is 0 to 63. **Note** To return to the default map, use the **no mls qos dscp-mutation** *dscp-mutation-name* global configuration command.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/1`	Specifies the port to which to attach the map, and enters interface configuration mode. Valid interfaces include physical ports.
Step 4	**mls qos trust dscp** **Example:** `Switch(config-if)# mls qos trust dscp`	Configures the ingress port as a DSCP-trusted port. By default, the port is not trusted.
Step 5	**mls qos dscp-mutation** *dscp-mutation-name* **Example:** `Switch(config-if)# mls qos dscp-mutation mutation1`	Applies the map to the specified ingress DSCP-trusted port. For *dscp-mutation-name*, enter the mutation map name specified in Step 2.

Step 6	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 7	**show mls qos maps dscp-mutation** **Example:** `Switch# show mls qos maps dscp-mutation`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:**	(Optional) Saves your entries in the configuration file.

	Command or Action	Purpose
	`Switch# copy-running-config startup-config`	

Configuring Ingress Queue Characteristics

Depending on the complexity of your network and your QoS solution, you might need to perform all of the tasks in the next modules. You need to make decisions about these characteristics:

- Which packets are assigned (by DSCP or CoS value) to each queue?
- What drop percentage thresholds apply to each queue, and which CoS or DSCP values map to each threshold?
- How much of the available buffer space is allocated between the queues?
- How much of the available bandwidth is allocated between the queues?
- Is there traffic (such as voice) that should be given high priority?

Configuration Guidelines

Follow these guidelines when the expedite queue is enabled or the egress queues are serviced based on their SRR weights:

- If the egress expedite queue is enabled, it overrides the SRR shaped and shared weights for queue 1.
- If the egress expedite queue is disabled and the SRR shaped and shared weights are configured, the shaped mode overrides the shared mode for queue 1, and SRR services this queue in shaped mode.
- If the egress expedite queue is disabled and the SRR shaped weights are not configured, SRR services this queue in shared mode.

Mapping DSCP or CoS Values to an Ingress Queue and Setting WTD Thresholds

You can prioritize traffic by placing packets with particular DSCPs or CoSs into certain queues and adjusting the queue thresholds so that packets with lower priorities are dropped.

Beginning in privileged EXEC mode, follow these steps to map DSCP or CoS values to an ingress queue and to set WTD thresholds. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. Use one of the following:
   - **mls qos srr-queue input dscp-map queue** *queue-id* **threshold** *threshold-id dscp1...dscp8*
   - **mls qos srr-queue input cos-map queue** *queue-id* **threshold** *threshold-id cos1...cos8*
3. **mls qos srr-queue input threshold** *queue-id threshold-percentage1 threshold-percentage2*
4. **end**
5. **show mls qos maps**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	Use one of the following: • **mls qos srr-queue input dscp-map queue** *queue-id* **threshold** *threshold-id dscp1...dscp8* • **mls qos srr-queue input cos-map queue** *queue-id* **threshold** *threshold-id cos1...cos8* **Example:** `Switch(config)# mls qos srr-queue input dscp-map queue 1 threshold 2 20 21 22 23 24 25 26`	Maps DSCP or CoS values to an ingress queue and to a threshold ID. By default, DSCP values 0–39 and 48–63 are mapped to queue 1 and threshold 1. DSCP values 40–47 are mapped to queue 2 and threshold 1. By default, CoS values 0–4, 6, and 7 are mapped to queue 1 and threshold 1. CoS value 5 is mapped to queue 2 and threshold 1. • For *queue-id*, the range is 1 to 2. • For *threshold-id*, the range is 1 to 3. The drop-threshold percentage for threshold 3 is predefined. It is set to the queue-full state. • For *dscp1...dscp8*, enter up to eight values, and separate each value with a space. The range is 0 to 63. • For *cos1...cos8*, enter up to eight values, and separate each value with a space. The range is 0 to 7.
Step 3	**mls qos srr-queue input threshold** *queue-id threshold-percentage1 threshold-percentage2* **Example:** `Switch(config)# mls qos srr-queue input threshold 1 50 70`	Assigns the two WTD threshold percentages for (threshold 1 and 2) to an ingress queue. The default, both thresholds are set to 100 percent. • For *queue-id*, the range is 1 to 2. • For *threshold-percentage1 threshold-percentage2*, the range is 1 to 100. Separate each value with a space. Each threshold value is a percentage of the total number of queue descriptors allocated for the queue.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show mls qos maps** **Example:**	Verifies your entries. The DSCP input queue threshold map appears as a matrix. The d1 column specifies the most-significant digit of the

	Command or Action	Purpose
	`Switch# show mls qos maps`	DSCP number; the d2 row specifies the least-significant digit in the DSCP number. The intersection of the d1 and the d2 values provides the queue ID and threshold ID; for example, queue 2 and threshold 1 (02-01). The CoS input queue threshold map shows the CoS value in the top row and the corresponding queue ID and threshold ID in the second row; for example, queue 2 and threshold 2 (2-2).
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file. To return to the default CoS input queue threshold map or the default DSCP input queue threshold map, use the **no mls qos srr-queue input cos-map** or the **no mls qos srr-queue input dscp-map** global configuration command. To return to the default WTD threshold percentages, use the **no mls qos srr-queue input threshold queue-id** global configuration command

Allocating Buffer Space Between the Ingress Queues

You define the ratio (allocate the amount of space) with which to divide the ingress buffers between the two queues. The buffer and the bandwidth allocation control how much data can be buffered before packets are dropped.

Beginning in privileged EXEC mode, follow these steps to allocate the buffers between the ingress queues. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **mls qos srr-queue input buffers** *percentage1 percentage2*
3. **end**
4. Use one of the following:
   - **show mls qos interface buffer**
   - **show mls qos input-queue**
5. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**mls qos srr-queue input buffers** *percentage1 percentage2*	Allocates the buffers between the ingress queues

	Command or Action	Purpose
	Example: `Switch(config)# mls qos srr-queue input buffers 60 40`	By default 90 percent of the buffers are allocated to queue 1, and 10 percent of the buffers are allocated to queue 2. For *percentage1 percentage2,* the range is 0 to 100. Separate each value with a space. You should allocate the buffers so that the queues can handle any incoming bursty traffic.

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 4	Use one of the following:
	• **show mls qos interface buffer**
	• **show mls qos input-queue**
	Example:
	`Switch# show mls qos interface buffer`
	or
	`Switch# show mls qos input-queue`
		Verifies your entries.

Step 5	**copy running-config startup-config** **Example:** `Switch# copy-running-config startup-config`	(Optional) Saves your entries in the configuration file. To return to the default setting, use the **no mls qos srr-queue input buffers** global configuration command.

Allocating Bandwidth Between the Ingress Queues

You need to specify how much of the available bandwidth is allocated between the ingress queues. The ratio of the weights is the ratio of the frequency in which the SRR scheduler sends packets from each queue. The bandwidth and the buffer allocation control how much data can be buffered before packets are dropped. On ingress queues, SRR operates only in shared mode.

Note SRR bandwidth limit works in both mls qos enabled and disabled states.

Beginning in privileged EXEC mode, follow these steps to allocate bandwidth between the ingress queues. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**

2. **mls qos srr-queue input bandwidth** *weight1 weight2*
3. **end**
4. Use one of the following:
   - **show mls qos interface queueing**
   - **show mls qos input-queue**
5. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**mls qos srr-queue input bandwidth** *weight1 weight2* **Example:** `Switch(config)# mls qos srr-queue input bandwidth 25 75`	Assigns shared round robin weights to the ingress queues. The default setting for *weight1* and *weight2* is 4 (1/2 of the bandwidth is equally shared between the two queues). For *weight1* and *weight2*, the range is 1 to 100. Separate each value with a space. SRR services the priority queue for its configured weight as specified by the **bandwidth** keyword in the **mls qos srr-queue input priority-queue** *queue-id* **bandwidth** *weight* global configuration command. Then, SRR shares the remaining bandwidth with both ingress queues and services them as specified by the weights configured with the **mls qos srr-queue input bandwidth** *weight1 weight2* global configuration command.

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 4	Use one of the following:
	• **show mls qos interface queueing**
	• **show mls qos input-queue**
	Example:
	`Switch# show mls qos interface queueing`
	or
	`Switch# show mls qos input-queue`
		Verifies your entries.

	Command or Action	Purpose
Step 5	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file. To return to the default setting, use the **no mls qos srr-queue input bandwidth** global configuration command.

Configuring Egress Queue Characteristics

Depending on the complexity of your network and your QoS solution, you might need to perform all of the tasks in the following modules. You need to make decisions about these characteristics:

- Which packets are mapped by DSCP or CoS value to each queue and threshold ID?
- What drop percentage thresholds apply to the queue-set (four egress queues per port), and how much reserved and maximum memory is needed for the traffic type?
- How much of the fixed buffer space is allocated to the queue-set?
- Does the bandwidth of the port need to be rate limited?
- How often should the egress queues be serviced and which technique (shaped, shared, or both) should be used?

Configuration Guidelines

Follow these guidelines when the expedite queue is enabled or the egress queues are serviced based on their SRR weights:

- If the egress expedite queue is enabled, it overrides the SRR shaped and shared weights for queue 1.
- If the egress expedite queue is disabled and the SRR shaped and shared weights are configured, the shaped mode overrides the shared mode for queue 1, and SRR services this queue in shaped mode.
- If the egress expedite queue is disabled and the SRR shaped weights are not configured, SRR services this queue in shared mode.

Allocating Buffer Space to and Setting WTD Thresholds for an Egress Queue-Set

You can guarantee the availability of buffers, set WTD thresholds, and configure the maximum allocation for a queue-set by using the **mls qos queue-set output** *qset-id* **threshold** *queue-id drop-threshold1 drop-threshold2 reserved-threshold maximum-threshold* global configuration command.

Each threshold value is a percentage of the queue's allocated buffers, which you specify by using the **mls qos queue-set output** *qset-id* **buffers** *allocation1* ... *allocation4* global configuration command. The queues use WTD to support distinct drop percentages for different traffic classes.

Note The egress queue default settings are suitable for most situations. You should change them only when you have a thorough understanding of the egress queues and if these settings do not meet your QoS solution.

Beginning in privileged EXEC mode, follow these steps to configure the memory allocation and to drop thresholds for a queue-set. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **mls qos srr-queue output queues 8**
3. **mls qos queue-set output** *qset-id* **buffers** *allocation1 ... allocation8*
4. **mls qos queue-set output** *qset-id* **threshold** *queue-id drop-threshold1 drop-threshold2 reserved-threshold maximum-threshold*
5. **interface** *interface-id*
6. **queue-set** *qset-id*
7. **end**
8. **show mls qos interface** [*interface-id*] **buffers**
9. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**mls qos srr-queue output queues 8** **Example:** `Switch(config)# mls qos srr-queue output queues 8`	(Optional) The switch supports 4 egress queues by default, although you can enable a total of 8 egress queues. Use the optional **mls qos srr-queue output queues 8** command to enable the additional 4 egress queues. Once 8 queue support is enabled, you can then proceed to configure the additional 4 queues. Any existing egress queue configuration commands are then modified to support the additional queue parameters. **Note** The option to enable 8 queues is only available on a standalone switch.
Step 3	**mls qos queue-set output** *qset-id* **buffers** *allocation1 ... allocation8* **Example:** `Switch(config)# mls qos queue-set output 2 buffers 40 20 20 20 10 10 10 10`	Allocates buffers to a queue set. By default, all allocation values are equally mapped among the four queues (25, 25, 25, 25). Each queue has 1/4 of the buffer space. When eight egress queues are configured, then by default 30 percent of the total buffer space is allocated to queue 2 and 10 percent (each) to queues 1,3,4,5,6,7, and 8. If you enabled 8 egress queues as described in Step 2 above, then the following applies: • For *qset-id,* enter the ID of the queue set. The range is 1 to 2. Each port belongs to a queue set, which

	Command or Action	Purpose
		defines all the characteristics of the four egress queues per port. • For *allocation1* ... *allocation8*, specify eight percentages, one for each queue in the queue set. For *allocation1*, *allocation3*, and *allocation4* to *allocation8*, the range is 0 to 99. For *allocation2*, the range is 1 to 100 (including the CPU buffer). Allocate buffers according to the importance of the traffic; for example, give a large percentage of the buffer to the queue with the highest-priority traffic. **Note** To return to the default setting, use the **no mls qos queue-set output** *qset-id* **buffers** global configuration command.
Step 4	**mls qos queue-set output** *qset-id* **threshold** *queue-id drop-threshold1 drop-threshold2 reserved-threshold maximum-threshold* **Example:** `Switch(config)# mls qos queue-set output 2 threshold 2 40 60 100 200`	Configures the WTD thresholds, guarantee the availability of buffers, and configure the maximum memory allocation for the queue-set (four egress queues per port). By default, the WTD thresholds for queues 1, 3, and 4 are set to 100 percent. The thresholds for queue 2 are set to 200 percent. The reserved thresholds for queues 1, 2, 3, and 4 are set to 50 percent. The maximum thresholds for all queues are set to 400 percent by default. If you enabled 8 egress queues as described in Step 2 above, then the following applies: • For *qset-id*, enter the ID of the queue-set specified in Step 2. The range is 1 to 2. • For *queue-id*, enter the specific queue in the queue set on which the command is performed. The queue-id range is 1-4 by default and 1-8 when 8 queues are enabled. • For *drop-threshold1 drop-threshold2*, specify the two WTD thresholds expressed as a percentage of the queue's allocated memory. The range is 1 to 3200 percent. • For *reserved-threshold*, enter the amount of memory to be guaranteed (reserved) for the queue expressed as a percentage of the allocated memory. The range is 1 to 100 percent. • For *maximum-threshold*, enable a queue in the full condition to obtain more buffers than are reserved for it. This is the maximum memory the queue can have before the packets are dropped if the common pool is not empty. The range is 1 to 3200 percent.

	Command or Action	Purpose
		Note To return to the default WTD threshold percentages, use the **no mls qos queue-set output** *qset-id* **threshold** [*queue-id*] global configuration command.
Step 5	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/1`	Specifies the port of the outbound traffic, and enter interface configuration mode.
Step 6	**queue-set** *qset-id* **Example:** `Switch(config-id)# queue-set 2`	Maps the port to a queue-set. For *qset-id*, enter the ID of the queue-set specified in Step 2. The range is 1 to 2. The default is 1.

Step 7	**end**
	Example:
	`Switch(config-id)# end`
		Returns to privileged EXEC mode.

Step 8	**show mls qos interface** [*interface-id*] **buffers** **Example:** `Switch# show mls qos interface buffers`	Verifies your entries.
Step 9	**copy running-config startup-config** **Example:** `Switch# copy-running-config startup-config`	(Optional) Saves your entries in the configuration file. To return to the default setting, use the **no mls qos queue-set output** *qset-id* **buffers** global configuration command. To return to the default WTD threshold percentages, use the **no mls qos queue-set output** *qset-id* **threshold** [*queue-id*] global configuration command.

Mapping DSCP or CoS Values to an Egress Queue and to a Threshold ID

You can prioritize traffic by placing packets with particular DSCPs or costs of service into certain queues and adjusting the queue thresholds so that packets with lower priorities are dropped.

Note The egress queue default settings are suitable for most situations. You should change them only when you have a thorough understanding of egress queues and if these settings do not meet your QoS solution.

Beginning in privileged EXEC mode, follow these steps to map DSCP or CoS values to an egress queue and to a threshold ID. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. Use one of the following:
   - **mls qos srr-queue output dscp-map queue** *queue-id* **threshold** *threshold-id dscp1...dscp8*
   - **mls qos srr-queue output cos-map queue** *queue-id* **threshold** *threshold-id cos1...cos8*
3. **mls qos srr-queue output cos-map queue** *queue-id* **threshold** *threshold-id cos1...cos8*
4. **end**
5. **show mls qos maps**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	Use one of the following: • **mls qos srr-queue output dscp-map queue** *queue-id* **threshold** *threshold-id dscp1...dscp8* • **mls qos srr-queue output cos-map queue** *queue-id* **threshold** *threshold-id cos1...cos8* **Example:** `Switch(config)# mls qos srr-queue output dscp-map queue 1 threshold 2 10 11`	Maps DSCP or CoS values to an egress queue and to a threshold ID. By default, DSCP values 0–15 are mapped to queue 2 and threshold 1. DSCP values 16–31 are mapped to queue 3 and threshold 1. DSCP values 32–39 and 48–63 are mapped to queue 4 and threshold 1. DSCP values 40–47 are mapped to queue 1 and threshold 1. By default, CoS values 0 and 1 are mapped to queue 2 and threshold 1. CoS values 2 and 3 are mapped to queue 3 and threshold 1. CoS values 4, 6, and 7 are mapped to queue 4 and threshold 1. CoS value 5 is mapped to queue 1 and threshold 1. • For *queue-id*, the range is 1 to 4. • For *threshold-id*, the range is 1 to 3. The drop-threshold percentage for threshold 3 is predefined. It is set to the queue-full state. • For *dscp1...dscp8*, enter up to eight values, and separate each value with a space. The range is 0 to 63. • For *cos1...cos8*, enter up to eight values, and separate each value with a space. The range is 0 to 7. **Note** To return to the default DSCP output queue threshold map or the default CoS output queue threshold map, use the **no mls qos srr-queue output dscp-map** or the **no mls qos srr-queue output cos-map** global configuration command.

	Command or Action	Purpose
Step 3	**mls qos srr-queue output cos-map queue** *queue-id* **threshold** *threshold-id cos1...cos8* **Example:** `Switch(config)# mls qos srr-queue output cos-map queue 3 threshold 1 2 3`	Maps CoS values to an egress queue and to a threshold ID. By default, CoS values 0 and 1 are mapped to queue 2 and threshold 1. CoS values 2 and 3 are mapped to queue 3 and threshold 1. CoS values 4, 6, and 7 are mapped to queue 4 and threshold 1. CoS value 5 is mapped to queue 1 and threshold 1. • For *queue-id*, the range is 1 to 4. • For *threshold-id*, the range is 1 to 3. The drop-threshold percentage for threshold 3 is predefined. It is set to the queue-full state. • For *cos1...cos8*, enter up to eight values, and separate each value with a space. The range is 0 to 7. **Note** To return to the default CoS output queue threshold map, use the **no mls qos srr-queue output cos-map** global configuration command.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show mls qos maps** **Example:** `Switch# show mls qos maps`	Verifies your entries. The DSCP output queue threshold map appears as a matrix. The d1 column specifies the most-significant digit of the DSCP number; the d2 row specifies the least-significant digit in the DSCP number. The intersection of the d1 and the d2 values provides the queue ID and threshold ID; for example, queue 2 and threshold 1 (02-01). The CoS output queue threshold map shows the CoS value in the top row and the corresponding queue ID and threshold ID in the second row; for example, queue 2 and threshold 2 (2-2).
Step 6	**copy running-config startup-config** **Example:** `Switch# copy-running-config startup-config`	(Optional) Saves your entries in the configuration file. To return to the default DSCP output queue threshold map or the default CoS output queue threshold map, use the **no mls qos srr-queue output dscp-map** or the **no mls qos srr-queue output cos-map** global configuration command.

Configuring SRR Shaped Weights on Egress Queues

You can specify how much of the available bandwidth is allocated to each queue. The ratio of the weights is the ratio of frequency in which the SRR scheduler sends packets from each queue.

You can configure the egress queues for shaped or shared weights, or both. Use shaping to smooth bursty traffic or to provide a smoother output over time.

Beginning in privileged EXEC mode, follow these steps to assign the shaped weights and to enable bandwidth shaping on the four egress queues mapped to a port. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **srr-queue bandwidth shape** *weight1 weight2 weight3 weight4*
4. **end**
5. **show mls qos interface** *interface-id* **queueing**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet2/0/1`	Specifies the port of the outbound traffic, and enters interface configuration mode.
Step 3	**srr-queue bandwidth shape** *weight1 weight2 weight3 weight4* **Example:** `Switch(config-if)# srr-queue bandwidth shape 8 0 0 0`	Assigns SRR weights to the egress queues. By default, weight1 is set to 25; weight2, weight3, and weight4 are set to 0, and these queues are in shared mode. For *weight1 weight2 weight3 weight4*, enter the weights to control the percentage of the port that is shaped. The inverse ratio (1/weight) controls the shaping bandwidth for this queue. Separate each value with a space. The range is 0 to 65535. If you configure a weight of 0, the corresponding queue operates in shared mode. The weight specified with the **srr-queue bandwidth shape** command is ignored, and the weights specified with the **srr-queue bandwidth share** interface configuration command for a queue come into effect. When configuring queues in the same queue-set for both shaping and sharing, make sure that you configure the lowest number queue for shaping. The shaped mode overrides the shared mode.

	Command or Action	Purpose
		To return to the default setting, use the **no srr-queue bandwidth shape** interface configuration command.

Step 4	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 5	**show mls qos interface** *interface-id* **queueing** **Example:** `Switch# show mls qos interface interface-id queuing`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file. To return to the default setting, use the **no srr-queue bandwidth shape** interface configuration command.

Configuring SRR Shared Weights on Egress Queues

In shared mode, the queues share the bandwidth among them according to the configured weights. The bandwidth is guaranteed at this level but not limited to it. For example, if a queue empties and does not require a share of the link, the remaining queues can expand into the unused bandwidth and share it among them. With sharing, the ratio of the weights controls the frequency of dequeuing; the absolute values are meaningless.

Note The egress queue default settings are suitable for most situations. You should change them only when you have a thorough understanding of the egress queues and if these settings do not meet your QoS solution.

Beginning in privileged EXEC mode, follow these steps to assign the shared weights and to enable bandwidth sharing on the four egress queues mapped to a port. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **srr-queue bandwidth share** *weight1 weight2 weight3 weight4*
4. **end**
5. **show mls qos interface** *interface-id* **queueing**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet2/0/1`	Specifies the port of the outbound traffic, and enters interface configuration mode.
Step 3	**srr-queue bandwidth share** *weight1 weight2 weight3 weight4* **Example:** `Switch(config-id)# srr-queue bandwidth share 1 2 3 4`	Assigns SRR weights to the egress queues. By default, all four weights are 25 (1/4 of the bandwidth is allocated to each queue). For *weight1 weight2 weight3 weight4*, enter the weights to control the ratio of the frequency in which the SRR scheduler sends packets. Separate each value with a space. The range is 1 to 255. To return to the default setting, use the **no srr-queue bandwidth share** interface configuration command.

Step 4	**end**
	Example:
	`Switch(config-id)# end`
		Returns to privileged EXEC mode.

Step 5	**show mls qos interface** *interface-id* **queueing** **Example:** `Switch# show mls qos interface interface_id queuing`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy-running-config startup-config`	(Optional) Saves your entries in the configuration file. To return to the default setting, use the **no srr-queue bandwidth share** interface configuration command.

Configuring the Egress Expedite Queue

You can ensure that certain packets have priority over all others by queuing them in the egress expedite queue. SRR services this queue until it is empty before servicing the other queues.

Beginning in privileged EXEC mode, follow these steps to enable the egress expedite queue. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **mls qos**
3. **interface** *interface-id*
4. **priority-queue out**
5. **end**
6. **show running-config**
7. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**mls qos** **Example:** `Switch(config)# mls qos`	Enables QoS on a switch.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet1/0/1`	Specifies the egress port, and enters interface configuration mode.
Step 4	**priority-queue out** **Example:** `Switch(config-if)# priority-queue out`	Enables the egress expedite queue, which is disabled by default. When you configure this command, the SRR weight and queue size ratios are affected because there is one fewer queue participating in SRR. This means that *weight1* in the **srr-queue bandwidth shape** or the **srr-queue bandwidth share** command is ignored (not used in the ratio calculation). **Note** To disable the egress expedite queue, use the **no priority-queue out** interface configuration command.

	Command or Action	Purpose

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 6	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 7	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file. To disable the egress expedite queue, use the **no priority-queue out** interface configuration command.

Limiting the Bandwidth on an Egress Interface

You can limit the bandwidth on an egress port. For example, if a customer pays only for a small percentage of a high-speed link, you can limit the bandwidth to that amount.

Note The egress queue default settings are suitable for most situations. You should change them only when you have a thorough understanding of the egress queues and if these settings do not meet your QoS solution.

Beginning in privileged EXEC mode, follow these steps to limit the bandwidth on an egress port. This procedure is optional.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **srr-queue bandwidth limit** *weight1*
4. **end**
5. **show mls qos interface** [*interface-id*] **queueing**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:**	Enters global configuration mode.

	Command or Action	Purpose
	`Switch# configure terminal`	
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet2/0/1`	Specifies the port to be rate-limited, and enters interface configuration mode.
Step 3	**srr-queue bandwidth limit** *weight1* **Example:** `Switch(config-if)# srr-queue bandwidth limit 80`	Specifies the percentage of the port speed to which the port should be limited. The range is 10 to 90. By default, the port is not rate-limited and is set to 100 percent. **Note** To return to the default setting, use the **no srr-queue bandwidth limit** interface configuration command.

Step 4	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 5	**show mls qos interface** [*interface-id*] **queueing** **Example:** `Switch# show mls qos interface interface_id queueing`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy-running-config startup-config`	(Optional) Saves your entries in the configuration file. To return to the default setting, use the **no srr-queue bandwidth limit** interface configuration command.

Monitoring Standard QoS

Table 112: Commands for Monitoring Standard QoS on the Switch

Command	Description
show class-map [*class-map-name*]	Displays QoS class maps, which define the match criteria to classify traffic.

Command	Description
show mls qos	Displays global QoS configuration information.
show mls qos aggregate-policer [*aggregate-policer-name*]	Displays the aggregate policer configuration.
show mls qos input-queue	Displays QoS settings for the ingress queues.
show mls qos interface [*interface-id*] [**buffers** | **policers** | **queueing** | **statistics**]	Displays QoS information at the port level, including the buffer allocation, which ports have configured policers, the queueing strategy, and the ingress and egress statistics.
show mls qos maps [**cos-dscp** | **cos-input-q** |**cos-output-q** | **dscp-cos** | **dscp-input-q** |**dscp-mutation** *dscp-mutation-name* | **dscp-output-q** | **ip-prec-dscp** | **policed-dscp**]	Displays QoS mapping information.
show mls qos queue-set [*qset-id*]	Displays QoS settings for the egress queues.
show policy-map [*policy-map-name* [**class** *class-map-name*]]	Displays QoS policy maps, which define classification criteria for incoming traffic. Do not use the **show policy-map interface** privileged EXEC command to display classification information for incoming traffic. The **control-plane** and **interface** keywords are not supported, and the statistics shown in the display should be ignored.
show running-config | include rewrite	Displays the DSCP transparency setting.

Configuration Examples for QoS

Example: Configuring Port to the DSCP-Trusted State and Modifying the DSCP-to-DSCP-Mutation Map

This example shows how to configure a port to the DSCP-trusted state and to modify the DSCP-to-DSCP-mutation map (named *gi1/0/2-mutation*) so that incoming DSCP values 10 to 13 are mapped to DSCP 30:

```
Switch(config)# mls qos map dscp-mutation gigabitethernet1/0/2-mutation
10 11 12 13 to 30
Switch(config)# interface gigabitethernet1/0/2
Switch(config-if)# mls qos trust dscp
Switch(config-if)# mls qos dscp-mutation gigabitethernet1/0/2-mutation
Switch(config-if)# end
```

Examples: Classifying Traffic by Using ACLs

This example shows how to allow access for only those hosts on the three specified networks. The wildcard bits apply to the host portions of the network addresses. Any host with a source address that does not match the access list statements is rejected.

```
Switch(config)# access-list 1 permit 192.5.255.0 0.0.0.255
Switch(config)# access-list 1 permit 128.88.0.0 0.0.255.255
Switch(config)# access-list 1 permit 36.0.0.0 0.0.0.255
! (Note: all other access implicitly denied)
```

This example shows how to create an ACL that permits IP traffic from any source to any destination that has the DSCP value set to 32:

```
Switch(config)# access-list 100 permit ip any any dscp 32
```

This example shows how to create an ACL that permits IP traffic from a source host at 10.1.1.1 to a destination host at 10.1.1.2 with a precedence value of 5:

```
Switch(config)# access-list 100 permit ip host 10.1.1.1 host 10.1.1.2 precedence 5
```

This example shows how to create an ACL that permits PIM traffic from any source to a destination group address of 224.0.0.2 with a DSCP set to 32:

```
Switch(config)# access-list 102 permit pim any 224.0.0.2 dscp 32
```

This example shows how to create an ACL that permits IPv6 traffic from any source to any destination that has the DSCP value set to 32:

```
Switch(config)# ipv6 access-list 100 permit ip any any dscp 32
```

This example shows how to create an ACL that permits IPv6 traffic from a source host at 10.1.1.1 to a destination host at 10.1.1.2 with a precedence value of 5:

```
Switch(config)# ipv6 access-list ipv6_Name_ACL permit ip host 10::1 host 10.1.1.2
precedence 5
```

This example shows how to create a Layer 2 MAC ACL with two permit statements. The first statement allows traffic from the host with MAC address 0001.0000.0001 to the host with MAC address 0002.0000.0001. The second statement allows only Ethertype XNS-IDP traffic from the host with MAC address 0001.0000.0002 to the host with MAC address 0002.0000.0002.

```
Switch(config)# mac access-list extended maclist1
Switch(config-ext-macl)# permit 0001.0000.0001 0.0.0 0002.0000.0001 0.0.0
Switch(config-ext-macl)# permit 0001.0000.0002 0.0.0 0002.0000.0002 0.0.0 xns-idp
! (Note: all other access implicitly denied)
```

Examples: Classifying Traffic by Using Class Maps

This example shows how to configure the class map called *class1*. The *class1* has one match criterion, which is access list 103. It permits traffic from any host to any destination that matches a DSCP value of 10.

```
Switch(config)# access-list 103 permit ip any any dscp 10
Switch(config)# class-map class1
Switch(config-cmap)# match access-group 103
Switch(config-cmap)# end
Switch#
```

This example shows how to create a class map called *class2*, which matches incoming traffic with DSCP values of 10, 11, and 12.

```
Switch(config)# class-map class2
Switch(config-cmap)# match ip dscp 10 11 12
Switch(config-cmap)# end
Switch#
```

This example shows how to create a class map called *class3*, which matches incoming traffic with IP-precedence values of 5, 6, and 7:

```
Switch(config)# class-map class3
Switch(config-cmap)# match ip precedence 5 6 7
Switch(config-cmap)# end
Switch#
```

This example shows how to configure a class map to match IP DSCP and IPv6:

```
Switch(config)# Class-map cm-1
Switch(config-cmap)# match ip dscp 10
Switch(config-cmap)# match protocol ipv6
Switch(config-cmap)# exit
Switch(config)# Class-map cm-2
Switch(config-cmap)# match ip dscp 20
Switch(config-cmap)# match protocol ip
Switch(config-cmap)# exit
Switch(config)# Policy-map pm1
Switch(config-pmap)# class cm-1
Switch(config-pmap-c)# set dscp 4
Switch(config-pmap-c)# exit
Switch(config-pmap)# class cm-2
Switch(config-pmap-c)# set dscp 6
Switch(config-pmap-c)# exit
Switch(config-pmap)# exit
Switch(config)# interface G1/0/1
Switch(config-if)# service-policy input pm1
```

This example shows how to configure a class map that applies to both IPv4 and IPv6 traffic:

```
Switch(config)# ip access-list 101 permit ip any any
Switch(config)# ipv6 access-list ipv6-any permit ip any any
Switch(config)# Class-map cm-1
Switch(config-cmap)# match access-group 101
Switch(config-cmap)# exit
Switch(config)# class-map cm-2
Switch(config-cmap)# match access-group name ipv6-any
Switch(config-cmap)# exit
Switch(config)# Policy-map pm1
Switch(config-pmap)# class cm-1
Switch(config-pmap-c)# set dscp 4
Switch(config-pmap-c)# exit
Switch(config-pmap)# class cm-2
Switch(config-pmap-c)# set dscp 6
Switch(config-pmap-c)# exit
Switch(config-pmap)# exit
Switch(config)# interface G0/1
Switch(config-if)# switch mode access
Switch(config-if)# service-policy input pm1
```

Examples: Classifying, Policing, and Marking Traffic on Physical Ports Using Policy Maps

This example shows how to create a policy map and attach it to an ingress port. In the configuration, the IP standard ACL permits traffic from network 10.1.0.0. For traffic matching this classification, the DSCP value in the incoming packet is trusted. If the matched traffic exceeds an average traffic rate of 48000 b/s and a normal burst size of 8000 bytes, its DSCP is marked down (based on the policed-DSCP map) and sent:

```
Switch(config)# access-list 1 permit 10.1.0.0 0.0.255.255
Switch(config)# class-map ipclass1
Switch(config-cmap)# match access-group 1
Switch(config-cmap)# exit
Switch(config)# policy-map flow1t
Switch(config-pmap)# class ipclass1
Switch(config-pmap-c)# trust dscp
Switch(config-pmap-c)# police 1000000 8000 exceed-action policed-dscp-transmit
Switch(config-pmap-c)# exit
Switch(config-pmap)# exit
Switch(config)# interface gigabitethernet2/0/1
Switch(config-if)# service-policy input flow1t
```

This example shows how to create a Layer 2 MAC ACL with two permit statements and attach it to an ingress port. The first permit statement allows traffic from the host with MAC address 0001.0000.0001 destined for the host with MAC address 0002.0000.0001. The second permit statement allows only Ethertype XNS-IDP traffic from the host with MAC address 0001.0000.0002 destined for the host with MAC address 0002.0000.0002.

```
Switch(config)# mac access-list extended maclist1
Switch(config-ext-mac)# permit 0001.0000.0001 0.0.0 0002.0000.0001 0.0.0
Switch(config-ext-mac)# permit 0001.0000.0002 0.0.0 0002.0000.0002 0.0.0 xns-idp
Switch(config-ext-mac)# exit
Switch(config)# mac access-list extended maclist2
Switch(config-ext-mac)# permit 0001.0000.0003 0.0.0 0002.0000.0003 0.0.0
Switch(config-ext-mac)# permit 0001.0000.0004 0.0.0 0002.0000.0004 0.0.0 aarp
Switch(config-ext-mac)# exit
Switch(config)# class-map macclass1
Switch(config-cmap)# match access-group maclist1
Switch(config-cmap)# exit
Switch(config)# policy-map macpolicy1
Switch(config-pmap)# class macclass1
Switch(config-pmap-c)# set dscp 63
Switch(config-pmap-c)# exit
Switch(config-pmap)# class macclass2 maclist2
Switch(config-pmap-c)# set dscp 45
Switch(config-pmap-c)# exit
Switch(config-pmap)# exit
Switch(config)# interface gigabitethernet1/0/1
Switch(config-if)# mls qos trust cos
Switch(config-if)# service-policy input macpolicy1
```

This example shows how to create a class map that applies to both IPv4 and IPv6 traffic with the default class applied to unclassified traffic:

```
Switch(config)# ip access-list 101 permit ip any any
Switch(config)# ipv6 access-list ipv6-any permit ip any any
Switch(config)# class-map cm-1
Switch(config-cmap)# match access-group 101
Switch(config-cmap)# exit
Switch(config)# class-map cm-2
Switch(config-cmap)# match access-group name ipv6-any
Switch(config-cmap)# exit
Switch(config)# policy-map pm1
Switch(config-pmap)# class cm-1
Switch(config-pmap-c)# set dscp 4
Switch(config-pmap-c)# exit
Switch(config-pmap)# class cm-2
Switch(config-pmap-c)# set dscp 6
Switch(config-pmap-c)# exit
Switch(config-pmap)# class class-default
Switch(config-pmap-c)# set dscp 10
Switch(config-pmap-c)# exit
Switch(config-pmap)# exit
Switch(config)# interface G0/1
Switch(config-if)# switch mode access
Switch(config-if)# service-policy input pm1
```

Examples: Classifying, Policing, and Marking Traffic by Using Aggregate Policers

This example shows how to create an aggregate policer and attach it to multiple classes within a policy map. In the configuration, the IP ACLs permit traffic from network 10.1.0.0 and from host 11.3.1.1. For traffic coming from network 10.1.0.0, the DSCP in the incoming packets is trusted. For traffic coming from host 11.3.1.1, the DSCP in the packet is changed to 56. The traffic rate from the 10.1.0.0 network and from host 11.3.1.1 is policed. If the traffic exceeds an average rate of 48000 b/s and a normal burst size of 8000 bytes, its DSCP is marked down (based on the policed-DSCP map) and sent. The policy map is attached to an ingress port.

```
Switch(config)# access-list 1 permit 10.1.0.0 0.0.255.255
Switch(config)# access-list 2 permit 11.3.1.1
Switch(config)# mls qos aggregate-police transmit1 48000 8000 exceed-action
policed-dscp-transmit
Switch(config)# class-map ipclass1
Switch(config-cmap)# match access-group 1
Switch(config-cmap)# exit
Switch(config)# class-map ipclass2
Switch(config-cmap)# match access-group 2
Switch(config-cmap)# exit
Switch(config)# policy-map aggflow1
Switch(config-pmap)# class ipclass1
Switch(config-pmap-c)# trust dscp
Switch(config-pmap-c)# police aggregate transmit1
Switch(config-pmap-c)# exit
Switch(config-pmap)# class ipclass2
Switch(config-pmap-c)# set dscp 56
Switch(config-pmap-c)# police aggregate transmit1
Switch(config-pmap-c)# exit
Switch(config-pmap)# class class-default
Switch(config-pmap-c)# set dscp 10
Switch(config-pmap-c)# exit
Switch(config-pmap)# exit
Switch(config)# interface gigabitethernet2/0/1
Switch(config-if)# service-policy input aggflow1
Switch(config-if)# exit
```

Examples: Configuring DSCP Maps

This example shows how to modify and display the CoS-to-DSCP map:

```
Switch(config)# mls qos map cos-dscp 10 15 20 25 30 35 40 45
Switch(config)# end
Switch# show mls qos maps cos-dscp

Cos-dscp map:
        cos:   0  1  2  3  4  5  6  7
     --------------------------------
       dscp:   10 15 20 25 30 35 40 45
```

This example shows how to modify and display the IP-precedence-to-DSCP map:

```
Switch(config)# mls qos map ip-prec-dscp 10 15 20 25 30 35 40 45
Switch(config)# end
Switch# show mls qos maps ip-prec-dscp

IpPrecedence-dscp map:
     ipprec:   0  1  2  3  4  5  6  7
     --------------------------------
       dscp:   10 15 20 25 30 35 40 45
```

This example shows how to map DSCP 50 to 57 to a marked-down DSCP value of 0:

```
Switch(config)# mls qos map policed-dscp 50 51 52 53 54 55 56 57 to 0
Switch(config)# end
Switch# show mls qos maps policed-dscp
Policed-dscp map:
     d1 :  d2 0  1  2  3  4  5  6  7  8  9
     ---------------------------------------
      0 :    00 01 02 03 04 05 06 07 08 09
      1 :    10 11 12 13 14 15 16 17 18 19
      2 :    20 21 22 23 24 25 26 27 28 29
      3 :    30 31 32 33 34 35 36 37 38 39
      4 :    40 41 42 43 44 45 46 47 48 49
      5 :    00 00 00 00 00 00 00 00 58 59
      6 :    60 61 62 63
```

Note In this policed-DSCP map, the marked-down DSCP values are shown in the body of the matrix. The d1 column specifies the most-significant digit of the original DSCP; the d2 row specifies the least-significant digit of the original DSCP. The intersection of the d1 and d2 values provides the marked-down value. For example, an original DSCP value of 53 corresponds to a marked-down DSCP value of 0.

This example shows how to map DSCP values 0, 8, 16, 24, 32, 40, 48, and 50 to CoS value 0 and to display the map:

```
Switch(config)# mls qos map dscp-cos 0 8 16 24 32 40 48 50 to 0
Switch(config)# end
Switch# show mls qos maps dscp-cos
Dscp-cos map:
     d1 :  d2 0  1  2  3  4  5  6  7  8  9
     ---------------------------------------
      0 :    00 00 00 00 00 00 00 00 00 01
      1 :    01 01 01 01 01 01 00 02 02 02
      2 :    02 02 02 02 00 03 03 03 03 03
      3 :    03 03 00 04 04 04 04 04 04 04
      4 :    00 05 05 05 05 05 05 05 00 06
      5 :    00 06 06 06 06 06 07 07 07 07
      6 :    07 07 07 07
```

Note In the above DSCP-to-CoS map, the CoS values are shown in the body of the matrix. The d1 column specifies the most-significant digit of the DSCP; the d2 row specifies the least-significant digit of the DSCP. The intersection of the d1 and d2 values provides the CoS value. For example, in the DSCP-to-CoS map, a DSCP value of 08 corresponds to a CoS value of 0.

This example shows how to define the DSCP-to-DSCP-mutation map. All the entries that are not explicitly configured are not modified (remains as specified in the null map):

```
Switch(config)# mls qos map dscp-mutation mutation1 1 2 3 4 5 6 7 to 0
Switch(config)# mls qos map dscp-mutation mutation1 8 9 10 11 12 13 to 10
Switch(config)# mls qos map dscp-mutation mutation1 20 21 22 to 20
Switch(config)# mls qos map dscp-mutation mutation1 30 31 32 33 34 to 30
Switch(config)# interface gigabitethernet1/0/1
Switch(config-if)# mls qos trust dscp
Switch(config-if)# mls qos dscp-mutation mutation1
Switch(config-if)# end
Switch# show mls qos maps dscp-mutation mutation1
Dscp-dscp mutation map:
   mutation1:
     d1 :  d2 0  1  2  3  4  5  6  7  8  9
     ---------------------------------------
      0 :    00 00 00 00 00 00 00 00 10 10
      1 :    10 10 10 10 14 15 16 17 18 19
      2 :    20 20 20 23 24 25 26 27 28 29
      3 :    30 30 30 30 30 35 36 37 38 39
      4 :    40 41 42 43 44 45 46 47 48 49
      5 :    50 51 52 53 54 55 56 57 58 59
   6 :    60 61 62 63
```

Note In the above DSCP-to-DSCP-mutation map, the mutated values are shown in the body of the matrix. The d1 column specifies the most-significant digit of the original DSCP; the d2 row specifies the least-significant digit of the original DSCP. The intersection of the d1 and d2 values provides the mutated value. For example, a DSCP value of 12 corresponds to a mutated value of 10.

Examples: Configuring Egress Queue Characteristics

This example shows how to map DSCP values 10 and 11 to egress queue 1 and to threshold 2:

```
Switch(config)# mls qos srr-queue output dscp-map queue 1 threshold 2 10 11
```

This example shows how to configure bandwidth shaping on queue 1. Because the weight ratios for queues 2, 3, and 4 are set to 0, these queues operate in shared mode. The bandwidth weight for queue 1 is 1/8, which is 12.5 percent:

```
Switch(config)# interface gigabitethernet2/0/1
Switch(config-if)# srr-queue bandwidth shape 8 0 0 0
```

This example shows how to configure the weight ratio of the SRR scheduler running on an egress port. Four queues are used, and the bandwidth ratio allocated for each queue in shared mode is 1/(1+2+3+4), 2/(1+2+3+4), 3/(1+2+3+4), and 4/(1+2+3+4), which is 10 percent, 20 percent, 30 percent, and 40 percent for queues 1, 2, 3, and 4. This means that queue 4 has four times the bandwidth of queue 1, twice the bandwidth of queue 2, and one-and-a-third times the bandwidth of queue 3.

```
Switch(config)# interface gigabitethernet2/0/1
Switch(config-if)# srr-queue bandwidth share 1 2 3 4
```

This example shows how to enable the egress expedite queue when the SRR weights are configured. The egress expedite queue overrides the configured SRR weights.

```
Switch(config)# interface gigabitethernet1/0/1
Switch(config-if)# srr-queue bandwidth shape 25 0 0 0
Switch(config-if)# srr-queue bandwidth share 30 20 25 25
Switch(config-if)# priority-queue out
Switch(config-if)# end
```

This example shows how to limit the bandwidth on a port to 80 percent:

```
Switch(config)# interface gigabitethernet2/0/1
Switch(config-if)# srr-queue bandwidth limit 80
```

When you configure this command to 80 percent, the port is idle 20 percent of the time. The line rate drops to 80 percent of the connected speed, which is 800 Mb/s. These values are not exact because the hardware adjusts the line rate in increments of six.

Where to Go Next

Review the auto-QoS documentation to see if you can use these automated capabilities for your QoS configuration.

Additional References

Related Documents

Related Topic	Document Title
For complete syntax and usage information for the commands used in this book.	*Catalyst 2960-X Switch Quality of Service Command Reference*

Standards and RFCs

Standard/RFC	Title
—	—

MIBs

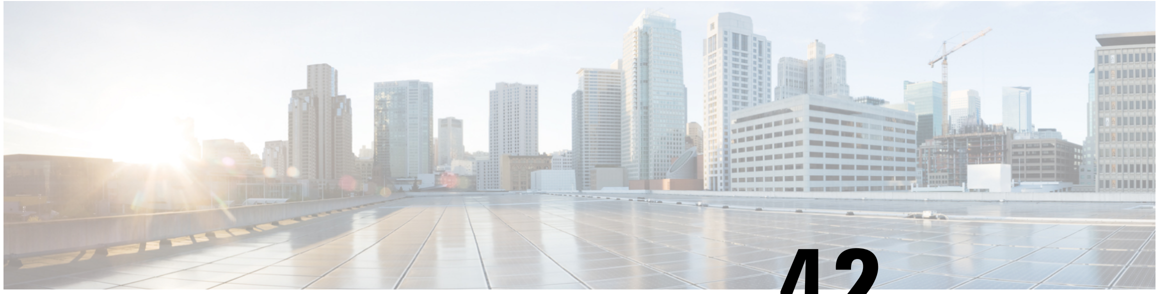
MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

Feature History and Information for QoS

Release	Modification
	This feature was introduced.



CHAPTER 42

Configuring Auto-QoS

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Prerequisites for Auto-QoS

Before configuring standard QoS or auto-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.

Auto-QoS VoIP Considerations

Before configuring auto-QoS for VoIP, you should be aware of this information:

- Auto-QoS configures the switch for VoIP with Cisco IP Phones on nonrouted and routed ports. Auto-QoS also configures the switch for VoIP with devices running the Cisco SoftPhone application.

Note When a device running Cisco SoftPhone is connected to a nonrouted or routed port, the switch supports only one Cisco SoftPhone application per port.

- When enabling auto-QoS with a Cisco IP Phone on a routed port, you must assign a static IP address to the IP phone.
- This release supports only Cisco IP SoftPhone Version 1.3(3) or later.
- Connected devices must use Cisco Call Manager Version 4 or later.

Auto-QoS Enhanced Considerations

Auto-QoS is enhanced to support video. Automatic configurations are generated that classify and trust traffic from Cisco TelePresence systems and Cisco IP cameras.

Before configuring auto-QoS enhanced, you should be aware of this information:

- The **auto qos srnd4** global configuration command is generated as a result of enhanced auto-QoS configuration.

Restrictions for Auto-QoS

The following are restrictions for automatic QoS (auto-QoS):

- Auto-QoS (and enhanced auto-QoS) is not supported on switches running the LAN Lite image.
- After auto-QoS is enabled, do not modify a policy map or aggregate policer that includes *AutoQoS* in its name. If you need to modify the policy map or aggregate policer, make a copy of it, and change the copied policy map or policer. To use this new policy map instead of the generated one, remove the generated policy map from the interface, and apply the new policy map to the interface.
- To take advantage of the auto-QoS defaults, you should enable auto-QoS before you configure other QoS commands. If necessary, you can fine-tune the QoS configuration, but we recommend that you do so only after the auto-QoS configuration is completed.
- By default, the CDP is enabled on all ports. For auto-QoS to function properly, do not disable CDP.

Note You can enable auto-QoS on static, dynamic-access, voice VLAN access, and trunk ports.

Information About Configuring Auto-QoS

Auto-QoS Overview

You can use the auto-QoS feature to simplify the deployment of QoS features. Auto-QoS determines the network design and enables QoS configurations so that the switch can prioritize different traffic flows. It uses the ingress and egress queues instead of using the default (disabled) QoS behavior. The switch offers best-effort service to each packet, regardless of the packet contents or size, and sends it from a single queue.

When you enable auto-QoS, it automatically classifies traffic based on the traffic type and ingress packet label. The switch uses the classification results to choose the appropriate egress queue.

You can use auto-QoS commands to identify ports connected to the following Cisco devices:

- Cisco IP Phones
- Devices running the Cisco SoftPhone application
- Cisco TelePresence
- Cisco IP Camera
- Cisco digital media player

You also use the auto-QoS commands to identify ports that receive trusted traffic through an uplink. Auto-QoS then performs these functions:

- Detects the presence or absence of auto-QoS devices through conditional trusted interfaces.
- Configures QoS classification
- Configures egress queues

Generated Auto-QoS Configuration

By default, auto-QoS is disabled on all ports. Packets are not modified--the CoS, DSCP and IP precedence values in the packet are not changed.

When you enable the auto-QoS feature on the first port of the interface:

- Ingress packet label is used to categorize traffic, to assign packet labels, and to configure the ingress and egress queues.
- QoS is globally enabled (**mls qos** global configuration command), and other global configuration commands are automatically generated. (See Examples: Global Auto-QoS Configuration, on page 1091).
- Switch enables the trusted boundary feature and uses the Cisco Discovery Protocol (CDP) to detect the presence of a supported device.
- Policing is used to determine whether a packet is in or out of profile and specifies the action on the packet.

VoIP Device Specifics

The following actions occur when you issue these auto-QoS commands on a port:

- **auto qos voip cisco-phone**—When you enter this command on a port at the network edge connected to a Cisco IP Phone, the switch enables the trusted boundary feature. If the packet does not have a DSCP value of 24, 26, or 46 or is out of profile, the switch changes the DSCP value to 0. When there is no Cisco IP Phone, the ingress classification is set to not trust the QoS label in the packet. The policing is applied to the traffic matching the policy-map classification before the switch enables the trust boundary feature.

- **auto qos voip cisco-softphone** —When you enter this interface configuration command on a port at the network edge that is connected to a device running the Cisco SoftPhone, the switch uses policing to determine whether a packet is in or out of profile and to specify the action on the packet. If the packet does not have a DSCP value of 24, 26, or 46 or is out of profile, the switch changes the DSCP value to 0.

- **auto qos voip trust**—When you enter this interface configuration command on a port connected to the network interior, the switch trusts the CoS value for nonrouted ports or the DSCP value for routed ports in ingress packets (the assumption is that traffic has already been classified by other edge devices).

The switch configures egress queues on the port according to the settings in the following tables.

Table 113: Traffic Types, Packet Labels, and Queues

	VoIP Data Traffic	VoIP Control Traffic	Routing Protocol Traffic	STP BPDU Traffic	Real-Time Video Traffic	All Other Traffic	
DSCP value	46	24, 26	48	56	34	–	
CoS value	5	3	6	7	3	–	
CoS-to-Ingress queue map	4, 5 (queue 2)					0, 1, 2, 3, 6, 7(queue 1)	
CoS-to-Egress queue map	4, 5 (queue 1)	2, 3, 6, 7 (queue 2)			0 (queue 3)	2 (queue 3)	0, 1 (queue 4)

The following table describes the auto-QoS configuration for ingress queues.

The switch configures ingress queues on the port according to the settings in the following table. This table shows the generated auto-QoS configuration for the ingress queues.

Table 114: Auto-QoS Configuration for the Ingress Queues

Ingress Queue	Queue Number	CoS-to-Queue Map	Queue Weight (Bandwidth)	Queue (Buffer) Size
SRR shared	1	0, 1, 2, 3, 6, 7	70 percent	90 percent
Priority	2	4, 5	30 percent	10 percent

- When you enable auto-QoS by using the **auto qos voip cisco-phone**, the **auto qos voip cisco-softphone**, or the **auto qos voip trust** interface configuration command, the switch automatically generates a QoS configuration based on the traffic type and ingress packet label and applies the commands listed in Examples: Global Auto-QoS Configuration, on page 1091 to the port.

Effects of Auto-QoS on Running Configuration

When auto-QoS is enabled, the **auto qos** interface configuration commands and the generated global configuration are added to the running configuration.

The switch applies the auto-QoS-generated commands as if the commands were entered from the CLI. An existing user configuration can cause the application of the generated commands to fail or to be overridden by the generated commands. These actions may occur without warning. If all the generated commands are successfully applied, any user-entered configuration that was not overridden remains in the running configuration. Any user-entered configuration that was overridden can be retrieved by reloading the switch without saving the current configuration to memory. If the generated commands are not applied, the previous running configuration is restored.

How to Configure Auto-QoS

Configuring Auto-QoS

Enabling Auto-QoS

For optimum QoS performance, enable auto-QoS on all the devices in your network.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. Use one of the following:
   - **auto qos voip** {**cisco-phone** | **cisco-softphone** | **trust**}
   - **auto qos video** {**cts** | **ip-camera** | **media-player**}
   - **auto qos classify** [**police**]
   - **auto qos trust** {**cos** | **dscp**}
4. **exit**
5. **interface** *interface-id*
6. **auto qos trust**
7. **end**
8. **show auto qos interface** *interface-id*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:**	Enters global configuration mode.

	Command or Action	Purpose
	`Switch#` **`configure terminal`**	
Step 2	**interface** *interface-id* **Example:** `Switch(config)#` **`interface gigabitethernet 3/0/1`**	Specifies the port that is connected to a video device or the uplink port that is connected to another trusted switch or router in the network interior, and enters interface configuration mode.
Step 3	Use one of the following: - **auto qos voip** {**cisco-phone** | **cisco-softphone** | **trust**} - **auto qos video** {**cts** | **ip-camera** | **media-player**} - **auto qos classify** [**police**] - **auto qos trust** {**cos** | **dscp**} **Example:** `Switch(config-if)#` **`auto qos trust dscp`**	Enables auto-QoS for VoIP. - **cisco-phone**—If the port is connected to a Cisco IP Phone, the QoS labels of incoming packets are trusted only when the telephone is detected. - **cisco-softphone**—The port is connected to device running the Cisco SoftPhone feature. - **trust**—The uplink port is connected to a trusted switch or router, and the VoIP traffic classification in the ingress packet is trusted. Enables auto-QoS for a video device. - **cts**—A port connected to a Cisco Telepresence system. - **ip-camera**—A port connected to a Cisco video surveillance camera. - **media-player**—A port connected to a CDP-capable Cisco digital media player. QoS labels of incoming packets are trusted only when the system is detected. Enables auto-QoS for classification. - **police**—Policing is set up by defining the QoS policy maps and applying them to ports (port-based QoS). Enables auto-QoS for trusted interfaces. - **cos**—Class of service. - **dscp**—Differentiated Services Code Point. - <cr>—Trust interface.
Step 4	**exit** **Example:** `Switch(config-if)#` **`exit`**	Returns to global configuration mode.

	Command or Action	Purpose
Step 5	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 2/0/1`	Specifies the switch port identified as connected to a trusted switch or router, and enters interface configuration mode.
Step 6	**auto qos trust** **Example:** `Switch(config-if)# auto qos trust`	Enables auto-QoS on the port, and specifies that the port is connected to a trusted router or switch.

Step 7	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Step 8	**show auto qos interface** *interface-id* **Example:** `Switch# show auto qos interface gigabitethernet 2/0/1`	Verifies your entries. This command displays the auto-QoS command on the interface on which auto-QoS was enabled. You can use the **show running-config** privileged EXEC command to display the auto-QoS configuration and the user modifications.

Troubleshooting Auto-QoS

To display the QoS commands that are automatically generated when auto-QoS is enabled or disabled, enter the **debug auto qos** privileged EXEC command before you enable auto-QoS. For more information, see the **debug auto qos** command in the command reference for this release.

To disable auto-QoS on a port, use the **no** form of the **auto qos** command interface configuration command, such as **no auto qos voip**.

Note Auto-QoS generated global commands can also be removed manually if desired.

Only the auto-QoS-generated interface configuration commands for this port are removed. If this is the last port on which auto-QoS is enabled and you enter the **no auto qos voip** command, auto-QoS is considered disabled even though the auto-QoS-generated global configuration commands remain (to avoid disrupting traffic on other ports affected by the global configuration).

You can use the **no mls qos** global configuration command to disable the auto-QoS-generated global configuration commands. With QoS disabled, there is no concept of trusted or untrusted ports because the packets are not modified (the CoS, DSCP, and IP precedence values in the packet are not changed). Traffic is switched in pass-through mode (packets are switched without any rewrites and classified as best effort without any policing).

Monitoring Auto-QoS

Table 115: Commands for Monitoring Auto-QoS

Command	Description
show auto qos [**interface** [*interface-type*]]	Displays the initial auto-QoS configuration. You can compare the **show auto qos** and the **show running-config** command output to identify the user-defined QoS settings.
show mls qos aggregate policer *policer_name*	Displays information about the QoS aggregate policer configuration that might be affected by auto-QoS.
show mls qos interface [*interface-type* | **buffers** | **policers** | **queueing** | **statistics**]	Displays information about the QoS interface configuration that might be affected by auto-QoS.
show mls qos maps [**cos-dscp** | **cos-output-q** | **dscp-cos** | **dscp-mutation** | **dscp-output-q** | **ip-prec-dscp** | **policed-dscp**]	Displays information about the QoS maps configuration that might be affected by auto-QoS.
show mls qos queue-set *queue-set ID*	Displays information about the QoS queue-set configuration that might be affected by auto-QoS.
show mls qos stack-port buffers	Displays information about the QoS stack port buffer configuration that might be affected by auto-QoS.
show mls qos stack-qset	Displays information about the QoS stack queue set configuration that might be affected by auto-QoS.
show running-config	Displays information about the QoS configuration that might be affected by auto-QoS. You can compare the **show auto qos** and the **show running-config** command output to identify the user-defined QoS settings.

Configuration Examples for Auto-Qos

Examples: Global Auto-QoS Configuration

The following table describes the automatically generated commands for auto-QoS and enhanced auto-QoS by the switch.

Table 116: Generated Auto-QoS Configuration

Description	Automatically Generated Command {voip}	Enhanced Automatically Generated Command {Video|Trust|Classify}
The switch automatically enables standard QoS and configures the CoS-to-DSCP map (maps CoS values in incoming packets to a DSCP value).	`Switch(config)#` **mls qos** `Switch(config)#` **mls qos map** **cos-dscp** **0 8 16 26 32 46 48 56**	`Switch(config)#` **mls qos** `Switch(config)#` **mls qos map** **cos-dscp** **0 8 16 24 32 46 48 56**
The switch automatically maps CoS values to an egress queue and to a threshold ID.	`Switch(config)#` **no mls qos** **srr-queue** **output cos-map** `Switch(config)#` **mls qos** **srr-queue** **output cos-map queue 1** **threshold 3 5** `Switch(config)#` **mls qos** **srr-queue** **output cos-map queue 2** **threshold 3 3** **6 7** `Switch(config)#` **mls qos** **srr-queue** **output cos-map queue 3** **threshold 3 2** **4** `Switch(config)#` **mls qos** **srr-queue** **output cos-map queue 4** **threshold 2 1** `Switch(config)#` **mls qos** **srr-queue** **output cos-map queue 4** **threshold 3 0**	`Switch(config)#` **no mls qos** **srr-queue** **output cos-map** `Switch(config)#` **mls qos** **srr-queue** **output cos-map queue 1** **threshold 3 4 5** `Switch(config)#` **mls qos** **srr-queue** **output cos-map queue 2** **threshold 3 6 7** `Switch(config)#` **mls qos** **srr-queue** **output cos-map queue 2** **threshold 1 2** `Switch(config)#` **mls qos** **srr-queue** **output cos-map queue 2** **threshold 2 3** `Switch(config)#` **mls qos** **srr-queue** **output cos-map queue 3** **threshold 3 0** `Switch(config)#` **mls qos** **srr-queue** **output cos-map queue 4** **threshold 3 1**

Description	Automatically Generated Command {voip}	Enhanced Automatically Generated Command {Video|Trust|Classify}
The switch automatically maps DSCP values to an egress queue and to a threshold ID.	Switch(config)# **no mls qos srr-queue output dscp-map** Switch(config)# **mls qos srr-queue output dscp-map queue 1 threshold 3 40 41 42 43 44 45 46 47** Switch(config)# **mls qos srr-queue output dscp-map queue 2 threshold 3 24 25 26 27 28 29 30 31** Switch(config)# **mls qos srr-queue output dscp-map queue 2 threshold 3 48 49 50 51 52 53 54 55** Switch(config)# **mls qos srr-queue output dscp-map queue 2 threshold 3 56 57 58 59 60 61 62 63** Switch(config)# **mls qos srr-queue output dscp-map queue 3 threshold 3 16 17 18 19 20 21 22 23** Switch(config)# **mls qos srr-queue output dscp-map queue 3 threshold 3 32 33 34 35 36 37 38 39** Switch(config)# **mls qos srr-queue output dscp-map queue 4 threshold 1 8** Switch(config)# **mls qos srr-queue output dscp-map queue 4 threshold 2 9 10 11 12 13 14 15** Switch(config)# **mls qos srr-queue output dscp-map queue 4 threshold 3 0 1 2 3 4 5 6 7**	Switch(config)# **no mls qos srr-queue output dscp-map** Switch(config)# **mls qos srr-queue output dscp-map queue 1 threshold 3 32 33 40 41 42 43 44 45 46 47** Switch(config)# **mls qos srr-queue output dscp-map queue 2 threshold 1 16 17 18 19 20 21 22 23** Switch(config)# **mls qos srr-queue output dscp-map queue 2 threshold 1 26 27 28 29 30 31 34 35 36 37 38 39** Switch(config)# **mls qos srr-queue output dscp-map queue 2 threshold 2 24** Switch(config)# **mls qos srr-queue output dscp-map queue 2 threshold 3 48 49 50 51 52 53 54 55 56** Switch(config)# **mls qos srr-queue output dscp-map queue 2 threshold 3 57 58 59 60 61 62 63** Switch(config)# **mls qos srr-queue output dscp-map queue 3 threshold 3 0 1 2 3 4 5 6 7** Switch(config)# **mls qos srr-queue output dscp-map queue 4 threshold 1 8 9 11 13 15** Switch(config)# **mls qos srr-queue output dscp-map queue 4 threshold 2 10 12 14**

Description	Automatically Generated Command {voip}	Enhanced Automatically Generated Command {Video|Trust|Classify}
The switch automatically configures the egress queue buffer sizes. It configures the bandwidth and the SRR mode (shaped or shared) on the egress queues mapped to the port.	Switch(config)# **mls qos queue-set output 1 threshold 1 138 138 92 138** Switch(config)# **mls qos queue-set output 1 threshold 2 138 138 92 400** Switch(config)# **mls qos queue-set output 1 threshold 3 36 77 100 318** Switch(config)# **mls qos queue-set output 1 threshold 4 20 50 67 400** Switch(config)# **mls qos queue-set output 2 threshold 1 149 149 100 149** Switch(config)# **mls qos queue-set output 2 threshold 2 118 118 100 235** Switch(config)# **mls qos queue-set output 2 threshold 3 41 68 100 272** Switch(config)# **mls qos queue-set output 2 threshold 4 42 72 100 242** Switch(config)# **mls qos queue-set output 1 buffers 10 10 26 54** Switch(config)# **mls qos queue-set output 2 buffers 16 6 17 61** Switch(config-if)# **priority-queue out** Switch(config-if)# **srr-queue bandwidth share 10 10 60 20**	Switch(config)# **mls qos queue-set output 1 threshold 2 100 100 50 200** Switch(config)# **mls qos queue-set output 1 threshold 2 125 125 100 400** Switch(config)# **mls qos queue-set output 1 threshold 3 100 100 100 400** Switch(config)# **mls qos queue-set output 1 threshold 4 60 150 50 200** Switch(config)# **mls qos queue-set output 1 buffers 15 25 40 20**

Examples: Auto-QoS Generated Configuration for VoIP Devices

The following table describes the automatically generated commands for auto-QoS for VoIP devices by the switch.

Table 117: Generated Auto-QoS Configuration for VoIP Devices

Description	Automatically Generated Command (VoIP)

The switch automatically enables standard QoS and configures the CoS-to-DSCP map (maps CoS values in incoming packets to a DSCP value).	`Switch(config)# mls qos`
	`Switch(config)# mls qos map cos-dscp 0 8 16 26 32 46 48 56`

The switch automatically sets up the ingress queues, with queue 2 as the priority queue and queue 1 in shared mode. The switch also configures the bandwidth and buffer size for the ingress queues.	`Switch(config)# no mls qos srr-queue input cos-map`
	`Switch(config)# mls qos srr-queue input cos-map queue 1 threshold 2 1`
	`Switch(config)# mls qos srr-queue input cos-map queue 1 threshold 3 0`
	`Switch(config)# mls qos srr-queue input cos-map queue 2 threshold 1 2`
	`Switch(config)# mls qos srr-queue input cos-map queue 2 threshold 2 4 6 7`
	`Switch(config)# mls qos srr-queue input cos-map queue 2 threshold 3 3 5`

The switch automatically maps CoS values to an egress queue and to a threshold ID.	`Switch(config)# no mls qos srr-queue output cos-map`
	`Switch(config)# mls qos srr-queue output cos-map queue 1 threshold 3 5`
	`Switch(config)# mls qos srr-queue output cos-map queue 2 threshold 3 3 6 7`
	`Switch(config)# mls qos srr-queue output cos-map queue 3 threshold 3 2 4`
	`Switch(config)# mls qos srr-queue output cos-map queue 4 threshold 2 1`
	`Switch(config)# mls qos srr-queue output cos-map queue 4 threshold 3 0`

Description	Automatically Generated Command (VoIP)

The switch automatically maps DSCP values to an ingress queue and to a threshold ID.	`Switch(config)# no mls qos srr-queue input dscp-map`
	`Switch(config)# mls qos srr-queue input dscp-map queue 1 threshold 2 9 10 11 12 13 14 15`
	`Switch(config)# mls qos srr-queue input dscp-map queue 1 threshold 3 0 1 2 3 4 5 6 7`
	`Switch(config)# mls qos srr-queue input dscp-map queue 1 threshold 3 32`
	`Switch(config)# mls qos srr-queue input dscp-map queue 2 threshold 1 16 17 18 19 20 21 22 23`
	`Switch(config)# mls qos srr-queue input dscp-map queue 2 threshold 2 33 34 35 36 37 38 39 48`
	`Switch(config)# mls qos srr-queue input dscp-map queue 2 threshold 2 49 50 51 52 53 54 55 56`
	`Switch(config)# mls qos srr-queue input dscp-map queue 2 threshold 2 57 58 59 60 61 62 63`
	`Switch(config)# mls qos srr-queue input dscp-map queue 2 threshold 3 24 25 26 27 28 29 30 31`
	`Switch(config)# mls qos srr-queue input dscp-map queue 2 threshold 3 40 41 42 43 44 45 46 47`

The switch automatically maps DSCP values to an egress queue and to a threshold ID.	`Switch(config)# no mls qos srr-queue output dscp-map`
	`Switch(config)# mls qos srr-queue output dscp-map queue 1 threshold 3 40 41 42 43 44 45 46 47`
	`Switch(config)# mls qos srr-queue output dscp-map queue 2 threshold 3 24 25 26 27 28 29 30 31`
	`Switch(config)# mls qos srr-queue output dscp-map queue 2 threshold 3 48 49 50 51 52 53 54 55`
	`Switch(config)# mls qos srr-queue output dscp-map queue 2 threshold 3 56 57 58 59 60 61 62 63`
	`Switch(config)# mls qos srr-queue output dscp-map queue 3 threshold 3 16 17 18 19 20 21 22 23`
	`Switch(config)# mls qos srr-queue output dscp-map queue 3 threshold 3 32 33 34 35 36 37 38 39`
	`Switch(config)# mls qos srr-queue output dscp-map queue 4 threshold 1 8`
	`Switch(config)# mls qos srr-queue output dscp-map queue 4 threshold 2 9 10 11 12 13 14 15`
	`Switch(config)# mls qos srr-queue output dscp-map queue 4 threshold 3 0 1 2 3 4 5 6 7`

The switch automatically sets up the ingress queues, with queue 2 as the priority queue and queue 1 in shared mode. The switch also configures the bandwidth and buffer size for the ingress queues.	`Switch(config)# no mls qos srr-queue input priority-queue 1`
	`Switch(config)# no mls qos srr-queue input priority-queue 2`
	`Switch(config)# mls qos srr-queue input bandwidth 90 10`
	`Switch(config)# mls qos srr-queue input threshold 1 8 16`
	`Switch(config)# mls qos srr-queue input threshold 2 34 66`
	`Switch(config)# mls qos srr-queue input buffers 67 33`

Description	Automatically Generated Command (VoIP)

The switch automatically configures the egress queue buffer sizes. It configures the bandwidth and the SRR mode (shaped or shared) on the egress queues mapped to the port.	`SwitchSwitchconfig)# mls qos queue-set output 1 threshold 1 138 138 92 138`
	`Switch(config)# mls qos queue-set output 1 threshold 2 138 138 92 400`
	`Switch(config)# mls qos queue-set output 1 threshold 3 36 77 100 318`
	`Switch(config)# mls qos queue-set output 1 threshold 4 20 50 67 400`
	`Switch(config)# mls qos queue-set output 2 threshold 1 149 149 100 149`
	`Switch(config)# mls qos queue-set output 2 threshold 2 118 118 100 235`
	`Switch(config)# mls qos queue-set output 2 threshold 3 41 68 100 272`
	`Switch(config)# mls qos queue-set output 2 threshold 4 42 72 100 242`
	`Switch(config)# mls qos queue-set output 1 buffers 10 10 26 54`
	`Switch(config)# mls qos queue-set output 2 buffers 16 6 17 61`
	`Switch(config-if)# priority-que out`
	`Switch(config-if)# srr-queue bandwidth share 10 10 60 20`

If you entered the **auto qos voip cisco-phone** command, the switch automatically enables the trusted boundary feature, which uses the CDP to detect the presence or absence of a Cisco IP Phone (as shown below).

```
Switch(config-if)# mls qos trust device cisco-phone
```

If you entered the **auto qos voip cisco-softphone** command, the switch automatically creates class maps and policy maps (as shown below).

```
Switch(config)# mls qos map policed-dscp 24 26 46 to 0
Switch(config)# class-map match-all AutoQoS-VoIP-RTP-Trust
Switch(config-cmap)# match ip dscp ef
Switch(config)# class-map match-all AutoQoS-VoIP-Control-Trust
Switch(config-cmap)# match ip dscp cs3 af31
Switch(config)# policy-map AutoQoS-Police-SoftPhone
Switch(config-pmap)# class AutoQoS-VoIP-RTP-Trust
Switch(config-pmap-c)# set dscp ef
Switch(config-pmap-c)# police 320000 8000 exceed-action policed-dscp-transmit
Switch(config-pmap)# class AutoQoS-VoIP-Control-Trust
Switch(config-pmap-c)# set dscp cs3
Switch(config-pmap-c)# police 32000 8000 exceed-action policed-dscp-transmit
```

After creating the class maps and policy maps, the switch automatically applies the policy map called *AutoQoS-Police-SoftPhone* to an ingress interface on which auto-QoS with the Cisco SoftPhone feature is enabled (as shown below).

```
Switch(config-if)# service-policy input AutoQoS-Police-SoftPhone
```

Examples: Auto-QoS Generated Configuration For Enhanced Video, Trust, and Classify Devices

If you entered the following enhanced auto-QoS commands, the switch configures a CoS-to-DSCP map (maps CoS values in incoming packets to a DSCP value):

- **auto qos video cts**
- **auto qos video ip-camera**
- **auto qos video media-player**
- **auto qos trust**
- **auto qos trust cos**
- **auto qos trust dscp**

  The following command is initiated after entering one of the above auto-QoS commands:

  ```
  Switch(config)# mls qos map cos-dscp 0 8 16 24 32 46 48 56
  ```

Note No class maps and policy maps are configured.

If you entered the **auto qos classify** command, the switch automatically creates class maps and policy maps (as shown below).

```
Switch(config)# mls qos map policed-dscp 0 10 18 24 26 46 to 8
Switch(config)# mls qos map cos-dscp 0 8 16 24 32 46 48 56
Switch(config)# class-map match-all AUTOQOS_MULTIENHANCED_CONF_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-MULTIENHANCED-CONF
Switch(config)# class-map match-all AUTOQOS_DEFAULT_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-DEFAULT
Switch(config)# class-map match-all AUTOQOS_TRANSACTION_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-TRANSACTIONAL-DATA
Switch(config)# class-map match-all AUTOQOS_SIGNALING_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-SIGNALING
Switch(config)# class-map match-all AUTOQOS_BULK_DATA_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-BULK-DATA
Switch(config)# class-map match-all AUTOQOS_SCAVANGER_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-SCAVANGER
Switch(config)# policy-map AUTOQOS-SRND4-CLASSIFY-POLICY
Switch(config-pmap)# class AUTOQOS_MULTIENHANCED_CONF_CLASS
Switch(config-pmap-c)# set dscp af41
Switch(config-pmap)# class AUTOQOS_BULK_DATA_CLASS
Switch(config-pmap-c)# set dscp af11
Switch(config-pmap)# class AUTOQOS_TRANSACTION_CLASS
Switch(config-pmap-c)# set dscp af21
Switch(config-pmap)# class AUTOQOS_SCAVANGER_CLASS
Switch(config-pmap-c)# set dscp cs1
Switch(config-pmap)# class AUTOQOS_SIGNALING_CLASS
Switch(config-pmap-c)# set dscp cs3
Switch(config-pmap)# class AUTOQOS_DEFAULT_CLASS
Switch(config-pmap-c)# set dscp default
;
```

```
Switch(config-if)# service-policy input AUTOQOS-SRND4-CLASSIFY-POLICY
```

If you entered the **auto qos classify police** command, the switch automatically creates class maps and policy maps (as shown below).

```
Switch(config)# mls qos map policed-dscp 0 10 18 24 26 46 to 8
Switch(config)# mls qos map cos-dscp 0 8 16 24 32 46 48 56
Switch(config)# class-map match-all AUTOQOS_MULTIENHANCED_CONF_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-MULTIENHANCED-CONF
Switch(config)# class-map match-all AUTOQOS_DEFAULT_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-DEFAULT
Switch(config)# class-map match-all AUTOQOS_TRANSACTION_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-TRANSACTIONAL-DATA
Switch(config)# class-map match-all AUTOQOS_SIGNALING_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-SIGNALING
Switch(config)# class-map match-all AUTOQOS_BULK_DATA_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-BULK-DATA
Switch(config)# class-map match-all AUTOQOS_SCAVANGER_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-SCAVANGER
Switch(config)# policy-map AUTOQOS-SRND4-CLASSIFY-POLICE-POLICY
Switch(config-pmap)# class AUTOQOS_MULTIENHANCED_CONF_CLASS
Switch(config-pmap-c)# set dscp af41
Switch(config-pmap-c)# police 5000000 8000 exceed-action drop
Switch(config-pmap)# class AUTOQOS_BULK_DATA_CLASS
Switch(config-pmap-c)# set dscp af11
Switch(config-pmap-c)# police 10000000 8000 exceed-action policed-dscp-transmit
Switch(config-pmap)# class AUTOQOS_TRANSACTION_CLASS
Switch(config-pmap-c)# set dscp af21
Switch(config-pmap-c)# police 10000000 8000 exceed-action policed-dscp-transmit
Switch(config-pmap)# class AUTOQOS_SCAVANGER_CLASS
Switch(config-pmap-c)# set dscp cs1
Switch(config-pmap-c)# police 10000000 8000 exceed-action drop
Switch(config-pmap)# class AUTOQOS_SIGNALING_CLASS
Switch(config-pmap-c)# set dscp cs3
Switch(config-pmap-c)# police 32000 8000 exceed-action drop
Switch(config-pmap)# class AUTOQOS_DEFAULT_CLASS
Switch(config-pmap-c)# set dscp default
Switch(config-pmap-c)# police 10000000 8000 exceed-action policed-dscp-transmit
;
Switch(config-if)# service-policy input AUTOQOS-SRND4-CLASSIFY-POLICE-POLICY
```

This is the enhanced configuration for the **auto qos voip cisco-phone** command:

```
Switch(config)# mls qos map policed-dscp 0 10 18 24 26 46 to 8
Switch(config)# mls qos map cos-dscp 0 8 16 24 32 46 48 56
Switch(config)# class-map match-all AUTOQOS_VOIP_DATA_CLASS
Switch(config-cmap)# match ip dscp ef
Switch(config)# class-map match-all AUTOQOS_DEFAULT_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-DEFAULT
Switch(config)# class-map match-all AUTOQOS_VOIP_SIGNAL_CLASS
Switch(config-cmap)# match ip dscp cs3
Switch(config)# policy-map AUTOQOS-SRND4-CISCOPHONE-POLICY
Switch(config-pmap)# class AUTOQOS_VOIP_DATA_CLASS
Switch(config-pmap-c)# set dscp ef
Switch(config-pmap-c)# police 128000 8000 exceed-action policed-dscp-transmit
Switch(config-pmap)# class AUTOQOS_VOIP_SIGNAL_CLASS
Switch(config-pmap-c)# set dscp cs3
Switch(config-pmap-c)# police 32000 8000 exceed-action policed-dscp-transmit
Switch(config-pmap)# class AUTOQOS_DEFAULT_CLASS
Switch(config-pmap-c)# set dscp default
Switch(config-pmap-c)# police 10000000 8000 exceed-action policed-dscp-transmit
;
Switch(config-if)# service-policy input AUTOQOS-SRND4-CISCOPHONE-POLICY
```

This is the enhanced configuration for the **auto qos voip cisco-softphone** command:

```
Switch(config)# mls qos map policed-dscp 0 10 18 24 26 46 to 8
Switch(config)# mls qos map cos-dscp 0 8 16 24 32 46 48 56
Switch(config)# class-map match-all AUTOQOS_MULTIENHANCED_CONF_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-MULTIENHANCED-CONF
Switch(config)# class-map match-all AUTOQOS_VOIP_DATA_CLASS
Switch(config-cmap)# match ip dscp ef
Switch(config)# class-map match-all AUTOQOS_DEFAULT_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-DEFAULT
Switch(config)# class-map match-all AUTOQOS_TRANSACTION_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-TRANSACTIONAL-DATA
Switch(config)# class-map match-all AUTOQOS_VOIP_SIGNAL_CLASS
Switch(config-cmap)# match ip dscp cs3
Switch(config)# class-map match-all AUTOQOS_SIGNALING_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-SIGNALING
Switch(config)# class-map match-all AUTOQOS_BULK_DATA_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-BULK-DATA
Switch(config)# class-map match-all AUTOQOS_SCAVANGER_CLASS
Switch(config-cmap)# match access-group name AUTOQOS-ACL-SCAVANGER

Switch(config)# policy-map AUTOQOS-SRND4-SOFTPHONE-POLICY
Switch(config-pmap)# class AUTOQOS_VOIP_DATA_CLASS
Switch(config-pmap-c)# set dscp ef
Switch(config-pmap-c)# police 128000 8000 exceed-action policed-dscp-transmit
Switch(config-pmap)# class AUTOQOS_VOIP_SIGNAL_CLASS
Switch(config-pmap-c)# set dscp cs3
Switch(config-pmap-c)# police 32000 8000 exceed-action policed-dscp-transmit
Switch(config-pmap)#class AUTOQOS_MULTIENHANCED_CONF_CLASS
Switch(config-pmap-c)#set dscp af41
Switch(config-pmap-c)# police 5000000 8000 exceed-action drop
Switch(config-pmap)# class AUTOQOS_BULK_DATA_CLASS
Switch(config-pmap-c)# set dscp af11
Switch(config-pmap-c)# police 10000000 8000 exceed-action policed-dscp-transmit
Switch(config-pmap)# class AUTOQOS_TRANSACTION_CLASS
Switch(config-pmap-c)# set dscp af21
Switch(config-pmap-c)# police 10000000 8000 exceed-action policed-dscp-transmit
Switch(config-pmap)# class AUTOQOS_SCAVANGER_CLASS
Switch(config-pmap-c)# set dscp cs1
Switch(config-pmap-c)# police 10000000 8000 exceed-action drop
Switch(config-pmap)# class AUTOQOS_SIGNALING_CLASS
Switch(config-pmap-c)# set dscp cs3
Switch(config-pmap-c)# police 32000 8000 exceed-action drop
Switch(config-pmap)# class AUTOQOS_DEFAULT_CLASS
Switch(config-pmap-c)# set dscp default
;
Switch(config-if)# service-policy input AUTOQOS-SRND4-SOFTPHONE-POLICY
```

Where to Go Next for Auto-QoS

Review the QoS documentation if you require any specific QoS changes to your auto-QoS configuration.

PART XXXI

Configuring Static IP Routing

CHAPTER 43

Configuring Static IP Routing

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Information About Configuring IP Unicast Routing

This module describes how to configure IP Version 4 (IPv4) unicast routing on the switch. Static routing is supported only on switched virtual interfaces (SVIs) and not on physical interfaces. The switch does not support routing protocols.

Unless otherwise noted, the term switch refers to a standalone switch and a switch stack. A switch stack operates and appears as a single switch to the routers in the network.

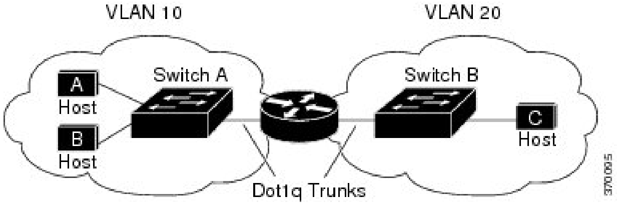
For complete syntax and usage information for the commands used in this chapter, see the *Cisco IOS IP Command Reference, Volume 1 of 3: Addressing and Services, Release 12.2*

Note When configuring routing parameters on the switch and to allocate system resources to maximize the number of unicast routes allowed, use the **sdm prefer lanbase-routing** global configuration command to set the Switch Database Management (SDM) feature to the routing template. For more information on the SDM templates, see chapter *Configuring SDM Templates* or see the **sdm prefer** command in the command reference for this release.

Information About IP Routing

In some network environments, VLANs are associated with individual networks or subnetworks. In an IP network, each subnetwork is mapped to an individual VLAN. Configuring VLANs helps control the size of the broadcast domain and keeps local traffic local. However, network devices in different VLANs cannot communicate with one another without a Layer 3 device (router) to route traffic between the VLAN, referred to as inter-VLAN routing. You configure one or more routers to route traffic to the appropriate destination VLAN.

Figure 90: Routing Topology Example



This figure shows a basic routing topology. Switch A is in VLAN 10, and Switch B is in VLAN 20. The router has an interface in each VLAN.

When Host A in VLAN 10 needs to communicate with Host B in VLAN 10, it sends a packet addressed to that host. Switch A forwards the packet directly to Host B, without sending it to the router.

When Host A sends a packet to Host C in VLAN 20, Switch A forwards the packet to the router, which receives the traffic on the VLAN 10 interface. The router checks the routing table, finds the correct outgoing interface, and forwards the packet on the VLAN 20 interface to Switch B. Switch B receives the packet and forwards it to Host C.

When static routing is enabled on Switch A and B, the router device is no longer needed to route packets.

Types of Routing

Routers and Layer 3 switch can route packets in these ways:

- Using default routing to send traffic with a destination unknown to the router to a default outlet or destination
- Using static routes to forward packets from predetermined ports through a single path into and out of a network
- Dynamically calculating routes by using a routing protocol

The switch supports static routes and default routes, It does not support routing protocols.

IP Routing and Switch Stacks

Note Stacking is supported only on Catalyst 2960-S switch.

A switch stack appears to the network as a single switch, regardless of which switch in the stack is connected to a peer.

active switchstack's active switch functions:

- The MAC address of the active switchstack's active switch is used as the router MAC address for the whole stack, and all outside devices use this address to send IP packets to the stack.
- All IP packets that require software forwarding or processing go through the CPU of the active switchstack's active switch.

Stack members functions:

- Act as routing standby switch, taking over if elected as the new active switchstack's active switch when the active switchstack's active switch fails.
- Program the routes into hardware.

If a active switchstack's active switch fails, the stack detects that the active switchstack's active switch is down and elects a stack member to be the new active switchstack's active switch. Except for a momentary interruption, the hardware continues to forward packets.

New active switchstack's active switch functions after election:

- Builds routing table and distributes it to stack members.
- Uses its MAC address as the router MAC address. To notify its network peers of the new MAC address, it periodically (every few seconds for 5 minutes) sends a gratuitous ARP reply with the new router MAC address.

  Note If you configure the persistent MAC address feature on the stack and the active switchstack's active switch changes, the stack MAC address does not change during the configured time period. If the previous active switchstack's active switch rejoins the stack as a member switch during that time period, the stack MAC address remains the MAC address of the previous active switchstack's active switch.

Configuring IP Unicast Routing

By default, IP routing is disabled on the switch. .

In these procedures, the specified interface must be a switch virtual interface (SVI)-a VLAN interface created by using the **interface vlan** *vlan_id* global configuration command and by default a Layer 3 interface. All Layer 3 interfaces on which routing will occur must have IP addresses assigned to them. See the *Assigning IP Addresses to SVIs* section.

Note The switch supports 16 static routes (including user-configured routes and the default route) and any directly connected routes and default routes for the management interface. You can use the "lanbase-default" SDM template to configure the static routes. The switch can have an IP address assigned to each SVI. Before enabling routing, enter the **sdm prefer lanbase-routing** global configuration command and reload the switch.

Procedures for configuring routing:

- To support VLAN interfaces, create and configure VLANs on the switch or switch stack, and assign VLAN membership to Layer 2 interfaces. For more information, see chapter: *Configuring VLANs*.
- Configure Layer 3 interfaces (SVIs).
- Enable IP routing on the switch.
- Assign IP addresses to the Layer 3 interfaces.
- Configure static routes.

Enabling IP Unicast Routing

By default, the switch is in Layer 2 switching mode and IP routing is disabled. To use the Layer 3 capabilities of the switch, you must enable IP routing.

Follow these steps to enable IP routing:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip routing**
4. **end**
5. **show running-config**
6. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 3	**ip routing** **Example:** `Switch(config)# ip routing`	Enables IP routing.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

Use the **no ip routing** global configuration command to disable routing.

Example of Enabling IP Routing

This example shows how to enable IP routing :

```
Switch# configure terminal
Enter configuration commands, one per line.  End with CNTL/Z.
Switch(config)# ip routing

Switch(config-router)# end
```

Assigning IP Addresses to SVIs

To configure IP routing, you need to assign IP addresses to Layer 3 network interfaces. This enables communication with the hosts of those interfaces that use IP. IP routing is disabled by default, and no IP addresses are assigned to SVIs.

An IP address identifies a location to which IP packets can be sent. Some IP addresses are reserved for special uses and cannot be used for host, subnet, or network addresses. RFC 1166, “Internet Numbers,” contains the official description of IP addresses.

An interface can have one primary IP address. A mask identifies the bits that denote the network number in an IP address. When you use the mask to subnet a network, the mask is referred to as a subnet mask. To receive an assigned network number, contact your Internet service provider.

Follow these steps to assign an IP address and a network mask to an SVI:

Procedure

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface vlan** *vlan-id*	Enters interface configuration mode, and specifies the Layer 3 VLAN to configure. **Note** If the interface is still in Layer 2 mode (the default), you must enter a **no switchport** interface configuration command before entering the **ip address** interface configuration command.
Step 4	**ip address** *ip-address subnet-mask* **Example:** `Switch(config-if)# ip address 10.1.5.1 255.255.255.0`	Configures the IP address and IP subnet mask.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show interfaces** [*interface-id*] **Example:** `Switch# show interfaces gigabitethernet 1/0/1`	Verifies your entries.
Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.

	Command or Action	Purpose
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring Static Unicast Routes

Static unicast routes are user-defined routes that cause packets moving between a source and a destination to take a specified path. Static routes can be important if the router cannot build a route to a particular destination and are useful for specifying a gateway of last resort to which all unroutable packets are sent.

Follow these steps to configure a static route:

Procedure

	Command or Action	Purpose
Step 1	**enable** **Example:** `Device> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Device# configure terminal`	Enters global configuration mode.
Step 3	**ip route prefix mask** {*address* | *interface*} [*distance*] **Example:** `Device(config)# ip route prefix mask gigabitethernet 1/0/4`	Establish a static route.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show ip route** **Example:** `Switch# show ip route`	Displays the current state of the routing table to verify the configuration.

	Command or Action	Purpose
Step 6	**copy running-config startup-config** **Example:** `Device# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

Use the **no ip route** *prefix mask* {*address*\| *interface*} global configuration command to remove a static route. The switch retains static routes until you remove them.

When an interface goes down, all static routes through that interface are removed from the IP routing table. When the software can no longer find a valid next hop for the address specified as the forwarding router's address in a static route, the static route is also removed from the IP routing table.

Monitoring and Maintaining the IP Network

You can remove all contents of a particular cache, table, or database. You can also display specific statistics.

Table 118: Commands to Clear IP Routes or Display Route Status

Command	Purpose
show ip route [*address* [*mask*] [**longer-prefixes**]]	Displays the current state of the routing table.
show ip route summary	Displays the current state of the routing table in summary form.
show platform ip unicast	Displays platform-dependent IP unicast information.

Additional References for Configuring IP Unicast Routing

Related Documents

Related Topic	Document Title
Command reference	Command Reference, Cisco IOS Release 15.2(2)E (Catalyst 2960, 2960-S, 2960-SF and 2960-Plus Switches)

Error Message Decoder

Description	Link
To help you research and resolve system error messages in this release, use the Error Message Decoder tool.	https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi

Standards and RFCs

Standard/RFC	Title
None	—

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

PART XXXII

Configuring IPv6

CHAPTER 44

Configuring IPv6 MLD Snooping

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Information About Configuring IPv6 MLD Snooping

You can use Multicast Listener Discovery (MLD) snooping to enable efficient distribution of IP Version 6 (IPv6) multicast data to clients and routers in a switched network on the switch. Unless otherwise noted, the term switch refers to a standalone switch and to a switch stack.

Note To use IPv6, you must configure the dual IPv4 and IPv6 Switch Database Management (SDM) template on the switch.

Note For complete syntax and usage information for the commands used in this chapter, see the command reference for this release or the Cisco IOS documentation referenced in the procedures.

Understanding MLD Snooping

In IP Version 4 (IPv4), Layer 2 switches can use Internet Group Management Protocol (IGMP) snooping to limit 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. In IPv6, MLD snooping performs a similar function. With MLD snooping, IPv6 multicast data is selectively forwarded to a list of ports that want to receive the data, instead of being flooded to all ports in a VLAN. This list is constructed by snooping IPv6 multicast control packets.

MLD is a protocol used by IPv6 multicast routers to discover the presence of multicast listeners (nodes wishing to receive IPv6 multicast packets) on the links that are directly attached to the routers and to discover which multicast packets are of interest to neighboring nodes. MLD is derived from IGMP; MLD Version 1 (MLDv1) is equivalent to IGMPv2, and MLD Version 2 (MLDv2) is equivalent to IGMPv3. MLD is a subprotocol of Internet Control Message Protocol Version 6 (ICMPv6), and MLD messages are a subset of ICMPv6 messages, identified in IPv6 packets by a preceding Next Header value of 58.

The switch supports two versions of MLD snooping:

- MLDv1 snooping detects MLDv1 control packets and sets up traffic bridging based on IPv6 destination multicast addresses.
- MLDv2 basic snooping (MBSS) uses MLDv2 control packets to set up traffic forwarding based on IPv6 destination multicast addresses.

The switch can snoop on both MLDv1 and MLDv2 protocol packets and bridge IPv6 multicast data based on destination IPv6 multicast addresses.

Note The switch does not support MLDv2 enhanced snooping, which sets up IPv6 source and destination multicast address-based forwarding.

MLD snooping can be enabled or disabled globally or per VLAN. When MLD snooping is enabled, a per-VLAN IPv6 multicast address table is constructed in software and hardware. The switch then performs IPv6 multicast-address based bridging in hardware.

MLD Messages

MLDv1 supports three types of messages:

- Listener Queries are the equivalent of IGMPv2 queries and are either General Queries or Multicast-Address-Specific Queries (MASQs).
- Multicast Listener Reports are the equivalent of IGMPv2 reports
- Multicast Listener Done messages are the equivalent of IGMPv2 leave messages.

MLDv2 supports MLDv2 queries and reports, as well as MLDv1 Report and Done messages.

Message timers and state transitions resulting from messages being sent or received are the same as those of IGMPv2 messages. MLD messages that do not have valid link-local IPv6 source addresses are ignored by MLD routers and switches.

MLD Queries

The switch sends out MLD queries, constructs an IPv6 multicast address database, and generates MLD group-specific and MLD group-and-source-specific queries in response to MLD Done messages. The switch also supports report suppression, report proxying, Immediate-Leave functionality, and static IPv6 multicast group address configuration.

When MLD snooping is disabled, all MLD queries are flooded in the ingress VLAN.

When MLD snooping is enabled, received MLD queries are flooded in the ingress VLAN, and a copy of the query is sent to the CPU for processing. From the received query, MLD snooping builds the IPv6 multicast address database. It detects multicast router ports, maintains timers, sets report response time, learns the querier IP source address for the VLAN, learns the querier port in the VLAN, and maintains multicast-address aging.

Note When the IPv6 multicast router is a Catalyst 6500 switch and you are using extended VLANs (in the range 1006 to 4094), IPv6 MLD snooping must be enabled on the extended VLAN on the Catalyst 6500 switch in order for the Catalyst 2960, 2960-S, 2960-C, 2960-X or 2960-CX switch to receive queries on the VLAN. For normal-range VLANs (1 to 1005), it is not necessary to enable IPv6 MLD snooping on the VLAN on the Catalyst 6500 switch.

When a group exists in the MLD snooping database, the switch responds to a group-specific query by sending an MLDv1 report. When the group is unknown, the group-specific query is flooded to the ingress VLAN.

When a host wants to leave a multicast group, it can send out an MLD Done message (equivalent to IGMP Leave message). When the switch receives an MLDv1 Done message, if Immediate- Leave is not enabled, the switch sends an MASQ to the port from which the message was received to determine if other devices connected to the port should remain in the multicast group.

Multicast Client Aging Robustness

You can configure port membership removal from addresses based on the number of queries. A port is removed from membership to an address only when there are no reports to the address on the port for the configured number of queries. The default number is 2.

Multicast Router Discovery

Like IGMP snooping, MLD snooping performs multicast router discovery, with these characteristics:

- Ports configured by a user never age out.
- Dynamic port learning results from MLDv1 snooping queries and IPv6 PIMv2 packets.
- If there are multiple routers on the same Layer 2 interface, MLD snooping tracks a single multicast router on the port (the router that most recently sent a router control packet).
- Dynamic multicast router port aging is based on a default timer of 5 minutes; the multicast router is deleted from the router port list if no control packet is received on the port for 5 minutes.
- IPv6 multicast router discovery only takes place when MLD snooping is enabled on the switch.
- Received IPv6 multicast router control packets are always flooded to the ingress VLAN, whether or not MLD snooping is enabled on the switch.

- After the discovery of the first IPv6 multicast router port, unknown IPv6 multicast data is forwarded only to the discovered router ports (before that time, all IPv6 multicast data is flooded to the ingress VLAN).

MLD Reports

The processing of MLDv1 join messages is essentially the same as with IGMPv2. When no IPv6 multicast routers are detected in a VLAN, reports are not processed or forwarded from the switch. When IPv6 multicast routers are detected and an MLDv1 report is received, an IPv6 multicast group address is entered in the VLAN MLD database. Then all IPv6 multicast traffic to the group within the VLAN is forwarded using this address. When MLD snooping is disabled, reports are flooded in the ingress VLAN.

When MLD snooping is enabled, MLD report suppression, called listener message suppression, is automatically enabled. With report suppression, the switch forwards the first MLDv1 report received by a group to IPv6 multicast routers; subsequent reports for the group are not sent to the routers. When MLD snooping is disabled, report suppression is disabled, and all MLDv1 reports are flooded to the ingress VLAN.

The switch also supports MLDv1 proxy reporting. When an MLDv1 MASQ is received, the switch responds with MLDv1 reports for the address on which the query arrived if the group exists in the switch on another port and if the port on which the query arrived is not the last member port for the address.

MLD Done Messages and Immediate-Leave

When the Immediate-Leave feature is enabled and a host sends an MLDv1 Done message (equivalent to an IGMP leave message), the port on which the Done message was received is immediately deleted from the group.You enable Immediate-Leave on VLANs and (as with IGMP snooping), you should only use the feature on VLANs where a single host is connected to the port. If the port was the last member of a group, the group is also deleted, and the leave information is forwarded to the detected IPv6 multicast routers.

When Immediate Leave is not enabled in a VLAN (which would be the case when there are multiple clients for a group on the same port) and a Done message is received on a port, an MASQ is generated on that port. The user can control when a port membership is removed for an existing address in terms of the number of MASQs. A port is removed from membership to an address when there are no MLDv1 reports to the address on the port for the configured number of queries.

The number of MASQs generated is configured by using the **ipv6 mld snooping last-listener-query count** global configuration command. The default number is 2.

The MASQ is sent to the IPv6 multicast address for which the Done message was sent. If there are no reports sent to the IPv6 multicast address specified in the MASQ during the switch maximum response time, the port on which the MASQ was sent is deleted from the IPv6 multicast address database. The maximum response time is the time configured by using the **ipv6 mld snooping last-listener-query-interval** global configuration command. If the deleted port is the last member of the multicast address, the multicast address is also deleted, and the switch sends the address leave information to all detected multicast routers.

Topology Change Notification Processing

When topology change notification (TCN) solicitation is enabled by using the **ipv6 mld snooping tcn query solicit** global configuration command, MLDv1 snooping sets the VLAN to flood all IPv6 multicast traffic with a configured number of MLDv1 queries before it begins sending multicast data only to selected ports. You set this value by using the **ipv6 mld snooping tcn flood query count** global configuration command. The default is to send two queries. The switch also generates MLDv1 global Done messages with valid link-local IPv6 source addresses when the switch becomes the STP root in the VLAN or when it is configured by the user. This is same as done in IGMP snooping.

How to Configure IPv6 MLD Snooping

Default MLD Snooping Configuration

Table 119: Default MLD Snooping Configuration

Feature	Default Setting
MLD snooping (Global)	Disabled.
MLD snooping (per VLAN)	Enabled. MLD snooping must be globally enabled for VLAN MLD snooping to take place.
IPv6 Multicast addresses	None configured.
IPv6 Multicast router ports	None configured.
MLD snooping Immediate Leave	Disabled.
MLD snooping robustness variable	Global: 2; Per VLAN: 0. **Note** The VLAN value overrides the global setting. When the VLAN value is 0, the VLAN uses the global count.
Last listener query count	Global: 2; Per VLAN: 0. **Note** The VLAN value overrides the global setting. When the VLAN value is 0, the VLAN uses the global count.
Last listener query interval	Global: 1000 (1 second); VLAN: 0. **Note** The VLAN value overrides the global setting. When the VLAN value is 0, the VLAN uses the global interval.
TCN query solicit	Disabled.
TCN query count	2.
MLD listener suppression	

MLD Snooping Configuration Guidelines

When configuring MLD snooping, consider these guidelines:

- You can configure MLD snooping characteristics at any time, but you must globally enable MLD snooping by using the **ipv6 mld snooping** global configuration command for the configuration to take effect.
- When the IPv6 multicast router is a Catalyst 6500 switch and you are using extended VLANs (in the range 1006 to 4094), IPv6 MLD snooping must be enabled on the extended VLAN on the Catalyst 6500

switch in order for the switch to receive queries on the VLAN. For normal-range VLANs (1 to 1005), it is not necessary to enable IPv6 MLD snooping on the VLAN on the Catalyst 6500 switch.

- MLD snooping and IGMP snooping act independently of each other. You can enable both features at the same time on the switch.
- The maximum number of address entries allowed for the switch or switch stack is 1000.

Enabling or Disabling MLD Snooping on the Switch

By default, IPv6 MLD snooping is globally disabled on the switch and enabled on all VLANs. When MLD snooping is globally disabled, it is also disabled on all VLANs. When you globally enable MLD snooping, the VLAN configuration overrides the global configuration. That is, MLD snooping is enabled only on VLAN interfaces in the default state (enabled).

You can enable and disable MLD snooping on a per-VLAN basis or for a range of VLANs, but if you globally disable MLD snooping, it is disabled in all VLANs. If global snooping is enabled, you can enable or disable VLAN snooping.

To globally enable MLD snooping on the switch, perform this procedure:

Procedure

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ipv6 mld snooping** **Example:** `Switch(config)# ipv6 mld snooping`	Enables MLD snooping on the switch.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**copy running-config startup-config** **Example:**	(Optional) Save your entries in the configuration file.

	Command or Action	Purpose
	`Switch(config)# copy running-config startup-config`	
Step 6	**reload** **Example:** `Switch(config)# reload`	Reload the operating system.

Enabling or Disabling MLD Snooping on a VLAN

Note When the IPv6 multicast router is a Catalyst 6500 switch and you are using extended VLANs (in the range 1006 to 4094), IPv6 MLD snooping must be enabled on the extended VLAN on the Catalyst 6500 switch in order for the Catalyst 3750-E or 3560-E Catalyst 3750-X or 3560-X or 3560_CX switch to receive queries on the VLAN. For normal-range VLANs (1 to 1005), it is not necessary to enable IPv6 MLD snooping on the VLAN on the Catalyst 6500 switch.

To enable MLD snooping on a VLAN, perform this procedure:

Procedure

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ipv6 mld snooping** **Example:** `Switch(config)# ipv6 mld snooping`	Enables MLD snooping on the switch.
Step 4	**ipv6 mld snooping vlan** *vlan-id* **Example:** `Switch(config)# ipv6 mld snooping vlan 1`	Enables MLD snooping on the VLAN. The VLAN ID range is 1 to 1001 and 1006 to 4094. **Note** MLD snooping must be globally enabled for VLAN snooping to be enabled.

	Command or Action	Purpose

Step 5	**end**
	Example:
	`Switch(config)# ipv6 mld snooping vlan 1`
		Returns to privileged EXEC mode.

Configuring a Static Multicast Group

Hosts or Layer 2 ports normally join multicast groups dynamically, but you can also statically configure an IPv6 multicast address and member ports for a VLAN.

To add a Layer 2 port as a member of a multicast group, perform this procedure:

Procedure

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ipv6 mld snooping vlan** *vlan-id* **static** *ipv6_multicast_address* **interface** *interface-id* **Example:** `Switch(config)# ipv6 mld snooping vlan 1 static 3333.0000.1111 interface gigabitethernet 0/1`	Configures a multicast group with a Layer 2 port as a member of a multicast group: • *vlan-id* is the multicast group VLAN ID. The VLAN ID range is 1 to 1001 and 1006 to 4094. • *ipv6_multicast_address* is the 128-bit group IPv6 address. The address must be in the form specified in RFC 2373. • *interface-id* is the member port. It can be a physical interface or a port channel (1 to 48).

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	Use one of the following: • **show ipv6 mld snooping address**	Verifies the static member port and the IPv6 address.

	Command or Action	Purpose

	- **show ipv6 mld snooping address vlan** *vlan-id*
	Example:
	`Switch# show ipv6 mld snooping address`
	or
	`Switch# show ipv6 mld snooping vlan 1`	

Configuring a Multicast Router Port

Note Static connections to multicast routers are supported only on switch ports.

To add a multicast router port to a VLAN, perform this procedure:

Procedure

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ipv6 mld snooping vlan** *vlan-id* **mrouter interface** *interface-id* **Example:** `Switch(config)# ipv6 mld snooping vlan 1 mrouter interface gigabitethernet 0/2`	Specifies the multicast router VLAN ID, and specify the interface to the multicast router. - The VLAN ID range is 1 to 1001 and 1006 to 4094. - The interface can be a physical interface or a port channel. The port-channel range is 1 to 48.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show ipv6 mld snooping mrouter** [**vlan** *vlan-id*] **Example:** `Switch# show ipv6 mld snooping mrouter vlan 1`	Verifies that IPv6 MLD snooping is enabled on the VLAN interface.

Enabling MLD Immediate Leave

To enable MLDv1 immediate leave, perform this procedure:

Procedure

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ipv6 mld snooping vlan** *vlan-id* **immediate-leave** **Example:** `Switch(config)# ipv6 mld snooping vlan 1 immediate-leave`	Enables MLD Immediate Leave on the VLAN interface.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show ipv6 mld snooping vlan** *vlan-id* **Example:** `Switch# show ipv6 mld snooping vlan 1`	Verifies that Immediate Leave is enabled on the VLAN interface.

Configuring MLD Snooping Queries

To configure MLD snooping query characteristics for the switch or for a VLAN, perform this procedure:

Procedure

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. Enter your password if prompted.
Step 2	**configure terminal** **Example:**	Enters global configuration mode.

	Command or Action	Purpose
	`Switch# configure terminal`	
Step 3	**ipv6 mld snooping robustness-variable** *value* **Example:** `Switch(config)# ipv6 mld snooping robustness-variable 3`	(Optional) Sets the number of queries that are sent before switch will deletes a listener (port) that does not respond to a general query. The range is 1 to 3; the default is 2.
Step 4	**ipv6 mld snooping vlan** *vlan-id* **robustness-variable** *value* **Example:** `Switch(config)# ipv6 mld snooping vlan 1 robustness-variable 3`	(Optional) Sets the robustness variable on a VLAN basis, which determines the number of general queries that MLD snooping sends before aging out a multicast address when there is no MLD report response. The range is 1 to 3; the default is 0. When set to 0, the number used is the global robustness variable value.
Step 5	**ipv6 mld snooping last-listener-query-count** *count* **Example:** `Switch(config)# ipv6 mld snooping last-listener-query-count 7`	(Optional) Sets the number of MASQs that the switch sends before aging out an MLD client. The range is 1 to 7; the default is 2. The queries are sent 1 second apart.
Step 6	**ipv6 mld snooping vlan** *vlan-id* **last-listener-query-count** *count* **Example:** `Switch(config)# ipv6 mld snooping vlan 1 last-listener-query-count 7`	(Optional) Sets the last-listener query count on a VLAN basis. This value overrides the value configured globally. The range is 1 to 7; the default is 0. When set to 0, the global count value is used. Queries are sent 1 second apart.
Step 7	**ipv6 mld snooping last-listener-query-interval** *interval* **Example:** `Switch(config)# ipv6 mld snooping last-listener-query-interval 2000`	(Optional) Sets the maximum response time that the switch waits after sending out a MASQ before deleting a port from the multicast group. The range is 100 to 32,768 thousands of a second. The default is 1000 (1 second).
Step 8	**ipv6 mld snooping vlan** *vlan-id* **last-listener-query-interval** *interval* **Example:** `Switch(config)# ipv6 mld snooping vlan 1 last-listener-query-interval 2000`	(Optional) Sets the last-listener query interval on a VLAN basis. This value overrides the value configured globally. The range is 0 to 32,768 thousands of a second. The default is 0. When set to 0, the global last-listener query interval is used.
Step 9	**ipv6 mld snooping tcn query solicit** **Example:** `Switch(config)# ipv6 mld snooping tcn query solicit`	(Optional) Enables topology change notification (TCN) solicitation, which means that VLANs flood all IPv6 multicast traffic for the configured number of queries before sending multicast data to only those ports requesting to receive it. The default is for TCN to be disabled.

	Command or Action	Purpose
Step 10	**ipv6 mld snooping tcn flood query count** *count* **Example:** `Switch(config)# ipv6 mld snooping tcn flood query count 5`	(Optional) When TCN is enabled, specifies the number of TCN queries to be sent. The range is from 1 to 10; the default is 2.
Step 11	**end**	Returns to privileged EXEC mode.
Step 12	**show ipv6 mld snooping querier** [**vlan** *vlan-id*] **Example:** `Switch(config)# show ipv6 mld snooping querier vlan 1`	(Optional) Verifies that the MLD snooping querier information for the switch or for the VLAN.

Disabling MLD Listener Message Suppression

MLD snooping listener message suppression is enabled by default. When it is enabled, the switch forwards only one MLD report per multicast router query. When message suppression is disabled, multiple MLD reports could be forwarded to the multicast routers.

To disable MLD listener message suppression, perform this procedure:

Procedure

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enter global configuration mode.
Step 3	**no ipv6 mld snooping listener-message-suppression** **Example:** `Switch(config)# no ipv6 mld snooping listener-message-suppression`	Disable MLD message suppression.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Return to privileged EXEC mode.

	Command or Action	Purpose
Step 5	**show ipv6 mld snooping** **Example:** `Switch# show ipv6 mld snooping`	Verify that IPv6 MLD snooping report suppression is disabled.

Displaying MLD Snooping Information

You can display MLD snooping information for dynamically learned and statically configured router ports and VLAN interfaces. You can also display IPv6 group address multicast entries for a VLAN configured for MLD snooping.

Table 120: Commands for Displaying MLD Snooping Information

Command	Purpose
show ipv6 mld snooping [**vlan** *vlan-id*]	Displays the MLD snooping configuration information for all VLANs on the switch or for a specified VLAN. (Optional) Enter **vlan** *vlan-id* to display information for a single VLAN. The VLAN ID range is 1 to 1001 and 1006 to 4094.
show ipv6 mld snooping mrouter [**vlan** *vlan-id*]	Displays information on dynamically learned and manually configured multicast router interfaces. When you enable MLD snooping, the switch automatically learns the interface to which a multicast router is connected. These are dynamically learned interfaces. (Optional) Enters **vlan** *vlan-id* to display information for a single VLAN. The VLAN ID range is 1 to 1001 and 1006 to 4094.
show ipv6 mld snooping querier [**vlan** *vlan-id*]	Displays information about the IPv6 address and incoming port for the most-recently received MLD query messages in the VLAN. (Optional) Enters **vlan** *vlan-id* to display information for a single VLAN.The VLAN ID range is 1 to 1001 and 1006 to 4094.
show ipv6 mld snooping address [**vlan** *vlan-id*] [**count** | **dynamic** | **user**]	Displays all IPv6 multicast address information or specific IPv6 multicast address information for the switch or a VLAN. • Enters **count** to show the group count on the switch or in a VLAN. • Enters **dynamic** to display MLD snooping learned group information for the switch or for a VLAN. • Enters **user** to display MLD snooping user-configured group information for the switch or for a VLAN.
show ipv6 mld snooping address vlan *vlan-id* [*ipv6-multicast-address*]	Displays MLD snooping for the specified VLAN and IPv6 multicast address.

Configuration Examples for Configuring MLD Snooping

Configuring a Static Multicast Group: Example

This example shows how to statically configure an IPv6 multicast group:

```
Switch# configure terminal
Switch(config)# ipv6 mld snooping vlan 2 static 3333.0000.1111 interface gigabitethernet1/0/1
Switch(config)# end
```

Configuring a Multicast Router Port: Example

This example shows how to add a multicast router port to VLAN 200:

```
  Switch# configure terminal
  Switch(config)# ipv6 mld snooping vlan 200 mrouter interface gigabitethernet

            0/2
  Switch(config)# exit
```

Enabling MLD Immediate Leave: Example

This example shows how to enable MLD Immediate Leave on VLAN 130:

```
  Switch# configure terminal
  Switch(config)# ipv6 mld snooping vlan 130 immediate-leave
  Switch(config)# exit
```

Configuring MLD Snooping Queries: Example

This example shows how to set the MLD snooping global robustness variable to 3:

```
  Switch# configure terminal
  Switch(config)# ipv6 mld snooping robustness-variable 3
  Switch(config)# exit
```

This example shows how to set the MLD snooping last-listener query count for a VLAN to 3:

```
  Switch# configure terminal
  Switch(config)# ipv6 mld snooping vlan 200 last-listener-query-count 3
  Switch(config)# exit
```

This example shows how to set the MLD snooping last-listener query interval (maximum response time) to 2000 (2 seconds):

```
Switch# configure terminal
Switch(config)# ipv6 mld snooping last-listener-query-interval 2000
Switch(config)# exit
```

CHAPTER 45

Configuring IPv6 Routing

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Information About Configuring IPv6 Host Functions

This chapter describes how to configure IPv6 host functions on the Catalyst 2960, 2960-S, and 2960-C.

Note To use IPv6 Host Functions, the switch must be running the LAN Base image.

For information about configuring IPv6 Multicast Listener Discovery (MLD) snooping, see *Configuring MLD Snooping*.

To enable dual stack environments (supporting both IPv4 and IPv6) on a Catalyst 2960 switch, you must configure the switch to use the a dual IPv4 and IPv6 switch database management (SDM) template. See the "Dual IPv4 and IPv6 Protocol Stacks" section. This template is not required on Catalyst 2960-S switches.

Note For complete syntax and usage information for the commands used in this chapter, see the Cisco IOS documentation referenced in the procedures.

Understanding IPv6

IPv4 users can move to IPv6 and receive services such as end-to-end security, quality of service (QoS), and globally unique addresses. The IPv6 address space reduces the need for private addresses and Network Address Translation (NAT) processing by border routers at network edges.

For information about how Cisco Systems implements IPv6, go to:

http://www.cisco.com/en/US/products/ps6553/products_ios_technology_home.html

For information about IPv6 and other features in this chapter

- See the *Cisco IOS IPv6 Configuration Library*.
- Use the Search field on Cisco.com to locate the Cisco IOS software documentation. For example, if you want information about static routes, you can enter *Implementing Static Routes for IPv6* in the search field to learn about static routes.

IPv6 Addresses

The switch supports only IPv6 unicast addresses. It does not support site-local unicast addresses, or anycast addresses.

The IPv6 128-bit addresses are represented as a series of eight 16-bit hexadecimal fields separated by colons in the format: n:n:n:n:n:n:n:n. This is an example of an IPv6 address:

2031:0000:130F:0000:0000:09C0:080F:130B

For easier implementation, leading zeros in each field are optional. This is the same address without leading zeros:

2031:0:130F:0:0:9C0:80F:130B

You can also use two colons (::) to represent successive hexadecimal fields of zeros, but you can use this short version only once in each address:

2031:0:130F::09C0:080F:130B

For more information about IPv6 address formats, address types, and the IPv6 packet header, see the http://www.cisco.com/c/en/us/td/docs/ios-xml/ios/ipv6_basic/configuration/xe-3e/ip6b-xe-3e-book.html of *Cisco IOS IPv6 Configuration Library* on Cisco.com.

- IPv6 Address Formats
- IPv6 Address Type: Multicast
- IPv6 Address Output Display
- Simplified IPv6 Packet Header

Supported IPv6 Unicast Routing Features

These sections describe the IPv6 protocol features supported by the switch:

Support on the switch includes expanded address capability, header format simplification, improved support of extensions and options, and hardware parsing of the extension header. The switch supports hop-by-hop extension header packets, which are routed or bridged in software.

128-Bit Wide Unicast Addresses

The switch supports aggregatable global unicast addresses and link-local unicast addresses. It does not support site-local unicast addresses.

- Aggregatable global unicast addresses are IPv6 addresses from the aggregatable global unicast prefix. The address structure enables strict aggregation of routing prefixes and limits the number of routing table entries in the global routing table. These addresses are used on links that are aggregated through organizations and eventually to the Internet service provider.

  These addresses are defined by a global routing prefix, a subnet ID, and an interface ID. Current global unicast address allocation uses the range of addresses that start with binary value 001 (2000::/3). Addresses with a prefix of 2000::/3(001) through E000::/3(111) must have 64-bit interface identifiers in the extended unique identifier (EUI)-64 format.

- Link local unicast addresses can be automatically configured on any interface by using the link-local prefix FE80::/10(1111 1110 10) and the interface identifier in the modified EUI format. Link-local addresses are used in the neighbor discovery protocol (NDP) and the stateless autoconfiguration process. Nodes on a local link use link-local addresses and do not require globally unique addresses to communicate. IPv6 routers do not forward packets with link-local source or destination addresses to other links.

For more information, see the section about IPv6 unicast addresses in the “Implementing IPv6 Addressing and Basic Connectivity” chapter in the *Cisco IOS IPv6 Configuration Library* on Cisco.com.

DNS for IPv6

IPv6 supports Domain Name System (DNS) record types in the DNS name-to-address and address-to-name lookup processes. The DNS AAAA resource record types support IPv6 addresses and are equivalent to an A address record in IPv4. The switch supports DNS resolution for IPv4 and IPv6.

ICMPv6

The Internet Control Message Protocol (ICMP) in IPv6 generates error messages, such as ICMP destination unreachable messages, to report errors during processing and other diagnostic functions. In IPv6, ICMP packets are also used in the neighbor discovery protocol and path MTU discovery.

Neighbor Discovery

The switch supports NDP for IPv6, a protocol running on top of ICMPv6, and static neighbor entries for IPv6 stations that do not support NDP. The IPv6 neighbor discovery process uses ICMP messages and solicited-node multicast addresses to determine the link-layer address of a neighbor on the same network (local link), to verify the reachability of the neighbor, and to keep track of neighboring routers.

The switch supports ICMPv6 redirect for routes with mask lengths less than 64 bits. ICMP redirect is not supported for host routes or for summarized routes with mask lengths greater than 64 bits.

Neighbor discovery throttling ensures that the switch CPU is not unnecessarily burdened while it is in the process of obtaining the next hop forwarding information to route an IPv6 packet. The switch drops any additional IPv6 packets whose next hop is the same neighbor that the switch is actively trying to resolve. This drop avoids further load on the CPU.

Note First Hop Security in IPv6 is not supported on EtherChannels.

IPv6 Stateless Autoconfiguration and Duplicate Address Detection

The switch uses stateless autoconfiguration to manage link, subnet, and site addressing changes, such as management of host and mobile IP addresses. A host autonomously configures its own link-local address, and booting nodes send router solicitations to request router advertisements for configuring interfaces.

For more information about autoconfiguration and duplicate address detection, see the “Implementing IPv6 Addressing and Basic Connectivity” chapter of *Cisco IOS IPv6 Configuration Library* on Cisco.com.

IPv6 Applications

The switch has IPv6 support for these applications:

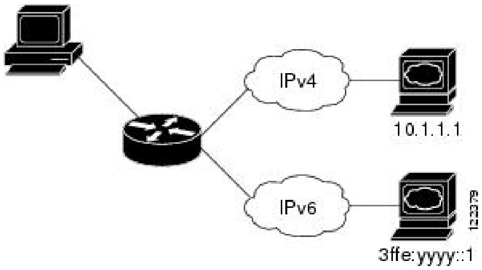
- Ping, traceroute, Telnet
- Secure Shell (SSH) over an IPv6 transport
- HTTP server access over IPv6 transport
- DNS resolver for AAAA over IPv4 transport
- Cisco Discovery Protocol (CDP) support for IPv6 addresses

For more information about managing these applications, see the *Cisco IOS IPv6 Configuration Library* on Cisco.com.

Dual IPv4 and IPv6 Protocol Stacks

This figure shows a router forwarding both IPv4 and IPv6 traffic through the same interface, based on the IP packet and destination addresses.

Figure 91: Dual IPv4 and IPv6 Support on an Interface



Use the dual IPv4 and IPv6 switch database management (SDM) template to enable IPv6 routing dual stack environments (supporting both IPv4 and IPv6). For more information about the dual IPv4 and IPv6 SDM template, see *Configuring SDM Templates*.

The dual IPv4 and IPv6 templates allow the switch to be used in dual stack environments.

- If you try to configure IPv6 without first selecting a dual IPv4 and IPv6 template, a warning message appears.
- In IPv4-only environments, the switch routes IPv4 packets and applies IPv4 QoS and ACLs in hardware. IPv6 packets are not supported.
- In dual IPv4 and IPv6 environments, the switch applies IPv4 QoS and ACLs in hardware .
- If you do not plan to use IPv6, do not use the dual stack template because this template results in less hardware memory capacity for each resource.

For more information about IPv4 and IPv6 protocol stacks, see the “Implementing IPv6 Addressing and Basic Connectivity” chapter of *Cisco IOS IPv6 Configuration Library* on Cisco.com.

SNMP and Syslog Over IPv6

To support both IPv4 and IPv6, IPv6 network management requires both IPv6 and IPv4 transports. Syslog over IPv6 supports address data types for these transports.

Simple Network Management Protocol (SNMP) and syslog over IPv6 provide these features:

- Support for both IPv4 and IPv6
- IPv6 transport for SNMP and to modify the SNMP agent to support traps for an IPv6 host
- SNMP- and syslog-related MIBs to support IPv6 addressing
- Configuration of IPv6 hosts as trap receivers

For support over IPv6, SNMP modifies the existing IP transport mapping to simultaneously support IPv4 and IPv6. These SNMP actions support IPv6 transport management:

- Opens User Datagram Protocol (UDP) SNMP socket with default settings
- Provides a new transport mechanism called *SR_IPV6_TRANSPORT*
- Sends SNMP notifications over IPv6 transport
- Supports SNMP-named access lists for IPv6 transport
- Supports SNMP proxy forwarding using IPv6 transport
- Verifies SNMP Manager feature works with IPv6 transport

For information on SNMP over IPv6, including configuration procedures, see the “Managing Cisco IOS Applications over IPv6” chapter in the *Cisco IOS IPv6 Configuration Library* on Cisco.com.

For information about syslog over IPv6, including configuration procedures, see the “Implementing IPv6 Addressing and Basic Connectivity” chapter in the *Cisco IOS IPv6 Configuration Library* on Cisco.com.

HTTP(S) Over IPv6

The HTTP client sends requests to both IPv4 and IPv6 HTTP servers, which respond to requests from both IPv4 and IPv6 HTTP clients. URLs with literal IPv6 addresses must be specified in hexadecimal using 16-bit values between colons.

The accept socket call chooses an IPv4 or IPv6 address family. The accept socket is either an IPv4 or IPv6 socket. The listening socket continues to listen for both IPv4 and IPv6 signals that indicate a connection. The IPv6 listening socket is bound to an IPv6 wildcard address.

The underlying TCP/IP stack supports a dual-stack environment. HTTP relies on the TCP/IP stack and the sockets for processing network-layer interactions.

Basic network connectivity (**ping**) must exist between the client and the server hosts before HTTP connections can be made.

For more information, see the “Managing Cisco IOS Applications over IPv6” chapter in the *Cisco IOS IPv6 Configuration Library* on Cisco.com.

Configuring IPv6

Default IPv6 Configuration

Table 121: Default IPv6 Configuration

Feature	Default Setting
SDM template	Advance desktop. Default is advanced template
IPv6 addresses	None configured

Configuring IPv6 Addressing and Enabling IPv6 Routing

This section describes how to assign IPv6 addresses to individual Layer 3 interfaces and to globally forward IPv6 traffic on the switch.

Before configuring IPv6 on the switch, consider these guidelines:

- Be sure to select a dual IPv4 and IPv6 SDM template.
- In the **ipv6 address** interface configuration command, you must enter the *ipv6-address* and *ipv6-prefix* variables with the address specified in hexadecimal using 16-bit values between colons. The *prefix-length* variable (preceded by a slash [/]) is a decimal value that shows how many of the high-order contiguous bits of the address comprise the prefix (the network portion of the address).

To forward IPv6 traffic on an interface, you must configure a global IPv6 address on that interface. Configuring an IPv6 address on an interface automatically configures a link-local address and activates IPv6 for the interface. The configured interface automatically joins these required multicast groups for that link:

- solicited-node multicast group FF02:0:0:0:0:1:ff00::/104 for each unicast address assigned to the interface (this address is used in the neighbor discovery process.)
- all-nodes link-local multicast group FF02::1
- all-routers link-local multicast group FF02::2

For more information about configuring IPv6 routing, see the "Implementing Addressing and Basic Connectivity for IPv6" chapter in the *Cisco IOS IPv6 Configuration Library* on Cisco.com.

Beginning in privileged EXEC mode, follow these steps to assign an IPv6 address to a Layer 3 interface and enable IPv6 forwarding:

Procedure

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**sdm prefer dual-ipv4-and-ipv6** {**default**}	Selects an SDM template that supports IPv4 and IPv6.

	Command or Action	Purpose
	Example: `Switch(config)# sdm prefer dual-ipv4-and-ipv6 default`	- **default**—Sets the switch to the default template to balance system resources.

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 4	**reload** **Example:** `Switch# reload`	Reloads the operating system.
Step 5	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode after the switch reloads.
Step 6	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 1/0/1`	Enters interface configuration mode, and specifies the Layer 3 interface to configure.

Step 7	Use one of the following:
	- **ipv6 address** *ipv6-prefix/prefix length* **eui-64**
	- **ipv6 address** *ipv6-address/prefix length*
	- **ipv6 address** *ipv6-address* **link-local**
	- **ipv6 enable**
	Example:
	`Switch(config-if)# ipv6 address 2001:0DB8:c18:1::/64 eui 64`
	`Switch(config-if)# ipv6 address 2001:0DB8:c18:1::/64`
	`Switch(config-if)# ipv6 address 2001:0DB8:c18:1:: link-local`
	`Switch(config-if)# ipv6 enable`
		- Specifies a global IPv6 address with an extended unique identifier (EUI) in the low-order 64 bits of the IPv6 address. Specify only the network prefix; the last 64 bits are automatically computed from the switch MAC address. This enables IPv6 processing on the interface.
		- Manually configures an IPv6 address on the interface.
		- Specifies a link-local address on the interface to be used instead of the link-local address that is automatically configured when IPv6 is enabled on the interface. This command enables IPv6 processing on the interface.
		- Automatically configures an IPv6 link-local address on the interface, and enables the interface for IPv6 processing. The link-local address can only be used to communicate with nodes on the same link.

	Command or Action	Purpose
Step 8	**exit** **Example:** `Switch(config-if)# exit`	Returns to global configuration mode.

Step 9	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 10	**show ipv6 interface** *interface-id* **Example:** `Switch# show ipv6 interface gigabitethernet 1/0/1`	Verifies your entries.
Step 11	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring IPv6 ICMP Rate Limiting

ICMP rate limiting is enabled by default with a default interval between error messages of 100 milliseconds and a bucket size (maximum number of tokens to be stored in a bucket) of 10.

To change the ICMP rate-limiting parameters, perform this procedure:

Procedure

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**ipv6 icmp error-interval** *interval* [*bucketsize*] **Example:**	Configures the interval and bucket size for IPv6 ICMP error messages:

	Command or Action	Purpose
	`Switch(config)# ipv6 icmp error-interval 50 20`	• *interval*—The interval (in milliseconds) between tokens being added to the bucket. The range is from 0 to 2147483647 milliseconds. • *bucketsize*—(Optional) The maximum number of tokens stored in the bucket. The range is from 1 to 200.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 5	**show ipv6 interface** [*interface-id*] **Example:** `Switch# show ipv6 interface gigabitethernet0/1`	Verifies your entries.
Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring Static Routing for IPv6

For more information about configuring static IPv6 routing, see the “Implementing Static Routes for IPv6” chapter in the *Cisco IOS IPv6 Configuration Library* on Cisco.com.

To configure static IPv6 routing, perform this procedure:

Before you begin

You must enable routing by using the **ip routing** global configuration command, enable the forwarding of IPv6 packets by using the **ipv6 unicast-routing** global configuration command, and enable IPv6 on at least one Layer 3 interface by configuring an IPv6 address on the interface.

Procedure

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. Enter your password if prompted.
Step 2	**configure terminal** **Example:**	Enters global configuration mode.

	Command or Action	Purpose
	`Switch# configure terminal`	
Step 3	**ipv6 route** *ipv6-prefix/prefix length* {*ipv6-address* | *interface-id* [*ipv6-address*]} [*administrative distance*] **Example:** `Switch(config)# ipv6 route 2001:0DB8::/32 gigabitethernet2/0/1 130`	Configures a static IPv6 route. • *ipv6-prefix*—The IPv6 network that is the destination of the static route. It can also be a hostname when static host routes are configured. • */prefix length*—The length of the IPv6 prefix. A decimal value that shows how many of the high-order contiguous bits of the address comprise the prefix (the network portion of the address). A slash mark must precede the decimal value. • *ipv6-address*—The IPv6 address of the next hop that can be used to reach the specified network. The IPv6 address of the next hop need not be directly connected; recursion is done to find the IPv6 address of the directly connected next hop. The address must be in the form documented in RFC 2373, specified in hexadecimal using 16-bit values between colons. • *interface-id*—Specifies direct static routes from point-to-point and broadcast interfaces. With point-to-point interfaces, there is no need to specify the IPv6 address of the next hop. With broadcast interfaces, you should always specify the IPv6 address of the next hop, or ensure that the specified prefix is assigned to the link, specifying a link-local address as the next hop. You can optionally specify the IPv6 address of the next hop to which packets are sent. **Note** You must specify an *interface-id* when using a link-local address as the next hop (the link-local next hop must also be an adjacent router). • *administrative distance*—(Optional) An administrative distance. The range is 1 to 254; the default value is 1, which gives static routes precedence over any other type of route except connected routes. To configure a floating static route, use an administrative distance greater than that of the dynamic routing protocol.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

	Command or Action	Purpose

Step 5	Use one of the following:
	• **show ipv6 static** [*ipv6-address* | *ipv6-prefix/prefix length*] [**interface** *interface-id*] [**detail**]][**recursive**] [**detail**]
	• **show ipv6 route static** [*updated*]
	Example:
	`Switch# show ipv6 static 2001:0DB8::/32 interface gigabitethernet2/0/1`
	or
	`Switch# show ipv6 route static`
		Verifies your entries by displaying the contents of the IPv6 routing table.
		• **interface** *interface-id*—(Optional) Displays only those static routes with the specified interface as an egress interface.
		• **recursive**—(Optional) Displays only recursive static routes. The **recursive** keyword is mutually exclusive with the **interface** keyword, but it can be used with or without the IPv6 prefix included in the command syntax.
		• **detail**—(Optional) Displays this additional information:
		  • For valid recursive routes, the output path set, and maximum resolution depth.
		  • For invalid routes, the reason why the route is not valid.

Step 6	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Configuring IPv6 First Hop Security

Prerequisites for First Hop Security in IPv6

- You have configured the necessary IPv6 enabled SDM template.

Restrictions for First Hop Security in IPv6

- The following restrictions apply when applying FHS policies to EtherChannel interfaces (Port Channels):
  - A physical port with an FHS policy attached cannot join an EtherChannel group.
  - An FHS policy cannot be attached to an physical port when it is a member of an EtherChannel group.
- By default, a snooping policy has a security-level of guard. When such a snooping policy is configured on an access switch, external IPv6 Router Advertisement (RA) or Dynamic Host Configuration Protocol for IPv6 (DHCPv6) server packets are blocked, even though the uplink port facing the router or DHCP server/relay is configured as a trusted port. To allow IPv6 RA or DHCPv6 server messages, do the following:

- Apply an IPv6 RA-guard policy (for RA) or IPv6 DHCP-guard policy (for DHCP server messages) on the uplink port.
- Configure a snooping policy with a lower security-level, for example glean or inspect. However; configuring a lower security level is not recommended with such a snooping policy, because benefits of First Hop security features are not effective.

Information about First Hop Security in IPv6

First Hop Security in IPv6 (FHS IPv6) is a set of IPv6 security features, the policies of which can be attached to a physical interface, or a VLAN. An IPv6 software policy database service stores and accesses these policies. When a policy is configured or modified, the attributes of the policy are stored or updated in the software policy database, then applied as was specified. The following IPv6 policies are currently supported:

- IPv6 Snooping Policy—IPv6 Snooping Policy acts as a container policy that enables most of the features available with FHS in IPv6.
- IPv6 FHS Binding Table Content—A database table of IPv6 neighbors connected to the switch is created from information sources such as Neighbor Discovery (ND) protocol snooping. This database, or binding, table is used by various IPv6 guard features (such as IPv6 ND Inspection) to validate the link-layer address (LLA), the IPv4 or IPv6 address, and prefix binding of the neighbors to prevent spoofing and redirect attacks.
- IPv6 Neighbor Discovery Inspection—IPv6 ND inspection learns and secures bindings for stateless autoconfiguration addresses in Layer 2 neighbor tables. IPv6 ND inspection analyzes neighbor discovery messages in order to build a trusted binding table database and IPv6 neighbor discovery messages that do not conform are dropped. An ND message is considered trustworthy if its IPv6-to-Media Access Control (MAC) mapping is verifiable.

  This feature mitigates some of the inherent vulnerabilities of the ND mechanism, such as attacks on DAD, address resolution, router discovery, and the neighbor cache.

  For detailed information about IPv6 Neighbor Discovery Inspection, see the “IPv6 Neighbor Discovery Inspection” chapter of the Cisco IOS IPv6 Configuration Guide Library on Cisco.com.

- IPv6 Router Advertisement Guard—The IPv6 Router Advertisement (RA) guard feature enables the network administrator to block or reject unwanted or rogue RA guard messages that arrive at the network switch platform. RAs are used by routers to announce themselves on the link. The RA Guard feature analyzes the RAs and filters out bogus RAs sent by unauthorized routers. In host mode, all router advertisement and router redirect messages are disallowed on the port. The RA guard feature compares configuration information on the Layer 2 device with the information found in the received RA frame. Once the Layer 2 device has validated the content of the RA frame and router redirect frame against the configuration, it forwards the RA to its unicast or multicast destination. If the RA frame content is not validated, the RA is dropped.

  For detailed information about IPv6 Router Advertisement Guard, see the “IPv6 Router Advertisement Guard" chapter of the Cisco IOS IPv6 Configuration Guide Library on Cisco.com.

- IPv6 DHCP Guard—The IPv6 DHCP Guard feature blocks reply and advertisement messages that come from unauthorized DHCPv6 servers and relay agents. IPv6 DHCP guard can prevent forged messages from being entered in the binding table and block DHCPv6 server messages when they are received on ports that are not explicitly configured as facing a DHCPv6 server or DHCP relay. To use this feature, configure a policy and attach it to an interface or a VLAN. To debug DHCP guard packets, use the **debug ipv6 snooping dhcp-guard** privileged EXEC command.

How to Configure an IPv6 Snooping Policy

Beginning in privileged EXEC mode, follow these steps to configure IPv6 Snooping Policy :

SUMMARY STEPS

1. **configure terminal**
2. **ipv6 snooping policy** *policy-name*
3. {[**default**] | [**device-role** {**node** | **switch**}] | [**limit address-count** *value*] | [**no**] | [**protocol** {**dhcp** | **ndp**}] | [**security-level** {**glean** | **guard** | **inspect**}] | [**tracking** {**disable** [**stale-lifetime** [*seconds* | **infinite**] | **enable** [**reachable-lifetime** [*seconds* | **infinite**] }] | [**trusted-port**] }
4. **end**
5. **show ipv6 snooping policy** *policy-name*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters the global configuration mode.
Step 2	**ipv6 snooping policy** *policy-name* **Example:** `Switch(config)# ipv6 snooping policy example_policy`	Creates a snooping policy and enters IPv6 Snooping Policy Configuration mode.
Step 3	{[**default**] | [**device-role** {**node** | **switch**}] | [**limit address-count** *value*] | [**no**] | [**protocol** {**dhcp** | **ndp**}] | [**security-level** {**glean** | **guard** | **inspect**}] | [**tracking** {**disable** [**stale-lifetime** [*seconds* | **infinite**] | **enable** [**reachable-lifetime** [*seconds* | **infinite**] }] | [**trusted-port**] } **Example:** Switch `(config-ipv6-snooping)# security-level inspect` **Example:** Switch `(config-ipv6-snooping)# trusted-port`	Enables data address gleaning, validates messages against various criteria, specifies the security level for messages. • (Optional) **default**—Sets all to default options. • (Optional) **device-role**{**node**] | **switch**}—Specifies the role of the device attached to the port. Default is **node**. • (Optional) **limit address-count** *value*—Limits the number of addresses allowed per target. • (Optional) **no**—Negates a command or sets it to defaults. • (Optional) **protocol**{**dhcp** | **ndp**}—Specifies which protocol should be redirected to the snooping feature for analysis. The default, is **dhcp** and **ndp**. To change the default, use the **no protocol** command. • (Optional) **security-level**{**glean**|**guard**|**inspect**}—Specifies the level of security enforced by the feature. Default is **guard.**

	Command or Action	Purpose
		glean—Gleans addresses from messages and populates the binding table without any verification. **guard**—Gleans addresses and inspects messages. In addition, it rejects RA and DHCP server messages. This is the default option. **inspect**—Gleans addresses, validates messages for consistency and conformance, and enforces address ownership. • (Optional) **tracking** {**disable** | **enable**}—Overrides the default tracking behavior and specifies a tracking option. • (Optional) **trusted-port**—Sets up a trusted port. It disables the guard on applicable targets. Bindings learned through a trusted port have preference over bindings learned through any other port. A trusted port is given preference in case of a collision while making an entry in the table.

Step 4	**end**
	Example:
	`Switch(config-ipv6-snooping)# exit`
		Exits configuration modes to Privileged EXEC mode.

Step 5	**show ipv6 snooping policy** *policy-name* **Example:** `Switch#show ipv6 snooping policy example_policy`	Displays the snooping policy configuration.

What to do next

Attach an IPv6 Snooping policy to interfaces or VLANs.

How to Attach an IPv6 Snooping Policy to an Interface

Beginning in privileged EXEC mode, follow these steps to attach an IPv6 Snooping policy on an interface or VLAN:

SUMMARY STEPS

1. **configure terminal**
2. **interface** Interface_type *stack/module/port*
3. **switchport**
4. **ipv6 snooping** [**attach-policy** *policy_name* [**vlan** {*vlan_id* | **add** *vlan_ids* | **except***vlan_ids* | **none** | **remove** *vlan_ids*}] | **vlan** {*vlan_id* | **add** *vlan_ids* | **except***vlan_ids* | **none** | **remove** *vlan_ids* | **all**}]
5. **do show running-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters the global configuration mode.
Step 2	**interface** Interface_type *stack/module/port* **Example:** `Switch(config)#  interface gigabitethernet 1/1/4`	Specifies an interface type and identifier; enters the interface configuration mode.
Step 3	**switchport** **Example:** `Switch(config-if)# switchport`	Enters the Switchport mode. **Note** To configure Layer 2 parameters, if the interface is in Layer 3 mode, you must enter the switchport interface configuration command without any parameters to put the interface into Layer 2 mode. This shuts down the interface and then re-enables it, which might generate messages on the device to which the interface is connected. When you put an interface that is in Layer 3 mode into Layer 2 mode, the previous configuration information related to the affected interface might be lost, and the interface is returned to its default configuration. The command prompt displays as (config-if)# in Switchport configuration mode.

Step 4	**ipv6 snooping** [**attach-policy** *policy_name* [**vlan** {*vlan_id* | **add** *vlan_ids* | **except***vlan_ids* | **none** | **remove** *vlan_ids*}] | **vlan** {*vlan_id* | **add** *vlan_ids* | **except***vlan_ids* | **none** | **remove** *vlan_ids* | **all**}]
	Example:
	`Switch(config-if)# ipv6 snooping`
	or
	`Switch(config-if)# ipv6 snooping attach-policy example_policy`
	or
	`Switch(config-if)# ipv6 snooping vlan 111,112`
	or
	`Switch(config-if)# ipv6 snooping attach-policy example_policy vlan 111,112`
		Attaches a custom ipv6 snooping policy to the interface or the specified VLANs on the interface. To attach the default policy to the interface, use the **ipv6 snooping** command without the **attach-policy** keyword. To attach the default policy to VLANs on the interface, use the **ipv6 snooping vlan** command. The default policy is, security-level **guard**, device-role **node**, protocol **ndp** and **dhcp.**

Step 5	**do show running-config** **Example:**	Verifies that the policy is attached to the specified interface without exiting the interface configuration mode.

	Command or Action	Purpose
	`Switch#(config-if)#  do show running-config`	

How to Attach an IPv6 Snooping Policy to a Layer 2 EtherChannel Interface

Beginning in privileged EXEC mode, follow these steps to attach an IPv6 Snooping policy on an EtherChannel interface or VLAN:

Procedure

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters the global configuration mode.
Step 2	**interface range** *Interface_name* **Example:** `Switch(config)#  interface range Po11`	Specify the port-channel interface name assigned when the EtherChannel was created. Enters the interface range configuration mode. **Tip** Enter the **do show interfaces summary** command for quick reference to interface names and types.

Step 3	**ipv6 snooping** [**attach-policy** *policy_name* [**vlan** {*vlan_ids* | **add** *vlan_ids* | **except** *vlan_ids* | **none** | **remove** *vlan_ids* | **all**}] | **vlan** [{*vlan_ids* | **add** *vlan_ids* | **except***vlan_ids* | **none** | **remove** *vlan_ids* | **all**}]
	Example:
	`Switch(config-if-range)# ipv6 snooping attach-policy example_policy`
	`or`
	`Switch(config-if-range)# ipv6 snooping attach-policy example_policy vlan 222,223,224`
	`or`
	`Switch(config-if-range)#ipv6 snooping vlan 222, 223,224`
		Attaches the IPv6 Snooping policy to the interface or the specified VLANs on that interface. The default policy is attached if the **attach-policy** option is not used.

Step 4	**do show running-config interface***portchannel_interface_name*
	Example:
	`Switch#(config-if-range)#  do show running-config int po11`
		Confirms that the policy is attached to the specified interface without exiting the configuration mode.

How to Configure the IPv6 Binding Table Content

Beginning in privileged EXEC mode, follow these steps to configure IPv6 Binding Table Content :

SUMMARY STEPS

1. **configure terminal**
2. [**no**] **ipv6 neighbor binding** [**vlan** *vlan-id* {*ipv6-address* **interface** interface_type *stack/module/port hw_address* [**reachable-lifetimevalue** [*seconds* | **default** | **infinite**] | [**tracking**{ [default | disable] [**reachable-lifetimevalue** [*seconds* | **default** | **infinite**] | [**enable** [**reachable-lifetimevalue** [*seconds* | **default** | **infinite**] | [**retry-interval** {*seconds*| **default** [**reachable-lifetimevalue** [*seconds* | **default** | **infinite**] }]
3. [**no**] **ipv6 neighbor binding max-entries** *number* [**mac-limit** *number* | **port-limit** *number* [**mac-limit** *number*] | **vlan-limit** *number* [[**mac-limit** *number*] | [**port-limit** *number* [**mac-limit***number*]]]]
4. **ipv6 neighbor binding logging**
5. **exit**
6. **show ipv6 neighbor binding**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters the global configuration mode.
Step 2	[**no**] **ipv6 neighbor binding** [**vlan** *vlan-id* {*ipv6-address* **interface** interface_type *stack/module/port hw_address* [**reachable-lifetimevalue** [*seconds* | **default** | **infinite**] | [**tracking**{ [default | disable] [**reachable-lifetimevalue** [*seconds* | **default** | **infinite**] | [**enable** [**reachable-lifetimevalue** [*seconds* | **default** | **infinite**] | [**retry-interval** {*seconds*| **default** [**reachable-lifetimevalue** [*seconds* | **default** | **infinite**] }] **Example:** `Switch(config)#  ipv6 neighbor binding`	Adds a static entry to the binding table database.
Step 3	[**no**] **ipv6 neighbor binding max-entries** *number* [**mac-limit** *number* | **port-limit** *number* [**mac-limit** *number*] | **vlan-limit** *number* [[**mac-limit** *number*] | [**port-limit** *number* [**mac-limit***number*]]]] **Example:** `Switch(config)#  ipv6 neighbor binding max-entries 30000`	Specifies the maximum number of entries that are allowed to be inserted in the binding table cache.
Step 4	**ipv6 neighbor binding logging** **Example:** `Switch(config)# ipv6 neighbor binding logging`	Enables the logging of binding table main events.

	Command or Action	Purpose
Step 5	**exit** **Example:** `Switch(config)# exit`	Exits global configuration mode, and places the router in privileged EXEC mode.
Step 6	**show ipv6 neighbor binding** **Example:** `Switch#  show ipv6 neighbor binding`	Displays contents of a binding table.

How to Configure an IPv6 Neighbor Discovery Inspection Policy

Beginning in privileged EXEC mode, follow these steps to configure an IPv6 ND Inspection Policy:

SUMMARY STEPS

1. **configure terminal**
2. [**no**]**ipv6 nd inspection policy** *policy-name*
3. **device-role** {**host** | **monitor** | **router** | **switch**}
4. **drop-unsecure**
5. **limit address-count** *value*
6. **sec-level minimum** *value*
7. **tracking** {**enable** [**reachable-lifetime** {*value* | **infinite**}] | **disable** [**stale-lifetime** {*value* | **infinite**}]}
8. **trusted-port**
9. **validate source-mac**
10. **no** {**device-role** | **drop-unsecure** | **limit address-count** | **sec-level minimum** | **tracking** | **trusted-port** | **validate source-mac**}
11. **default** {**device-role** | **drop-unsecure** | **limit address-count** | **sec-level minimum** | **tracking** | **trusted-port** | **validate source-mac**}
12. **do show ipv6 nd inspection policy** *policy_name*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters the global configuration mode.
Step 2	[**no**]**ipv6 nd inspection policy** *policy-name* **Example:** `Switch(config)# ipv6 nd inspection policy example_policy`	Specifies the ND inspection policy name and enters ND Inspection Policy configuration mode.

Step 3	**device-role** {**host** | **monitor** | **router** | **switch**}
	Example:
	`Switch(config-nd-inspection)# device-role switch`
		Specifies the role of the device attached to the port. The default is **host**.

	Command or Action	Purpose
Step 4	**drop-unsecure** **Example:** `Switch(config-nd-inspection)# drop-unsecure`	Drops messages with no or invalid options or an invalid signature.
Step 5	**limit address-count** *value* **Example:** `Switch(config-nd-inspection)# limit address-count 1000`	Enter 1–10,000.
Step 6	**sec-level minimum** *value* **Example:** `Switch(config-nd-inspection)# limit address-count 1000`	Specifies the minimum security level parameter value when Cryptographically Generated Address (CGA) options are used.

Step 7	**tracking** {**enable** [**reachable-lifetime** {*value* | **infinite**}] | **disable** [**stale-lifetime** {*value* | **infinite**}]}
	Example:
	`Switch(config-nd-inspection)# tracking disable stale-lifetime infinite`
		Overrides the default tracking policy on a port.

Step 8	**trusted-port** **Example:** `Switch(config-nd-inspection)# trusted-port`	Configures a port to become a trusted port.
Step 9	**validate source-mac** **Example:** `Switch(config-nd-inspection)# validate source-mac`	Checks the source media access control (MAC) address against the link-layer address.

Step 10	**no** {**device-role** | **drop-unsecure** | **limit address-count** | **sec-level minimum** | **tracking** | **trusted-port** | **validate source-mac**}
	Example:
	`Switch(config-nd-inspection)# no validate source-mac`
		Remove the current configuration of a parameter with the **no** form of the command.

Step 11	**default** {**device-role** | **drop-unsecure** | **limit address-count** | **sec-level minimum** | **tracking** | **trusted-port** | **validate source-mac**}
	Example:
	`Switch(config-nd-inspection)# default limit address-count`
		Restores configuration to the default values.

Step 12	**do show ipv6 nd inspection policy** *policy_name*
	Example:
	`Switch(config-nd-inspection)# do show ipv6 nd inspection policy example_policy`
		Verifies the ND Inspection Configuration without exiting ND inspection configuration mode.

How to Attach an IPv6 Neighbor Discovery Inspection Policy to an Interface

Starting with Cisco IOS XE Amsterdam 17.1.1 the IPv6 ND Inspection feature is deprecated and the SISF-based device tracking feature replaces it. For the corresponding replacement task, see *Attaching a Device Tracking Policy to an Interface* under the *Configuring SISF-Based Device Tracking* chapter in this document.

Beginning in privileged EXEC mode, follow these steps to attach an IPv6 ND Inspection policy to an interface or VLANs on an interface :

SUMMARY STEPS

1. **configure terminal**
2. **interface** Interface_type *stack/module/port*
3. **ipv6 nd inspection** [**attach-policy** *policy_name* [**vlan** {*vlan_ids* | **add** *vlan_ids* | **except** *vlan_ids* | **none** | **remove** *vlan_ids* | **all**}] | **vlan** [{*vlan_ids* | **add** *vlan_ids* | **except***vlan_ids* | **none** | **remove** *vlan_ids* | **all**}]
4. **do show running-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters the global configuration mode.
Step 2	**interface** Interface_type *stack/module/port* **Example:** `Switch(config)#  interface gigabitethernet 1/1/4`	Specifies an interface type and identifier; enters the interface configuration mode.

Step 3	**ipv6 nd inspection** [**attach-policy** *policy_name* [**vlan** {*vlan_ids* | **add** *vlan_ids* | **except** *vlan_ids* | **none** | **remove** *vlan_ids* | **all**}] | **vlan** [{*vlan_ids* | **add** *vlan_ids* | **except***vlan_ids* | **none** | **remove** *vlan_ids* | **all**}]
	Example:
	`Switch(config-if)# ipv6 nd inspection attach-policy example_policy`
	`or`
	`Switch(config-if)# ipv6 nd inspection attach-policy example_policy vlan 222,223,224`
	`or`
	`Switch(config-if)# ipv6 nd inspection vlan 222, 223,224`
		Attaches the Neighbor Discovery Inspection policy to the interface or the specified VLANs on that interface. The default policy is attached if the **attach-policy** option is not used.

Step 4	**do show running-config** **Example:**	Verifies that the policy is attached to the specified interface without exiting the interface configuration mode.

	Command or Action	Purpose
	`Switch#(config-if)#  do show running-config`	

How to Attach an IPv6 Neighbor Discovery Inspection Policy to a Layer 2 EtherChannel Interface

Starting with Cisco IOS XE Amsterdam 17.1.1 the IPv6 ND Inspection feature is deprecated and the SISF-based device tracking feature replaces it. For the corresponding replacement task, see *Attaching a Device Tracking Policy to an Interface* under the *Configuring SISF-Based Device Tracking* chapter in this document.

Beginning in privileged EXEC mode, follow these steps to attach an IPv6 Neighbor Discovery Inspection policy on an EtherChannel interface or VLAN:

SUMMARY STEPS

1. **configure terminal**
2. **interface range** *Interface_name*
3. **ipv6 nd inspection** [**attach-policy** *policy_name* [**vlan** {*vlan_ids* | **add** *vlan_ids* | **except** *vlan_ids* | **none** | **remove** *vlan_ids* | **all**}] | **vlan** [{*vlan_id*s | **add** *vlan_ids* | **except***vlan_ids* | **none** | **remove** *vlan_ids* | **all**}]
4. **do show running-config interface***portchannel_interface_name*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters the global configuration mode.
Step 2	**interface range** *Interface_name* **Example:** `Switch(config)#  interface Po11`	Specify the port-channel interface name assigned when the EtherChannel was created. Enters the interface range configuration mode. **Tip** Enter the **do show interfaces summary** command for quick reference to interface names and types.
Step 3	**ipv6 nd inspection** [**attach-policy** *policy_name* [**vlan** {*vlan_ids*	**add** *vlan_ids*	**except** *vlan_ids*	**none**	**remove** *vlan_ids*	**all**}]	**vlan** [{*vlan_ids*	**add** *vlan_ids*	**except***vlan_ids*	**none**	**remove** *vlan_ids*	**all**}] **Example:** `Switch(config-if-range)# ipv6 nd inspection attach-policy example_policy` `or` `Switch(config-if-range)# ipv6 nd inspection attach-policy example_policy vlan 222,223,224` `or`	Attaches the ND Inspection policy to the interface or the specified VLANs on that interface. The default policy is attached if the **attach-policy** option is not used.

	Command or Action	Purpose
	`Switch(config-if-range)#ipv6 nd inspection vlan 222, 223,224`	

Step 4	**do show running-config interface***portchannel_interface_name*
	Example:
	`Switch#(config-if-range)#  do show running-config int po11`
		Confirms that the policy is attached to the specified interface without exiting the configuration mode.

How to Configure an IPv6 Router Advertisement Guard Policy

Beginning in privileged EXEC mode, follow these steps to configure an IPv6 Router Advertisement policy :

SUMMARY STEPS

1. **configure terminal**
2. [**no**]**ipv6 nd raguard policy** *policy-name*
3. [**no**]**device-role** {**host** | **monitor** | **router** | **switch**}
4. [**no**]**hop-limit** {**maximum** | **minimum**} *value*
5. [**no**]**managed-config-flag** {**off** | **on**}
6. [**no**]**match** {**ipv6 access-list** *list* | **ra prefix-list** *list*}
7. [**no**]**other-config-flag** {**on** | **off**}
8. [**no**]**router-preference maximum** {**high** | **medium** | **low**}
9. [**no**]**trusted-port**
10. **default** {**device-role** | **hop-limit** {**maximum** | **minimum**} | **managed-config-flag** | **match** {**ipv6 access-list** | **ra prefix-list** } | **other-config-flag** | **router-preference maximum**| **trusted-port**}
11. **do show ipv6 nd raguard policy** *policy_name*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters the global configuration mode.
Step 2	[**no**]**ipv6 nd raguard policy** *policy-name* **Example:** `Switch(config)# ipv6 nd raguard policy example_policy`	Specifies the RA Guard policy name and enters RA Guard Policy configuration mode.

Step 3	[**no**]**device-role** {**host**	**monitor**	**router**	**switch**}
				Example:
				`Switch(config-nd-raguard)# device-role switch`
					Specifies the role of the device attached to the port. The default is **host**.

	Command or Action	Purpose
Step 4	[**no**]**hop-limit** {**maximum** | **minimum**} *value* **Example:** `Switch(config-nd-raguard)#` **`hop-limit maximum 33`**	(1–255) Range for Maximum and Minimum Hop Limit values. Enables filtering of Router Advertisement messages by the Hop Limit value. A rogue RA message may have a low Hop Limit value (equivalent to the IPv4 Time to Live) that when accepted by the host, prevents the host from generating traffic to destinations beyond the rogue RA message generator. An RA message with an unspecified Hop Limit value is blocked. If not configured, this filter is disabled. Configure **minimum** to block RA messages with Hop Limit values lower than the value you specify. Configure **maximum**to block RA messages with Hop Limit values greater than the value you specify.

Step 5	[**no**]**managed-config-flag** {**off** | **on**}
	Example:
	`Switch(config-nd-raguard)#` **`managed-config-flag on`**
		Enables filtering of Router Advertisement messages by the Managed Address Configuration, or "M" flag field. A rouge RA message with an M field of 1 can cause a host to use a rogue DHCPv6 server. If not configured, this filter is disabled.
		On—Accepts and forwards RA messages with an M value of 1, blocks those with 0.
		Off—Accepts and forwards RA messages with an M value of 0, blocks those with 1.

Step 6	[**no**]**match** {**ipv6 access-list** *list* | **ra prefix-list** *list*}
	Example:
	`Switch(config-nd-raguard)#` **`match ipv6 access-list example_list`**
		Matches a specified prefix list or access list.

Step 7	[**no**]**other-config-flag** {**on** | **off**}
	Example:
	`Switch(config-nd-raguard)#` **`other-config-flag on`**
		Enables filtering of Router Advertisement messages by the Other Configuration, or "O" flag field. A rouge RA message with an O field of 1 can cause a host to use a rogue DHCPv6 server. If not configured, this filter is disabled.
		On—Accepts and forwards RA messages with an O value of 1, blocks those with 0.
		Off—Accepts and forwards RA messages with an O value of 0, blocks those with 1.

Step 8	[**no**]**router-preference maximum** {**high** | **medium** | **low**}
	Example:
	`Switch(config-nd-raguard)#` **`router-preference maximum high`**
		Enables filtering of Router Advertisement messages by the Router Preference flag. If not configured, this filter is disabled.
		• **high**—Accepts RA messages with the Router Preference set to high, medium, or low.

	Command or Action	Purpose
		• **medium**—Blocks RA messages with the Router Preference set to high. • **low**—Blocks RA messages with the Router Preference set to medium and high.
Step 9	[**no**]**trusted-port** **Example:** `Switch(config-nd-raguard)# trusted-port`	When configured as a trusted port, all attached devices are trusted, and no further message verification is performed.

Step 10	**default** {**device-role** | **hop-limit** {**maximum** | **minimum**} | **managed-config-flag** | **match** {**ipv6 access-list** | **ra prefix-list** } | **other-config-flag** | **router-preference maximum**| **trusted-port**}
	Example:
	`Switch(config-nd-raguard)# default hop-limit`
		Restores a command to its default value.

Step 11	**do show ipv6 nd raguard policy** *policy_name*
	Example:
	`Switch(config-nd-raguard)# do show ipv6 nd raguard policy example_policy`
		(Optional)—Displays the ND Guard Policy configuration without exiting the RA Guard policy configuration mode.

How to Attach an IPv6 Router Advertisement Guard Policy to an Interface

Beginning in privileged EXEC mode, follow these steps to attach an IPv6 Router Advertisement policy to an interface or to VLANs on the interface :

SUMMARY STEPS

1. **configure terminal**
2. **interface** Interface_type *stack/module/port*
3. **ipv6 nd raguard** [**attach-policy** *policy_name* [**vlan** {*vlan_ids* | **add** *vlan_ids* | **except** *vlan_ids* | **none** | **remove** *vlan_ids* | **all**}] | **vlan** [{*vlan_ids* | **add** *vlan_ids* | **except***vlan_ids* | **none** | **remove** *vlan_ids* | **all**}]
4. **do show running-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters the global configuration mode.
Step 2	**interface** Interface_type *stack/module/port* **Example:** `Switch(config)#  interface gigabitethernet 1/1/4`	Specifies an interface type and identifier; enters the interface configuration mode.

	Command or Action	Purpose

Step 3	**ipv6 nd raguard** [**attach-policy** *policy_name* [**vlan** {*vlan_ids* | **add** *vlan_ids* | **except** *vlan_ids* | **none** | **remove** *vlan_ids* | **all**}] | **vlan** [{*vlan_ids* | **add** *vlan_ids* | **except***vlan_ids* | **none** | **remove** *vlan_ids* | **all**}]
	Example:
	`Switch(config-if)#` **`ipv6 nd raguard attach-policy example_policy`**
	`or`
	`Switch(config-if)#` **`ipv6 nd raguard attach-policy example_policy vlan 222,223,224`**
	`or`
	`Switch(config-if)#` **`ipv6 nd raguard vlan 222, 223,224`**
		Attaches the Neighbor Discovery Inspection policy to the interface or the specified VLANs on that interface. The default policy is attached if the **attach-policy** option is not used.

Step 4	**do show running-config**
	Example:
	`Switch#(config-if)#` **`do show running-config`**
		Confirms that the policy is attached to the specified interface without exiting the configuration mode.

How to Attach an IPv6 Router Advertisement Guard Policy to a Layer 2 EtherChannel Interface

Beginning in privileged EXEC mode, follow these steps to attach an IPv6 Router Advertisement Guard Policy on an EtherChannel interface or VLAN:

SUMMARY STEPS

1. **configure terminal**
2. **interface range** *Interface_name*
3. **ipv6 nd raguard** [**attach-policy** *policy_name* [**vlan** {*vlan_ids* | **add** *vlan_ids* | **except** *vlan_ids* | **none** | **remove** *vlan_ids* | **all**}] | **vlan** [{*vlan_ids* | **add** *vlan_ids* | **except***vlan_ids* | **none** | **remove** *vlan_ids* | **all**}]
4. **do show running-config interface***portchannel_interface_name*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch#` **`configure terminal`**	Enters the global configuration mode.
Step 2	**interface range** *Interface_name* **Example:** `Switch(config)#` **`interface Po11`**	Specify the port-channel interface name assigned when the EtherChannel was created. Enters the interface range configuration mode.

	Command or Action	Purpose
		Tip Enter the **do show interfaces summary** command for quick reference to interface names and types.

Step 3	**ipv6 nd raguard** [**attach-policy** *policy_name* [**vlan** {*vlan_ids* | **add** *vlan_ids* | **except** *vlan_ids* | **none** | **remove** *vlan_ids* | **all**}] | **vlan** [{*vlan_ids* | **add** *vlan_ids* | **except***vlan_ids* | **none** | **remove** *vlan_ids* | **all**}]
	Example:
	`Switch(config-if-range)#` **`ipv6 nd raguard attach-policy example_policy`**
	`or`
	`Switch(config-if-range)#` **`ipv6 nd raguard attach-policy example_policy vlan 222,223,224`**
	`or`
	`Switch(config-if-range)#`**`ipv6 nd raguard vlan 222, 223,224`**
		Attaches the RA Guard policy to the interface or the specified VLANs on that interface. The default policy is attached if the **attach-policy** option is not used.

Step 4	**do show running-config interface***portchannel_interface_name*
	Example:
	`Switch#(config-if-range)#` **`do show running-config int po11`**
		Confirms that the policy is attached to the specified interface without exiting the configuration mode.

How to Configure an IPv6 DHCP Guard Policy

Beginning in privileged EXEC mode, follow these steps to configure an IPv6 DHCP (DHCPv6) Guard policy:

SUMMARY STEPS

1. **configure terminal**
2. [**no**]**ipv6 dhcp guard policy** *policy-name*
3. [**no**]**device-role** {**client** | **server**}
4. [**no**] **match server access-list** *ipv6-access-list-name*
5. [**no**] **match reply prefix-list** *ipv6-prefix-list-name*
6. [**no**]**preference**{ **max** *limit* | **min** *limit* }
7. [**no**] **trusted-port**
8. **default** {**device-role** | **trusted-port**}
9. **do show ipv6 dhcp guard policy** *policy_name*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters the global configuration mode.
Step 2	[**no**]**ipv6 dhcp guard policy** *policy-name* **Example:** `Switch(config)# ipv6 dhcp guard policy example_policy`	Specifies the DHCPv6 Guard policy name and enters DHCPv6 Guard Policy configuration mode.

Step 3	[**no**]**device-role** {**client** | **server**}
	Example:
	`Switch(config-dhcp-guard)# device-role server`
		(Optional) Filters out DHCPv6 replies and DHCPv6 advertisements on the port that are not from a device of the specified role. Default is **client**.
		• **client**—Default value, specifies that the attached device is a client. Server messages are dropped on this port.
		• **server**—Specifies that the attached device is a DHCPv6 server. Server messages are allowed on this port.

Step 4	[**no**] **match server access-list** *ipv6-access-list-name*
	Example:
	`;;Assume a preconfigured IPv6 Access List as follows:`
	`Switch(config)# ipv6 access-list my_acls`
	`Switch(config-ipv6-acl)# permit host FE80::A8BB:CCFF:FE01:F700 any`
	`;;configure DCHPv6 Guard to match approved access list.`
	`Switch(config-dhcp-guard)#  match server access-list my_acls`
		(Optional). Enables verification that the advertised DHCPv6 server or relay address is from an authorized server access list (The destination address in the access list is 'any'). If not configured, this check will be bypassed. An empty access list is treated as a permit all.

Step 5	[**no**] **match reply prefix-list** *ipv6-prefix-list-name*
	Example:
	`;;Assume a preconfigured IPv6 prefix list as follows:`
	`Switch(config)# ipv6 prefix-list my_prefix permit 2001:0DB8::/64 le 128`
	`;; Configure DCHPv6 Guard to match prefix`
	`Switch(config-dhcp-guard)#  match reply prefix-list my_prefix`
		(Optional) Enables verification of the advertised prefixes in DHCPv6 reply messages from the configured authorized prefix list. If not configured, this check will be bypassed. An empty prefix list is treated as a permit.

	Command or Action	Purpose

Step 6	[**no**]**preference**{ **max** *limit* | **min** *limit* }
	Example:
	`Switch(config-dhcp-guard)# preference max 250`
	`Switch(config-dhcp-guard)#preference min 150`
		Configure **max** and **min** when **device-role** is **server**to filter DCHPv6 server advertisements by the server preference value. The defaults permit all advertisements.
		max *limit*—(0 to 255) (Optional) Enables verification that the advertised preference (in preference option) is less than the specified limit. Default is 255. If not specified, this check will be bypassed.
		min *limit*—(0 to 255) (Optional) Enables verification that the advertised preference (in preference option) is greater than the specified limit. Default is 0. If not specified, this check will be bypassed.

Step 7	[**no**] **trusted-port** **Example:** `Switch(config-dhcp-guard)# trusted-port`	(Optional) **trusted-port**—Sets the port to a trusted mode. No further policing takes place on the port. **Note** If you configure a trusted port then the device-role option is not available.

Step 8	**default** {**device-role** | **trusted-port**}
	Example:
	`Switch(config-dhcp-guard)# default device-role`
		(Optional) **default**—Sets a command to its defaults.

Step 9	**do show ipv6 dhcp guard policy** *policy_name*
	Example:
	`Switch(config-dhcp-guard)# do show ipv6 dhcp guard policy example_policy`
		(Optional) Displays the configuration of the IPv6 DHCP guard policy without leaving the configuration submode. Omitting the *policy_name* variable displays all DHCPv6 policies.

Example of DHCPv6 Guard Configuration

```
enable
configure terminal
ipv6 access-list acl1
 permit host FE80::A8BB:CCFF:FE01:F700 any
ipv6 prefix-list abc permit 2001:0DB8::/64 le 128
ipv6 dhcp guard policy pol1
 device-role server
 match server access-list acl1
 match reply prefix-list abc
 preference min 0
 preference max 255
 trusted-port
interface GigabitEthernet 0/2/0
 switchport
 ipv6 dhcp guard attach-policy pol1 vlan add 1
 vlan 1
  ipv6 dhcp guard attach-policy pol1
show ipv6 dhcp guard policy pol1
```

How to Attach an IPv6 DHCP Guard Policy to an Interface or a VLAN on an Interface

Beginning in privileged EXEC mode, follow these steps to configure IPv6 Binding Table Content :

SUMMARY STEPS

1. **configure terminal**
2. **interface** Interface_type *stack/module/port*
3. **ipv6 dhcp guard** [**attach-policy** *policy_name* [**vlan** {*vlan_ids* | **add** *vlan_ids* | **except** *vlan_ids* | **none** | **remove** *vlan_ids* | **all**}] | **vlan** [{*vlan_ids* | **add** *vlan_ids* | **except***vlan_ids* | **none** | **remove** *vlan_ids* | **all**}]
4. **do show running-config interface** Interface_type *stack/module/port*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters the global configuration mode.
Step 2	**interface** Interface_type *stack/module/port* **Example:** `Switch(config)#  interface gigabitethernet 1/1/4`	Specifies an interface type and identifier; enters the interface configuration mode.
Step 3	**ipv6 dhcp guard** [**attach-policy** *policy_name* [**vlan** {*vlan_ids*	**add** *vlan_ids*	**except** *vlan_ids*	**none**	**remove** *vlan_ids*	**all**}]	**vlan** [{*vlan_ids*	**add** *vlan_ids*	**except***vlan_ids*	**none**	**remove** *vlan_ids*	**all**}] **Example:** `Switch(config-if)# ipv6 dhcp guard attach-policy example_policy` `or` `Switch(config-if)# ipv6 dhcp guard attach-policy example_policy vlan 222,223,224` `or` `Switch(config-if)# ipv6 dhcp guard vlan 222, 223,224`	Attaches the DHCP Guard policy to the interface or the specified VLANs on that interface. The default policy is attached if the **attach-policy** option is not used.

Step 4	**do show running-config interface** Interface_type *stack/module/port*
	Example:
	`Switch#(config-if)#  do show running-config gig 1/1/4`
		Confirms that the policy is attached to the specified interface without exiting the configuration mode.

How to Attach an IPv6 DHCP Guard Policy to a Layer 2 EtherChannel Interface

Beginning in privileged EXEC mode, follow these steps to attach an IPv6 DHCP Guard policy on an EtherChannel interface or VLAN:

SUMMARY STEPS

1. **configure terminal**
2. **interface range** *Interface_name*
3. **ipv6 dhcp guard** [**attach-policy** *policy_name* [**vlan** {*vlan_ids* | **add** *vlan_ids* | **except** *vlan_ids* | **none** | **remove** *vlan_ids* | **all**}] | **vlan** [{*vlan_ids* | **add** *vlan_ids* | **except***vlan_ids* | **none** | **remove** *vlan_ids* | **all**}]
4. **do show running-config interface***portchannel_interface_name*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters the global configuration mode.
Step 2	**interface range** *Interface_name* **Example:** `Switch(config)#  interface Po11`	Specify the port-channel interface name assigned when the EtherChannel was created. Enters the interface range configuration mode. **Tip** Enter the **do show interfaces summary** command for quick reference to interface names and types.

Step 3	**ipv6 dhcp guard** [**attach-policy** *policy_name* [**vlan** {*vlan_ids* | **add** *vlan_ids* | **except** *vlan_ids* | **none** | **remove** *vlan_ids* | **all**}] | **vlan** [{*vlan_ids* | **add** *vlan_ids* | **except***vlan_ids* | **none** | **remove** *vlan_ids* | **all**}]
	Example:
	`Switch(config-if-range)# ipv6 dhcp guard attach-policy example_policy`
	`or`
	`Switch(config-if-range)# ipv6 dhcp guard attach-policy example_policy vlan 222,223,224`
	`or`
	`Switch(config-if-range)#ipv6 dhcp guard vlan 222, 223,224`
		Attaches the DHCP Guard policy to the interface or the specified VLANs on that interface. The default policy is attached if the **attach-policy** option is not used.

Step 4	**do show running-config interface***portchannel_interface_name* **Example:**	Confirms that the policy is attached to the specified interface without exiting the configuration mode.

	Command or Action	Purpose

	`Switch#(config-if-range)#  do show running-config`
	` int po11`	

Displaying IPv6

For complete syntax and usage information on these commands, see the Cisco IOS command reference publications.

Table 122: Command for Monitoring IPv6

Command	Purpose
show ipv6 access-list	Displays a summary of access lists.
show ipv6 cef	Displays Cisco Express Forwarding for IPv6.
show ipv6 interface *interface-id*	Displays IPv6 interface status and configuration.
show ipv6 mtu	Displays IPv6 MTU per destination cache.
show ipv6 neighbors	Displays IPv6 neighbor cache entries.
show ipv6 prefix-list	Displays a list of IPv6 prefix lists.
show ipv6 protocols	Displays a list of IPv6 routing protocols on the switch.
show ipv6 rip	Displays IPv6 RIP routing protocol status.
show ipv6 route	Displays IPv6 route table entries.
show ipv6 static	Displays IPv6 static routes.
show ipv6 traffic	Displays IPv6 traffic statistics.

Configuration Examples for IPv6 Unicast Routing

Configuring IPv6 Addressing and Enabling IPv6 Routing: Example

This example shows how to enable IPv6 with both a link-local address and a global address based on the IPv6 prefix 2001:0DB8:c18:1::/64. The EUI-64 interface ID is used in the low-order 64 bits of both addresses. Output from the **show ipv6 interface** EXEC command is included to show how the interface ID (20B:46FF:FE2F:D940) is appended to the link-local prefix FE80::/64 of the interface.

```
Switch(config)# ipv6 unicast-routing
Switch(config)# interface gigabitethernet0/11

Switch(config-if)# ipv6 address 2001:0DB8:c18:1::/64 eui 64
Switch(config-if)# end
Switch# show ipv6 interface gigabitethernet0/11
```

```
GigabitEthernet0/11 is up, line protocol is up
  IPv6 is enabled, link-local address is FE80::20B:46FF:FE2F:D940
  Global unicast address(es):
  2001:0DB8:c18:1:20B:46FF:FE2F:D940, subnet is 2001:0DB8:c18:1::/64 [EUI]
  Joined group address(es):
    FF02::1
    FF02::2
    FF02::1:FF2F:D940
  MTU is 1500 bytes
  ICMP error messages limited to one every 100 milliseconds
  ICMP redirects are enabled
  ND DAD is enabled, number of DAD attempts: 1
  ND reachable time is 30000 milliseconds
  ND advertised reachable time is 0 milliseconds
  ND advertised retransmit interval is 0 milliseconds
  ND router advertisements are sent every 200 seconds
  ND router advertisements live for 1800 seconds
  Hosts use stateless autoconfig for addresses.
```

Configuring IPv6 ICMP Rate Limiting: Example

This example shows how to configure an IPv6 ICMP error message interval of 50 milliseconds and a bucket size of 20 tokens.

```
Switch(config)#ipv6 icmp error-interval 50 20
```

Configuring Static Routing for IPv6: Example

This example shows how to configure a floating static route to an interface with an administrative distance of 130:

```
Switch(config)# ipv6 route 2001:0DB8::/32 gigabitethernet 1/0/1 130
```

Displaying IPv6: Example

This is an example of the output from the **show ipv6 interface** privileged EXEC command:

```
Switch# show ipv6 interface
Vlan1 is up, line protocol is up
  IPv6 is enabled, link-local address is FE80::20B:46FF:FE2F:D940
  Global unicast address(es):
    3FFE:C000:0:1:20B:46FF:FE2F:D940, subnet is 3FFE:C000:0:1::/64 [EUI]
  Joined group address(es):
    FF02::1
    FF02::2
    FF02::1:FF2F:D940
  MTU is 1500 bytes
  ICMP error messages limited to one every 100 milliseconds
  ICMP redirects are enabled
  ND DAD is enabled, number of DAD attempts: 1
  ND reachable time is 30000 milliseconds
  ND advertised reachable time is 0 milliseconds
  ND advertised retransmit interval is 0 milliseconds
  ND router advertisements are sent every 200 seconds
  ND router advertisements live for 1800 seconds
<output truncated>
```

PART XXXIII

Configuring IPv6

CHAPTER 46

IPv6 ACLs

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

IPv6 ACL Limitations

With IPv4, you can configure standard and extended numbered IP ACLs, named IP ACLs, and MAC ACLs. IPv6 supports only named ACLs.

The switch supports most Cisco IOS-supported IPv6 ACLs with some exceptions:

- The switch does not support matching on these keywords: **flowlabel**, **routing header**, and **undetermined-transport**.
- The switch does not support reflexive ACLs (the **reflect** keyword).
- This release supports only port ACLs and router ACLs for IPv6; it does not support VLAN ACLs (VLAN maps).
- The switch does not apply MAC-based ACLs on IPv6 frames.
- You cannot apply IPv6 port ACLs to Layer 2 EtherChannels.
- The switch does not support output port ACLs.

- Output router ACLs and input port ACLs for IPv6 are supported only on . Switches support only control plane (incoming) IPv6 ACLs.
- When configuring an ACL, there is no restriction on keywords entered in the ACL, regardless of whether or not they are supported on the platform. When you apply the ACL to an interface that requires hardware forwarding (physical ports or SVIs), the switch checks to determine whether or not the ACL can be supported on the interface. If not, attaching the ACL is rejected.
- If an ACL is applied to an interface and you attempt to add an access control entry (ACE) with an unsupported keyword, the switch does not allow the ACE to be added to the ACL that is currently attached to the interface.

Information About Configuring IPv6 ACLs

You can filter IP version 6 (IPv6) traffic by creating IPv6 access control lists (ACLs) and applying them to interfaces similarly to the way that you create and apply IP version 4(IPv4) named ACLs. You can also create and apply input router ACLs to filter Layer 3 management traffic.

Note To use IPv6, you must configure the dual IPv4 and IPv6 Switch Database Management (SDM) template on the switch. You select the template by entering the **sdm prefer {default | dual-ipv4-and-ipv6}** global configuration command.

Understanding IPv6 ACLs

A switch image supports two types of IPv6 ACLs:

- IPv6 router ACLs - Supported on inbound or outbound traffic on Layer 3 interfaces, which can be routed ports, switch virtual interfaces (SVIs), or Layer 3 EtherChannels. Applied to only IPv6 packets that are routed.
- IPv6 port ACLs - Supported on inbound traffic on Layer 2 interfaces only. Applied to all IPv6 packets entering the interface.

Note If you configure unsupported IPv6 ACLs, an error message appears and the configuration does not take affect.

The switch does not support VLAN ACLs (VLAN maps) for IPv6 traffic.

You can apply both IPv4 and IPv6 ACLs to an interface.

As with IPv4 ACLs, IPv6 port ACLs take precedence over router ACLs:

- When an input router ACL and input port ACL exist in an SVI, packets received on ports to which a port ACL is applied are filtered by the port ACL. Routed IP packets received on other ports are filtered by the router ACL. Other packets are not filtered.
- When an output router ACL and input port ACL exist in an SVI, packets received on the ports to which a port ACL is applied are filtered by the port ACL. Outgoing routed IPv6 packets are filtered by the router ACL. Other packets are not filtered.

Note If any port ACL (IPv4, IPv6, or MAC) is applied to an interface, that port ACL is used to filter packets, and any router ACLs attached to the SVI of the port VLAN are ignored.

Supported ACL Features

IPv6 ACLs on the switch have these characteristics:

- Fragmented frames (the fragments keyword as in IPv4) are supported.
- The same statistics supported in IPv4 are supported for IPv6 ACLs.
- If the switch runs out of TCAM space, packets associated with the ACL label are forwarded to the CPU, and the ACLs are applied in software.
- Routed or bridged packets with hop-by-hop options have IPv6 ACLs applied in software.
- Logging is supported for router ACLs, but not for port ACLs.

IPv6 ACLs and Switch Stacks

The active switch supports IPv6 ACLs in hardware and distributes the IPv6 ACLs to the stack's member switches.

If a new switch takes over as active switch, it distributes the ACL configuration to all member switches. The member switches sync up the configuration distributed by the new active switch and flush out entries that member switches sync up the configuration distributed by the new active switch and flush out entries that are not required.

When an ACL is modified, attached to, or detached from an interface, the active switch distributes the change to all member switches.

Interaction with Other Features and Switches

- If an IPv6 router ACL is configured to deny a packet, the packet is not routed. A copy of the packet is sent to the Internet Control Message Protocol (ICMP) queue to generate an ICMP unreachable message for the frame.
- If a bridged frame is to be dropped due to a port ACL, the frame is not bridged.
- You can create both IPv4 and IPv6 ACLs on a switch or switch stack, and you can apply both IPv4 and IPv6 ACLs to the same interface. Each ACL must have a unique name; an error message appears if you try to use a name that is already configured.

  You use different commands to create IPv4 and IPv6 ACLs and to attach IPv4 or IPv6 ACLs to the same Layer 2 or Layer 3 interface. If you use the wrong command to attach an ACL (for example, an IPv4 command to attach an IPv6 ACL), you receive an error message.
- You cannot use MAC ACLs to filter IPv6 frames. MAC ACLs can only filter non-IP frames.
- If the hardware memory is full, for any additional configured ACLs, packets are dropped to the CPU, and the ACLs are applied in software. When the hardware is full a message is printed to the console indicating the ACL has been unloaded and the packets will be dropped on the interface.

- If the TCAM is full, for any additional configured ACLs, packets are forwarded to the CPU, and the ACLs are applied in software.

Default IPv6 ACL Configuration

There are no IPv6 ACLs configured or applied.

Configuring IPv6 ACLs

To filter IPv6 traffic, you perform these steps:

Before you begin

Before configuring IPv6 ACLs, you must select one of the dual IPv4 and IPv6 SDM templates.

Procedure

	Command or Action	Purpose
Step 1	Create an IPv6 ACL, and enter IPv6 access list configuration mode.	
Step 2	Configure the IPv6 ACL to block (deny) or pass (permit) traffic.	
Step 3	Apply the IPv6 ACL to an interface. For router ACLs, you must also configure an IPv6 address on the Layer 3 interface to which the ACL is applied.	

Configuring IPv6 ACLs

To filter IPv6 traffic, perform this procedure:

Procedure

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 3	{**ipv6 access-list** *list-name* **Example:** `Switch(config)# ipv6 access-list example_acl_list`	Defines an IPv6 ACL name, and enters IPv6 access list configuration mode.
Step 4	{**deny** | **permit**} protocol {*source-ipv6-prefix/* |*prefix-length* |**any**| **host** *source-ipv6-address*} [operator [*port-number*]] { *destination-ipv6-prefix/ prefix-length* | **any** | **host** *destination-ipv6-address*} [operator [*port-number*]][**dscp** *value*] [**fragments**] [**log**] [**log-input**][**sequence** *value*] [**time-range** *name*]	Enter deny or permit to specify whether to deny or permit the packet if conditions are matched. These are the conditions: • For protocol, enter the name or number of an IP: **ahp**, **esp**, **icmp**, **ipv6**, **pcp**, **stcp**, **tcp**, or **udp**, or an integer in the range 0 to 255 representing an IPv6 protocol number. • The *source-ipv6-prefix/prefix-length* or *destination-ipv6-prefix/ prefix-length* is the source or destination IPv6 network or class of networks for which to set deny or permit conditions, specified in hexadecimal and using 16-bit values between colons (see RFC 2373). **Note** Although the CLI help shows a prefix-length range of /0 to /128, the switch supports IPv6 address matching only for prefixes in the range of /0 to /64 and EUI-based /128 prefixes for aggregatable global unicast and link-local host addresses. • Enter **any** as an abbreviation for the IPv6 prefix ::/0. • For **host** *source-ipv6-address* or *destination-ipv6-address*, enter the source or destination IPv6 host address for which to set deny or permit conditions, specified in hexadecimal using 16-bit values between colons. • (Optional) For operator, specify an operand that compares the source or destination ports of the specified protocol. Operands are **lt** (less than), **gt** (greater than), **eq** (equal), **neq** (not equal), and **range**. If the operator follows the *source-ipv6-prefix/prefix-length* argument, it must match the source port. If the operator follows the *destination-ipv6- prefix/prefix-length* argument, it must match the destination port. • (Optional) The **port-number** is a decimal number from 0 to 65535 or the name of a TCP or UDP port. You can use TCP port names only when filtering TCP. You can use UDP port names only when filtering UDP.

	Command or Action	Purpose
		- (Optional) Enter **dscp** value to match a differentiated services code point value against the traffic class value in the Traffic Class field of each IPv6 packet header. The acceptable range is from 0 to 63. - (Optional) Enter **fragments** to check noninitial fragments. This keyword is visible only if the protocol is ipv6. - (Optional) Enter **log** to cause an logging message to be sent to the console about the packet that matches the entry. Enter **log-input** to include the input interface in the log entry. Logging is supported only for router ACLs. - (Optional) Enter **sequence** *value* to specify the sequence number for the access list statement. The acceptable range is from 1 to 4,294,967,295. - (Optional) Enter **time-range** name to specify the time range that applies to the deny or permit statement.
Step 5	{**deny** | **permit**} **tcp** {*source-ipv6-prefix/prefix-length* | **any** | **host** *source-ipv6-address*} [**operator** [**port-number**]] {*destination-ipv6- prefix/prefix-length* | **any** | **host** *destination-ipv6-address*} [operator [*port-number*]] [**ack**] [**dscp** *value*] [**established**] [**fin**] [**log**] [**log-input**] [**neq** {**port** | protocol}] [**psh**] [**range** {**port** | protocol}] [**rst**] [**sequence** *value*] [**syn**] [**time-range** *name*] [**urg**]	(Optional) Define a TCP access list and the access conditions. Enter **tcp** for Transmission Control Protocol. The parameters are the same as those described in Step 3a, with these additional optional parameters: - **ack**: Acknowledgment bit set. - **established**: An established connection. A match occurs if the TCP datagram has the ACK or RST bits set. - **fin**: Finished bit set; no more data from sender. - **neq** { *port* |**protocol**}: Matches only packets that are not on a given port number. - **psh**—Push function bit set. - **range** { *port* |**protocol**}: Matches only packets in the port number range. - **rst**: Reset bit set. - **syn**: Synchronize bit set. - **urg**: Urgent pointer bit set.
Step 6	{**deny** | **permit**} **udp** {*source-ipv6-prefix/prefix-length* | **any** | **host** *source-ipv6-address*} [operator [*port-number*]] {*destination-ipv6-prefix/prefix-length* | **any** | **host**	(Optional) Define a UDP access list and the access conditions.

	Command or Action	Purpose
	destination-ipv6-address} [operator [*port-number*]] [**dscp** *value*] [**log**] [**log-input**] [**neq** {*port* | *protocol*}] [**range** {*port* | *protocol*}] [**sequence** *value*] [**time-range** *name*]]	Enter **udp** for the User Datagram Protocol. The UDP parameters are the same as those described for TCP, except that the [operator [*port*]] port number or name must be a UDP port number or name, and the established parameter is not valid for UDP.
Step 7	{**deny** | **permit**} **icmp** {*source-ipv6-prefix/prefix-length* | **any** | **host** *source-ipv6-address*} [operator [*port-number*]] {*destination-ipv6-prefix/prefix-length* | **any** | **host** *destination-ipv6-address*} [operator [*port-number*]] [*icmp-type* [*icmp-code*] | icmp-message] [**dscp** *value*] [**log**] [**log-input**] [**sequence** *value*] [**time-range** *name*]	(Optional) Define an ICMP access list and the access conditions. Enter **icmp** for Internet Control Message Protocol. The ICMP parameters are the same as those described for most IP protocols in Step 1, with the addition of the ICMP message type and code parameters. These optional keywords have these meanings: • *icmp-type*: Enter to filter by ICMP message type, a number from 0 to 255. • *icmp-code*: Enter to filter ICMP packets that are filtered by the ICMP message code type, a number from 0 to 255. • *icmp-message*: Enter to filter ICMP packets by the ICMP message type name or the ICMP message type and code name. To see a list of ICMP message type names and code names, use the ? key or see command reference for this release.
Step 8	**end**	Return to privileged EXEC mode.
Step 9	**show ipv6 access-list**	Verify the access list configuration.
Step 10	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 11	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Applying an IPv6 ACL to an Interface

This section describes how to apply IPv6 ACLs to network interfaces. You can apply an ACL to outbound or inbound traffic on Layer 3 interfaces, or to inbound traffic on Layer 2 interfaces.

Beginning in privileged EXEC mode, follow these steps to control access to an interface:

Procedure

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Device# configure terminal`	Enters global configuration mode.
Step 2	**interface** `interface_id` **Example:** `Switch# interface interface-id`	Identify a Layer 2 interface (for port ACLs) or Layer 3 interface (for router ACLs) on which to apply an access list, and enter interface configuration mode.
Step 3	**no switchport** **Example:** `Switch# no switchport`	If applying a router ACL, change the interface from Layer 2 mode (the default) to Layer 3 mode.
Step 4	**ipv6 address** *ipv6_address* **Example:** `Switch# ipv6 address ipv6-address`	Configure an IPv6 address on a Layer 3 interface (for router ACLs). This command is not required on Layer 2 interfaces or if the interface has already been configured with an explicit IPv6 address.
Step 5	**ipv6 traffic-filter** *access-list-name* **Example:** `Switch# ipv6 traffic-filter access-list-name {in | out}`	Apply the access list to incoming or outgoing traffic on the interface. The **out** keyword is not supported for Layer 2 interfaces (port ACLs).

Step 6	**end**
	Example:
	`Device(config)# end`
		Returns to privileged EXEC mode. Alternatively, you can also press **Ctrl-Z** to exit global configuration mode.

Step 7	**show running-config**	Verify the access list configuration.
Step 8	**copy running-config startup-config** **Example:** `copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

Monitoring IPV6 ACLs

Displaying IPv6 ACLs

To display IPv6 ACLs, perform this procedure:

Procedure

	Command or Action	Purpose
Step 1	**enable**	Enables privileged EXEC mode.

	Command or Action	Purpose
	Example: `Switch> enable`	Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**show access-list** **Example:** `Switch# show access-lists`	Displays all access lists configured on the switch
Step 4	**show ipv6 access-list** *acl_name* **Example:** `Switch# show ipv6 access-list [access-list-name]`	Displays all configured IPv6 access list or the access list specified by name.

Configuration Examples for IPv6 ACL

Example: Configuring IPv6 ACLs

This example configures the IPv6 access list named CISCO. The first deny entry in the list denies all packets that have a destination TCP port number greater than 5000. The second deny entry denies packets that have a source UDP port number less than 5000. The second deny also logs all matches to the console. The first permit entry in the list permits all ICMP packets. The second permit entry in the list permits all other traffic. The second permit entry is necessary because an implicit deny -all condition is at the end of each IPv6 access list.

```
Switch(config)# ipv6 access-list CISCO
Switch(config-ipv6-acl)# deny tcp any any gt 5000
Switch config-ipv6-acl)# deny ::/0 lt 5000 ::/0 log
Switch(config-ipv6-acl)# permit icmp any any
Switch(config-ipv6-acl)# permit any any
```

Example: Applying IPv6 ACLs

This example shows how to apply the access list Cisco to outbound traffic on a Layer 3 interface.

```
Switch(config-if)# no switchport
Switch(config-if)# ipv6 address 2001::/64 eui-64
Switch(config-if)# ipv6 traffic-filter CISCO out
```

Example: Displaying IPv6 ACLs

This is an example of the output from the **show access-lists** privileged EXEC command. The output shows all access lists that are configured on the switch or switch stack.

```
Switch #show access-lists
Extended IP access list hello
10 permit ip any any
IPv6 access list ipv6
permit ipv6 any any sequence 10
```

This is an example of the output from the **show ipv6 access-lists** privileged EXEC command. The output shows only IPv6 access lists configured on the switch or switch stack.

```
Switch# show ipv6 access-list
IPv6 access list inbound
permit tcp any any eq bgp (8 matches) sequence 10
permit tcp any any eq telnet (15 matches) sequence 20
permit udp any any sequence 30

IPv6 access list outbound
deny udp any any sequence 10
deny tcp any any eq telnet sequence 20
```

PART XXXIV

Configuring EtherChannels

CHAPTER 47

Configuring EtherChannels

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Restrictions for EtherChannels

The following are restrictions for EtherChannels:

- All ports in an EtherChannel must be assigned to the same VLAN or they must be configured as trunk ports.

- Layer 3 EtherChannels are not supported if running the LAN Base license feature set.

- You cannot have a switch stack containing a mix of Catalyst 3850 and Catalyst 3650 switches.

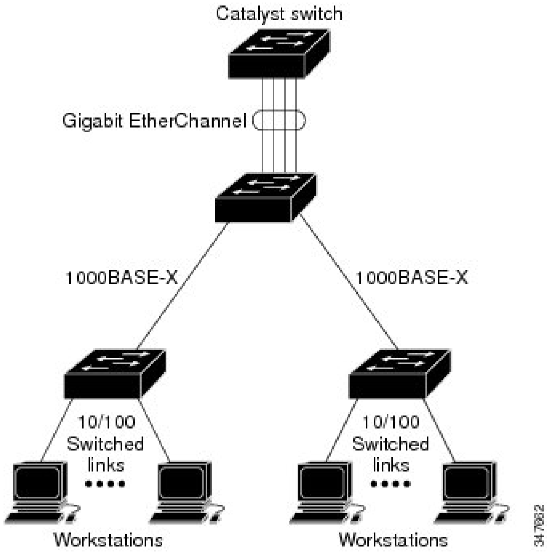
Information About EtherChannels

EtherChannel Overview

EtherChannel provides fault-tolerant high-speed links between switches, routers, and servers. You can use the EtherChannel 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.

An EtherChannel consists of individual Ethernet links bundled into a single logical link.

Figure 92: Typical EtherChannel Configuration



Each EtherChannel can consist of up to eight compatibly configured Ethernet ports.

EtherChannel Modes

You can configure an EtherChannel in one of these modes: Port Aggregation Protocol (PAgP), Link Aggregation Control Protocol (LACP), or On. Configure both ends of the EtherChannel in the same mode:

- When you configure one end of an EtherChannel in either PAgP or LACP mode, the system negotiates with the other end of the channel to determine which ports should become active. If the remote port cannot negotiate an EtherChannel, the local port is put into an independent state and continues to carry data traffic as would any other single link. The port configuration does not change, but the port does not participate in the EtherChannel.
- When you configure an EtherChannel in the **on** mode, no negotiations take place. The switch forces all compatible ports to become active in the EtherChannel. The other end of the channel (on the other switch) must also be configured in the **on** mode; otherwise, packet loss can occur.

EtherChannel on Switches

You can create an EtherChannel on a switch, on a single switch in the stack, or on multiple switches in the stack (known as cross-stack EtherChannel).

EtherChannel Link Failover

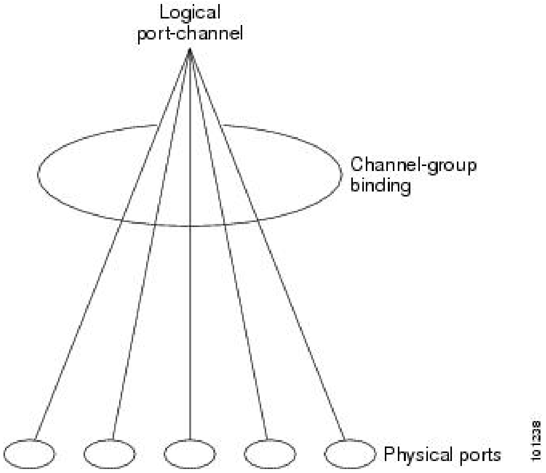
If a link within an EtherChannel fails, traffic previously carried over that failed link moves to the remaining links within the EtherChannel. If traps are enabled on the switch, a trap is sent for a failure that identifies the switch, the EtherChannel, and the failed link. Inbound broadcast and multicast packets on one link in an EtherChannel are blocked from returning on any other link of the EtherChannel.

Channel Groups and Port-Channel Interfaces

An EtherChannel comprises a channel group and a port-channel interface. The channel group binds physical ports to the port-channel interface. Configuration changes applied to the port-channel interface apply to all the physical ports bound together in the channel group.

Figure 93: Relationship of Physical Ports, Channel Group and Port-Channel Interface

The **channel-group** command binds the physical port and the port-channel interface together. Each EtherChannel has a port-channel logical interface numbered from 1 to 24. This port-channel interface number corresponds to the one specified with the **channel-group** interface configuration command.



- With Layer 2 ports, use the **channel-group** interface configuration command to dynamically create the port-channel interface.

  You also can use the **interface port-channel** *port-channel-number* global configuration command to manually create the port-channel interface, but then you must use the **channel-group** *channel-group-number* command to bind the logical interface to a physical port. The *channel-group-number* can be the same as the *port-channel-number,* or you can use a new number. If you use a new number, the **channel-group** command dynamically creates a new port channel.

- With Layer 3 ports, you should manually create the logical interface by using the **interface port-channel** global configuration command followed by the **no switchport** interface configuration command. You then manually assign an interface to the EtherChannel by using the **channel-group** interface configuration command.

Port Aggregation Protocol

The Port Aggregation Protocol (PAgP) is a Cisco-proprietary protocol that can be run only on Cisco switches and on those switches licensed by vendors to support PAgP. PAgP facilitates the automatic creation of EtherChannels by exchanging PAgP packets between Ethernet ports.

By using PAgP, the switch or switch stack learns the identity of partners capable of supporting PAgP and the capabilities of each port. It then dynamically groups similarly configured ports (on a single switch in the stack) into a single logical link (channel or aggregate port). Similarly configured ports are grouped based on hardware, administrative, and port parameter constraints. For example, PAgP groups the ports 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 Modes

PAgP modes specify whether a port can send PAgP packets, which start PAgP negotiations, or only respond to PAgP packets received.

Table 123: EtherChannel PAgP Modes

Mode	Description
auto	Places a port into a passive negotiating state, in which the port responds to PAgP packets it receives but does not start PAgP packet negotiation. This setting minimizes the transmission of PAgP packets.
desirable	Places a port into an active negotiating state, in which the port starts negotiations with other ports by sending PAgP packets.

Switch ports exchange PAgP packets only with partner ports configured in the **auto** or **desirable** modes. Ports configured in the **on** mode do not exchange PAgP packets.

Both the **auto** and **desirable** modes enable ports to negotiate with partner ports to form an EtherChannel based on criteria such as port speed. and for Layer 2 EtherChannels, based on trunk state and VLAN numbers.

Ports can form an EtherChannel when they are in different PAgP modes as long as the modes are compatible. For example:

- A port in the **desirable** mode can form an EtherChannel with another port that is in the **desirable** or **auto** mode.
- A port in the **auto** mode can form an EtherChannel with another port in the **desirable** mode.

A port in the **auto** mode cannot form an EtherChannel with another port that is also in the **auto** mode because neither port starts PAgP negotiation.

Silent Mode

If your switch is connected to a partner that is PAgP-capable, you can configure the switch port 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.

Use the silent mode 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 port to a channel group, and to use the port for transmission.

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 (logical) ports. The learn method must be configured the same at both ends of the link.

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 ports in the EtherChannel. With aggregate-port learning, it is not important on which physical port the packet arrives.

PAgP cannot automatically detect when the partner device is a physical learner and when the local device is an aggregate-port learner. Therefore, you must manually set the learning method on the local device to learn addresses by physical ports. You also must set the load-distribution method to source-based distribution, so that any given source MAC address is always sent on the same physical port.

You also can configure a single port within the group for all transmissions and use other ports for hot-standby. The unused ports in the group can be swapped into operation in just a few seconds if the selected single port loses hardware-signal detection. You can configure which port is always selected for packet transmission by changing its priority with the **pagp port-priority** interface configuration command. The higher the priority, the more likely that the port will be selected.

Note The switch supports address learning only on aggregate ports even though the **physical-port** keyword is provided in the CLI. The **pagp learn-method** command and the **pagp port-priority** command have no effect on the switch hardware, but they are required for PAgP interoperability with devices that only support address learning by physical ports, such as the Catalyst 1900 switch.

When the link partner of the switch is a physical learner, we recommend that you configure the switch as a physical-port learner by using the **pagp learn-method physical-port** interface configuration command. Set the load-distribution method based on the source MAC address by using the **port-channel load-balance src-mac** global configuration command. The switch then sends packets to the physcial learner using the same port in the EtherChannel from which it learned the source address. Only use the **pagp learn-method** command in this situation.

PAgP Interaction with Other Features

The Dynamic Trunking Protocol (DTP) and the Cisco Discovery Protocol (CDP) send and receive packets over the physical ports in the EtherChannel. Trunk ports send and receive PAgP protocol data units (PDUs) on the lowest numbered VLAN.

In Layer 2 EtherChannels, the first port in the channel that comes up provides its MAC address to the EtherChannel. If this port is removed from the bundle, one of the remaining ports in the bundle provides its MAC address to the EtherChannel. For Layer 3 EtherChannels, the MAC address is allocated by the active switch as soon as the interface is created (through the **interface port-channel** global configuration command).

PAgP sends and receives PAgP PDUs only from ports that are up and have PAgP enabled for the auto or desirable mode.

Link Aggregation Control Protocol

The LACP is defined in IEEE 802.3ad and enables Cisco switches to manage Ethernet channels between switches that conform to the IEEE 802.3ad protocol. LACP facilitates the automatic creation of EtherChannels by exchanging LACP packets between Ethernet ports.

By using LACP, the switch or switch stack learns the identity of partners capable of supporting LACP and the capabilities of each port. It then dynamically groups similarly configured ports into a single logical link (channel or aggregate port). Similarly configured ports are grouped based on hardware, administrative, and port parameter constraints. For example, LACP groups the ports with the same speed, duplex mode, native VLAN, VLAN range, and trunking status and type. After grouping the links into an EtherChannel, LACP adds the group to the spanning tree as a single switch port.

The independent mode behavior of ports in a port channel is changed. With CSCtn96950, by default, standalone mode is enabled. When no response is received from an LACP peer, ports in the port channel are moved to suspended state.

LACP Modes

LACP modes specify whether a port can send LACP packets or only receive LACP packets.

Table 124: EtherChannel LACP Modes

Mode	Description
active	Places a port into an active negotiating state in which the port starts negotiations with other ports by sending LACP packets.
passive	Places a port into a passive negotiating state in which the port responds to LACP packets that it receives, but does not start LACP packet negotiation. This setting minimizes the transmission of LACP packets.

Both the **active** and **passive LACP** modes enable ports to negotiate with partner ports to an EtherChannel based on criteria such as port speed, and for Layer 2 EtherChannels, based on trunk state and VLAN numbers.

Ports can form an EtherChannel when they are in different LACP modes as long as the modes are compatible. For example:

- A port in the **active** mode can form an EtherChannel with another port that is in the **active** or **passive** mode.
- A port in the **passive** mode cannot form an EtherChannel with another port that is also in the **passive** mode because neither port starts LACP negotiation.

LACP and Link Redundancy

LACP port-channel operation, bandwidth availability, and link redundancy can be further refined with the LACP port-channel min-links and the LACP max-bundle features.

The LACP port-channel min-links feature:

- Configures the minimum number of ports that must be linked up and bundled in the LACP port channel.
- Prevents a low-bandwidth LACP port channel from becoming active.

- Causes an LACP port channel to become inactive if there are too few active members ports to supply the required minimum bandwidth.

The LACP max-bundle feature:

- Defines an upper limit on the number of bundled ports in an LACP port channel.
- Allows hot-standby ports with fewer bundled ports. For example, in an LACP port channel with five ports, you can specify a max-bundle of three, and the two remaining ports are designated as hot-standby ports.

PAgP Interaction with Virtual Switches and Dual-Active Detection

A virtual switch can be two or more core switches connected by virtual switch links (VSLs) that carry control and data traffic between them. One of the switches is in active mode. The others are in standby mode. For redundancy, remote switches are connected to the virtual switch by remote satellite links (RSLs).

If the VSL between two switches fails, one switch does not know the status of the other. Both switches could change to the active mode, causing a *dual-active situation* in the network with duplicate configurations (including duplicate IP addresses and bridge identifiers). The network might go down.

To prevent a dual-active situation, the core switches send PAgP protocol data units (PDUs) through the RSLs to the remote switches. The PAgP PDUs identify the active switch, and the remote switches forward the PDUs to core switches so that the core switches are in sync. If the active switch fails or resets, the standby switch takes over as the active switch. If the VSL goes down, one core switch knows the status of the other and does not change its state.

LACP Interaction with Other Features

The DTP and the CDP send and receive packets over the physical ports in the EtherChannel. Trunk ports send and receive LACP PDUs on the lowest numbered VLAN.

In Layer 2 EtherChannels, the first port in the channel that comes up provides its MAC address to the EtherChannel. If this port is removed from the bundle, one of the remaining ports in the bundle provides its MAC address to the EtherChannel. For Layer 3 EtherChannels, the MAC address is allocated by the active switch as soon as the interface is created through the **interface port-channel** global configuration command.

LACP sends and receives LACP PDUs only from ports that are up and have LACP enabled for the active or passive mode.

EtherChannel On Mode

EtherChannel **on** mode can be used to manually configure an EtherChannel. The **on** mode forces a port to join an EtherChannel without negotiations. The **on** mode can be useful if the remote device does not support PAgP or LACP. In the **on** mode, a usable EtherChannel exists only when the switches at both ends of the link are configured in the **on** mode.

Ports that are configured in the **on** mode in the same channel group must have compatible port characteristics, such as speed and duplex. Ports that are not compatible are suspended, even though they are configured in the **on** mode.

Caution You should use care when using the **on** mode. This is a manual configuration, and ports on both ends of the EtherChannel must have the same configuration. If the group is misconfigured, packet loss or spanning-tree loops can occur.

Load-Balancing and Forwarding Methods

EtherChannel balances the traffic load across the links in a channel by reducing part of the binary pattern formed from the addresses in the frame to a numerical value that selects one of the links in the channel. You can specify one of several different load-balancing modes, including load distribution based on MAC addresses, IP addresses, source addresses, destination addresses, or both source and destination addresses. The selected mode applies to all EtherChannels configured on the switch.

Note Layer 3 Equal-cost multi path (ECMP) load balancing is based on source IP address, destination IP address, source port, destination port, and layer 4 protocol. Fragmented packets will be treated on two different links based on the algorithm calculated using these parameters. Any changes in one of these parameters will result in load balancing.

MAC Address Forwarding

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.

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.

With source-and-destination MAC address forwarding, when packets are forwarded to an EtherChannel, they are distributed across the ports in the channel based on both the source and destination MAC addresses. This forwarding method, a combination source-MAC and destination-MAC address forwarding methods of load distribution, can be used if it is not clear whether source-MAC or destination-MAC address forwarding is better suited on a particular switch. With source-and-destination MAC-address forwarding, packets sent from host A to host B, host A to host C, and host C to host B could all use different ports in the channel.

IP Address Forwarding

With source-IP address-based forwarding, packets are distributed across the ports in the EtherChannel based on the source-IP address of the incoming packet. To provide load balancing, packets from different IP addresses use different ports in the channel, and packets from the same IP address use the same port in the channel.

With destination-IP address-based forwarding, packets are distributed across the ports in the EtherChannel based on the destination-IP address of the incoming packet. To provide load balancing, packets from the same IP source address sent to different IP destination addresses could be sent on different ports in the channel. Packets sent from different source IP addresses to the same destination IP address are always sent on the same port in the channel.

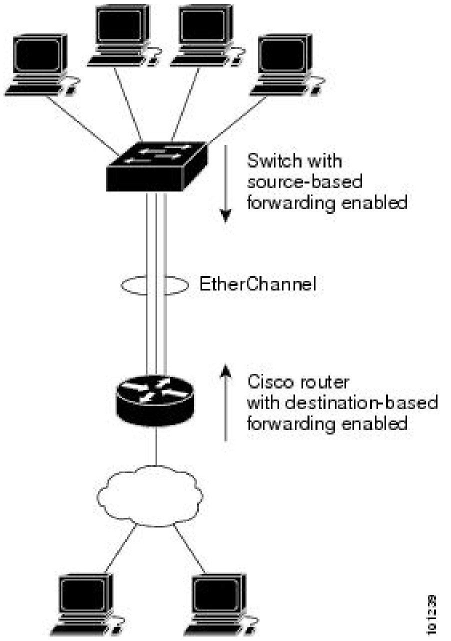
With source-and-destination IP address-based forwarding, packets are distributed across the ports in the EtherChannel based on both the source and destination IP addresses of the incoming packet. This forwarding method, a combination of source-IP and destination-IP address-based forwarding, can be used if it is not clear whether source-IP or destination-IP address-based forwarding is better suited on a particular switch. In this method, packets sent from the IP address A to IP address B, from IP address A to IP address C, and from IP address C to IP address B could all use different ports in the channel.

Load-Balancing Advantages

Different load-balancing methods have different advantages, and the choice of a particular load-balancing method should be based on the position of the switch in the network and the kind of traffic that needs to be load-distributed.

Figure 94: Load Distribution and Forwarding Methods

In the following figure, an EtherChannel of four workstations communicates with a router. Because the router is a single MAC-address device, source-based forwarding on the switch EtherChannel ensures that the switch uses all available bandwidth to the router. The router is configured for destination-based forwarding because the large number of workstations ensures that the traffic is evenly distributed from the router 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.

EtherChannel Load Deferral Overview

In an Instant Access system, the EtherChannel Load Deferral feature allows ports to be bundled into port channels, but prevents the assignment of group mask values to these ports. This prevents the traffic from being forwarded to new instant access stack members and reduce data loss following a stateful swtichover (SSO).

Cisco Catalyst Instant Access creates a single network touch point and a single point of configuration across distribution and access layer switches. Instant Access enables the merging of physical distribution and access layer switches into a single logical entity with a single point of configuration, management, and troubleshooting.

The following illustration represents a sample network where an Instant Access system interacts with a switch (Catalyst 2960-X Series Switches) that is connected via a port channel to stacked clients (Member 1 and Member 2).

When the EtherChannel Load Deferral feature is configured and a new Instant Access client stack member comes up, ports of this newly-joined stack member is bundled into the port channel. In the transition period, the data path is not fully established on the distribution switch (Catalyst 6000 Series Switches), and traffic originating from the access layer switch (Catalyst 2960-X Series Switches) reaches the non-established ports and the traffic gets lost.

When load share deferral is enabled on a port channel, the assignment of a member port's load share is delayed for a period that is configured globally by the **port-channel load-defer** command. During the deferral period, the load share of a deferred member port is set to 0. In this state, the deferred port is capable of receiving data and control traffic, and of sending control traffic, but the port is prevented from sending data traffic to the virtual switching system (VSS). Upon expiration of the global deferral timer, the deferred member port exits the deferral state and the port assumes its normal configured load share.

Load share deferral is applied only if at least one member port of the port channel is currently active with a nonzero load share. If a port enabled for load share deferral is the first member bringing up the EtherChannel, the deferral feature does not apply and the port will forward traffic immediately.

This feature is enabled on a per port-channel basis; however, the load deferral timer is configured globally and not per port-channel. As a result, when a new port is bundled, the timer starts only if it is not already running. If some other ports are already deferred then the new port will be deferred only for the remaining amount of time.

The load deferral is stopped as soon as a member in one of the deferred port channels is unbundled. As a result, all the ports that were deferred is assigned a group-mask in the event of an unbundling during the deferral period.

Note When you try to enable this feature on a stack member switch, the following message is displayed:

```
Load share deferral is supported only on stand-alone stack.
```

Default EtherChannel Configuration

The default EtherChannel configuration is described in this table.

Table 125: Default EtherChannel Configuration

Feature	Default Setting
Channel groups	None assigned.
Port-channel logical interface	None defined.
PAgP mode	No default.
PAgP learn method	Aggregate-port learning on all ports.
PAgP priority	128 on all ports.

Feature	Default Setting
LACP mode	No default.
LACP learn method	Aggregate-port learning on all ports.
LACP port priority	32768 on all ports.
LACP system priority	32768.
LACP system ID	LACP system priority and the switch or stack MAC address.
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 ports are automatically disabled to avoid network loops and other problems. Follow these guidelines to avoid configuration problems:

- Configure a PAgP EtherChannel with up to eight Ethernet ports of the same type.
- Configure a LACP EtherChannel with up to 16 Ethernet ports of the same type. Up to eight ports can be active, and up to eight ports can be in standby mode.
- Configure all ports in an EtherChannel to operate at the same speeds and duplex modes.
- Enable all ports in an EtherChannel. A port 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 ports 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 port to be a member of more than one EtherChannel group.
- Do not configure an EtherChannel in both the PAgP and LACP modes. EtherChannel groups running PAgP and LACP can coexist on the same switch or on different switches in the stack. Individual EtherChannel groups can run either PAgP or LACP, but they cannot interoperate.
- Do not configure a Switched Port Analyzer (SPAN) destination port as part of an EtherChannel.
- Do not configure a port that is an active or a not-yet-active member of an EtherChannel as an IEEE 802.1x port. If you try to enable IEEE 802.1x on an EtherChannel port, an error message appears, and IEEE 802.1x is not enabled.

- If EtherChannels are configured on switch interfaces, remove the EtherChannel configuration from the interfaces before globally enabling IEEE 802.1x on a switch by using the **dot1x system-auth-control** global configuration command.
- Do not enable link-state tracking on individual interfaces that will be part of a downstream Etherchannel interface.

Layer 2 EtherChannel Configuration Guidelines

When configuring Layer 2 EtherChannels, follow these guidelines:

- Assign all ports in the EtherChannel to the same VLAN, or configure them as trunks. Ports with different native VLANs cannot form an EtherChannel.
- If you configure an EtherChannel from trunk ports, verify that the trunking mode (ISL or IEEE 802.1Q) is the same on all the trunks. Inconsistent trunk modes on EtherChannel ports can have unexpected results.
- An EtherChannel supports the same allowed range of VLANs on all the ports in a trunking Layer 2 EtherChannel. If the allowed range of VLANs is not the same, the ports do not form an EtherChannel even when PAgP is set to the **auto** or **desirable** mode.
- Ports 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 ports incompatible for the formation of an EtherChannel.

How to Configure EtherChannels

After you configure an EtherChannel, configuration changes applied to the port-channel interface apply to all the physical ports assigned to the port-channel interface, and configuration changes applied to the physical port affect only the port where you apply the configuration.

Configuring Layer 2 EtherChannels

You configure Layer 2 EtherChannels by assigning ports to a channel group with the **channel-group** interface configuration command. This command automatically creates the port-channel logical interface.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **switchport mode** {**access** | **trunk**}
4. **switchport access vlan** *vlan-id*
5. **channel-group** *channel-group-number* **mode** {**auto** [**non-silent**] | **desirable** [**non-silent**] | **on** } | { **active** | **passive**}
6. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet0/1`	Specifies a physical port, and enters interface configuration mode. Valid interfaces are physical ports. For a PAgP EtherChannel, you can configure up to eight ports of the same type and speed for the same group. For a LACP EtherChannel, you can configure up to 16 Ethernet ports of the same type. Up to eight ports can be active, and up to eight ports can be in standby mode.

Step 3	**switchport mode** {**access** | **trunk**}
	Example:
	`Switch(config-if)# switchport mode access`
		Assigns all ports as static-access ports in the same VLAN, or configure them as trunks.
		If you configure the port as a static-access port, assign it to only one VLAN. The range is 1 to 4094.

Step 4	**switchport access vlan** *vlan-id* **Example:** `Switch(config-if)# switchport access vlan 22`	(Optional) If you configure the port as a static-access port, assign it to only one VLAN. The range is 1 to 4094.

Step 5	**channel-group** *channel-group-number* **mode** {**auto** [**non-silent**] | **desirable** [**non-silent**] | **on** } | { **active** | **passive**}
	Example:
	`Switch(config-if)# channel-group 5 mode auto`
		Assigns the port to a channel group, and specifies the PAgP or the LACP mode.
		For *channel-group-number*, the range is 1 to 24.
		For **mode**, select one of these keywords:
		• **auto** –Enables PAgP only if a PAgP device is detected. It places the port into a passive negotiating state, in which the port responds to PAgP packets it receives but does not start PAgP packet negotiation..
		• **desirable** –Unconditionally enables PAgP. It places the port into an active negotiating state, in which the port starts negotiations with other ports by sending PAgP packets. .
		• **on** –Forces the port to channel without PAgP or LACP. In the **on** mode, an EtherChannel exists only when a port group in the **on** mode is connected to another port group in the **on** mode.

	Command or Action	Purpose
		• **non-silent** –(Optional) If your switch is connected to a partner that is PAgP-capable, configures the switch port for nonsilent operation when the port is in the **auto** or **desirable** mode. If you do not specify **non-silent**, silent is assumed. The silent setting is for connections to file servers or packet analyzers. This setting allows PAgP to operate, to attach the port to a channel group, and to use the port for transmission. • **active**—Enables LACP only if a LACP device is detected. It places the port into an active negotiating state in which the port starts negotiations with other ports by sending LACP packets. • **passive** –Enables LACP on the port and places it into a passive negotiating state in which the port responds to LACP packets that it receives, but does not start LACP packet negotiation.

Step 6	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Configuring LACP Port-Channel Standalone Disable

To disable the standalone EtherChannel member port state on a port channel, perform this task on the port channel interface:

SUMMARY STEPS

1. **configure terminal**
2. **interface port-channel** *channel-group*
3. **port-channel standalone-disable**
4. **end**
5. **show etherchannel**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 2	**interface port-channel** *channel-group* **Example:** `Switch(config)# interface port-channel channel-group`	Selects a port channel interface to configure.
Step 3	**port-channel standalone-disable** **Example:** `Switch(config-if)# port-channel standalone-disable`	Disables the standalone mode on the port-channel interface.

Step 4	**end**
	Example:
	`Switch(config-if)# end`
		Exits configuration mode.

Step 5	**show etherchannel**
	Example:
	`Switch# show etherchannel channel-group port-channel`
	`Switch# show etherchannel channel-group detail`
		Verifies the configuration.

Configuring EtherChannel Load-Balancing

You can configure EtherChannel load-balancing to use one of several different forwarding methods.

This task is optional.

SUMMARY STEPS

1. **configure terminal**
2. **port-channel load-balance** { **dst-ip** | **dst-mac** | **src-dst-ip** | **src-dst-mac** | **src-ip** | **src-mac** }
3. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**port-channel load-balance** { **dst-ip** | **dst-mac** | **src-dst-ip** | **src-dst-mac** | **src-ip** | **src-mac** } **Example:**	Configures an EtherChannel load-balancing method. The default is **src-mac**. Select one of these load-distribution methods:

	Command or Action	Purpose
	Switch(config)# **port-channel load-balance src-mac**	• **dst-ip**—Specifies destination-host IP address. • **dst-mac**—Specifies the destination-host MAC address of the incoming packet. • **src-dst-ip**—Specifies the source and destination host IP address. • **src-dst-mac**—Specifies the source and destination host MAC address. • **src-ip**—Specifies the source host IP address. • **src-mac**—Specifies the source MAC address of the incoming packet.
Step 3	**end** **Example:** Switch(config)# **end**	Returns to privileged EXEC mode.

Configuring EtherChannel Extended Load-Balancing

Configure EtherChannel extended load-balancing when you want to use a combination of load-balancing methods.

This task is optional.

SUMMARY STEPS

1. **configure terminal**
2. **port-channel load-balance extended** [**dst-ip** | **dst-mac dst-port** | **ipv6-label** | **l3-proto** | **src-ip** | **src-mac** | **src-port**]
3. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** Switch# **configure terminal**	Enters global configuration mode.
Step 2	**port-channel load-balance extended** [**dst-ip** | **dst-mac dst-port** | **ipv6-label** | **l3-proto** | **src-ip** | **src-mac** | **src-port**] **Example:**	Configures an EtherChannel extended load-balancing method. The default is **src-mac**. Select one of these load-distribution methods:

	Command or Action	Purpose
	`Switch(config)# port-channel load-balance extended dst-ip dst-mac src-ip`	• **dst-ip**—Specifies destination-host IP address. • **dst-mac**—Specifies the destination-host MAC address of the incoming packet. • **dst-port**—Specifies the destination TCP/UDP port. • **ipv6-label**—Specifies the IPv6 flow label. • **l3-proto**—Specifies the Layer 3 protocol. • **src-ip**—Specifies the source host IP address. • **src-mac**—Specifies the source MAC address of the incoming packet. • **src-port**—Specifies the source TCP/UDP port.

Step 3	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring Port Channel Load Deferral

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **port-channel load-defer** *seconds*
4. **interface** *type number*
5. **port-channel load-defer**
6. **end**
7. **show etherchannel** *channel-group* **port-channel**
8. **show platform pm group-masks**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.

	Command or Action	Purpose
Step 3	**port-channel load-defer** *seconds* **Example:** `Switch(config)# port-channel load-defer 60`	Configures the port load share deferral interval for all port channels. • *seconds*—The time interval during which load sharing is initially 0 for deferred port channels. The range is 1 to 1800 seconds; the default is 120 seconds
Step 4	**interface** *type number* **Example:** `Switch(config)# interface port-channel 10`	Configures a port channel interface and enters interface configuration mode.
Step 5	**port-channel load-defer** **Example:** `Switch(config-if)# port-channel load-defer`	Enables port load share deferral on the port channel.

Step 6	**end**
	Example:
	`Switch(config-if)# end`
		Exits interface configuration mode and returns to privileged EXEC mode.

Step 7	**show etherchannel** *channel-group* **port-channel** **Example:** `Switch# show etherchannel 1 port-channel`	Displays port channel information.
Step 8	**show platform pm group-masks** **Example:** `Switch# show platform pm group-masks`	Display EtherChannel group masks information.

Example

The following is sample output from the **show etherchannel** *channel-group* **port-channel** command. If the *channel-group* argument is not specified; the command displays information about all channel groups are displayed.

```
Switch# show etherchannel 1 port-channel

  Port-channels in the group:
  ---------------------------

Port-channel: Po1
------------

Age of the Port-channel   = 0d:00h:37m:08s
Logical slot/port   = 9/1          Number of ports = 0
GC                  = 0x00000000      HotStandBy port = null
Port state          = Port-channel Ag-Not-Inuse
Protocol            =    -
Port security       = Disabled
Load share deferral = Enabled   defer period = 120 sec   time left = 0 sec
```

The following is sample output from the **show platform pm group-masks** command. Deferred ports have the group mask of 0xFFFF, when the defer timer is running.

```
Switch# show platform pm group-masks

======================================================================
                    Etherchannel members and group masks table
Group #ports group frame-dist slot port mask interface index
----------------------------------------------------------------------
 1    0      1     src-mac
 2    0      2     src-mac
 3    0      3     src-mac
 4    0      4     src-mac
 5    0      5     src-mac
 6    0      6     src-mac
 7    0      7     src-mac
 8    0      8     src-mac
 9    0      9     src-mac
 10   3      10    src-mac
                              1    12   0000 Gi1/0/12  3
                              1    10   FFFF Gi1/0/10  6
                              1    11   FFFF Gi1/0/11  7
 11   0      11    src-mac
 12   0      12    src-mac
 13   0      13    src-mac
 14   0      14    src-mac
 15   0      15    src-mac
```

Configuring the PAgP Learn Method and Priority

This task is optional.

SUMMARY STEPS

1. **configure terminal**
2. **interface** *interface-id*
3. **pagp learn-method physical-port**
4. **pagp port-priority** *priority*
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**interface** *interface-id* **Example:**	Specifies the port for transmission, and enters interface configuration mode.

	Command or Action	Purpose
	`Switch(config)# interface gigabitethernet 0/2`	
Step 3	**pagp learn-method physical-port** **Example:** `Switch(config-if)# pagp learn-method physical port`	Selects the PAgP learning method. By default, **aggregation-port learning** is selected, which means the switch sends packets to the source by using any of the ports in the EtherChannel. With aggregate-port learning, it is not important on which physical port the packet arrives. Selects **physical-port** to connect with another switch that `is` a physical learner. Make sure to configure the **port-channel load-balance** global configuration command to **src-mac**. The learning method must be configured the same at both ends of the link.
Step 4	**pagp port-priority** *priority* **Example:** `Switch(config-if)# pagp port-priority 200`	Assigns a priority so that the selected port is chosen for packet transmission. For *priority*, the range is 0 to 255. The default is 128. The higher the priority, the more likely that the port will be used for PAgP transmission.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Configuring LACP Standalone (Independent) Mode

This feature is particularly relevant when a port (A) in a Layer 2 LACP EtherChannel is connected to an unresponsive port (B) on the peer. When LACP standalone is disabled on the EtherChannel, all traffic arriving on A is blocked (the default behavior on a switch). In some scenarios, you might want to allow management traffic on such ports. You can do this by enabling LACP standalone (or independent) mode.

Note This port-channel standalone-disable command applies only to Layer 2 EtherChannels.

LACP Standalone Disable is enabled by default.

Follow these steps to configure LACP in standalone (or independent) mode in interface configuration mode.

SUMMARY STEPS

1. no port-channel standalone-disable

DETAILED STEPS

	Command or Action	Purpose
Step 1	no port-channel standalone-disable **Example:** `Switch(config-if)# no port-channel standalone-disable`	Enables LACP standalone (or independent) mode.

Example

Switch(config)# interface port-channel 1

Switch(config-if)# no port-channel standalone-disable

Ports of Po12 already in suspend (S) mode require a shut/no shut.

Switch(config-if)# end

What to do next

-

Configuring LACP Hot-Standby Ports

When LACP is enabled, the software, by default, 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; the remaining eight links are placed in hot-standby mode. If one of the active links becomes inactive, a link that is in the hot-standby mode becomes active in its place.

You can override the default behavior by specifying the maximum number of active ports in a channel, in which case, the remaining ports become hot-standby ports. For example, if you specify a maximum of five ports in a channel, up to 11 ports become hot-standby ports.

If you configure more than eight links for an EtherChannel group, the software automatically decides which of the hot-standby ports to make active based on the LACP priority. To every link between systems that operate LACP, the software assigns a unique priority made up of these elements (in priority order):

- LACP system priority
- System ID (the switch MAC address)
- LACP port priority
- Port number

In priority comparisons, numerically lower values have higher priority. The priority decides which ports should be put in standby mode when there is a hardware limitation that prevents all compatible ports from aggregating.

Determining which ports are active and which are hot standby is a two-step procedure. First the system with a numerically lower system priority and system ID is placed in charge of the decision. Next, that system decides which ports are active and which are hot standby, based on its values for port priority and port number. The port priority and port number values for the other system are not used.

You can change the default values of the LACP system priority and the LACP port priority to affect how the software selects active and standby links.

Configuring the LACP System Priority

You can configure the system priority for all the EtherChannels that are enabled for LACP by using the **lacp system-priority** global configuration command. You cannot configure a system priority for each LACP-configured channel. By changing this value from the default, you can affect how the software selects active and standby links.

You can use the **show etherchannel summary** privileged EXEC command to see which ports are in the hot-standby mode (denoted with an H port-state flag).

Follow these steps to configure the LACP system priority. This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **lacp system-priority** *priority*
4. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**lacp system-priority** *priority* **Example:** `Switch(config)# lacp system-priority 32000`	Configures the LACP system priority. The range is 1 to 65535. The default is 32768. The lower the value, the higher the system priority.

Step 4	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring the LACP Port Priority

By default, all ports use the same port priority. If the local system has a lower value for the system priority and the system ID than the remote system, you can affect which of the hot-standby links become active first by changing the port priority of LACP EtherChannel ports to a lower value than the default. The hot-standby ports that have lower port numbers become active in the channel first. You can use the **show etherchannel summary** privileged EXEC command to see which ports are in the hot-standby mode (denoted with an H port-state flag).

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 the hot-standby state and are used only if one of the channeled ports fails.

Follow these steps to configure the LACP port priority. This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *interface-id*
4. **lacp port-priority** *priority*
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet 0/2`	Specifies the port to be configured, and enters interface configuration mode.
Step 4	**lacp port-priority** *priority* **Example:**	Configures the LACP port priority.

	Command or Action	Purpose
	`Switch(config-if)# lacp port-priority 32000`	The range is 1 to 65535. The default is 32768. The lower the value, the more likely that the port will be used for LACP transmission.

Step 5	**end**
	Example:
	`Switch(config-if)# end`
		Returns to privileged EXEC mode.

Configuring the LACP Port Channel Min-Links Feature

You can specify the minimum number of active ports that must be in the link-up state and bundled in an EtherChannel for the port channel interface to transition to the link-up state. Using EtherChannel min-links, you can prevent low-bandwidth LACP EtherChannels from becoming active. Port channel min-links also cause LACP EtherChannels to become inactive if they have too few active member ports to supply the requiredminimum bandwidth.

To configure the minimum number of links that are required for a port channel. Perform the following tasks.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface port-channel** *channel-number*
4. **port-channel min-links** *min-links-number*
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface port-channel** *channel-number* **Example:** `Switch(config)# interface port-channel 2`	Enters interface configuration mode for a port-channel. For *channel-number*, the range is 1 to 63.

	Command or Action	Purpose
Step 4	**port-channel min-links** *min-links-number* **Example:** `Switch(config-if)# port-channel min-links 3`	Specifies the minimum number of member ports that must be in the link-up state and bundled in the EtherChannel for the port channel interface to transition to the link-up state. For *min-links-number* , the range is 2 to 8.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Configuring LACP Fast Rate Timer

You can change the LACP timer rate to modify the duration of the LACP timeout. Use the **lacp rate** command to set the rate at which LACP control packets are received by an LACP-supported interface. You can change the timeout rate from the default rate (30 seconds) to the fast rate (1 second). This command is supported only on LACP-enabled interfaces.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** {**fastethernet** | **gigabitethernet** | **tengigabitethernet**} *slot/port*
4. **lacp rate** {**normal** | **fast**}
5. **end**
6. **show lacp internal**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 3	**interface** {**fastethernet** | **gigabitethernet** | **tengigabitethernet**} *slot/port* **Example:**	Configures an interface and enters interface configuration mode.

	Command or Action	Purpose
	`Switch(config)# interface gigabitEthernet 2/1`	

Step 4	**lacp rate** {**normal** | **fast**}
	Example:
	`Switch(config-if)# lacp rate fast`
		Configures the rate at which LACP control packets are received by an LACP-supported interface.
		• To reset the timeout rate to its default, use the **no lacp rate** command.

Step 5	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 6	**show lacp internal**
	Example:
	`Switch# show lacp internal`
	`Switch# show lacp counters`
		Verifies your configuration.

Monitoring EtherChannel, PAgP, and LACP Status

You can display EtherChannel, PAgP, and LACP status using the commands listed in this table.

Table 126: Commands for Monitoring EtherChannel, PAgP, and LACP Status

Command	Description
clear lacp { *channel-group-number* **counters** | **counters** }	Clears LACP channel-group information and traffic counters.
clear pagp { *channel-group-number* **counters** | **counters** }	Clears PAgP channel-group information and traffic counters.
show etherchannel [*channel-group-number* { **detail** | **load-balance** | **port** | **port-channel** | **protocol** | **summary** }] [**detail** | **load-balance** | **port** | **port-channel** | **protocol** | **auto** | **summary**]	Displays EtherChannel information in a brief, detailed, and one-line summary form. Also displays the load-balance or frame-distribution scheme, port, port-channel, protocol, and Auto-LAG information.
show pagp [*channel-group-number*] { **counters** | **internal** | **neighbor** }	Displays PAgP information such as traffic information, the internal PAgP configuration, and neighbor information.
show pagp [*channel-group-number*] **dual-active**	Displays the dual-active detection status.

Command	Description
show lacp [*channel-group-number*] { **counters** | **internal** | **neighbor** | **sys-id**}	Displays LACP information such as traffic information, the internal LACP configuration, and neighbor information.
show running-config	Verifies your configuration entries.
show etherchannel load-balance	Displays the load balance or frame distribution scheme among ports in the port channel.

Configuration Examples for Configuring EtherChannels

Configuring Layer 2 EtherChannels: Examples

This example shows how to configure an EtherChannel on a single switch in the stack. It assigns two ports as static-access ports in VLAN 10 to channel 5 with the PAgP mode **desirable**:

```
Switch# configure terminal
Switch(config)# interface range gigabitethernet0/1 -2
Switch(config-if-range)# switchport mode access
Switch(config-if-range)# switchport access vlan 10
Switch(config-if-range)# channel-group 5 mode desirable non-silent
Switch(config-if-range)# end
```

This example shows how to configure an EtherChannel on a single switch in the stack. It assigns two ports as static-access ports in VLAN 10 to channel 5 with the LACP mode **active**:

```
Switch# configure terminal
Switch(config)# interface range gigabitethernet0/1 -2
Switch(config-if-range)# switchport mode access
Switch(config-if-range)# switchport access vlan 10
Switch(config-if-range)# channel-group 5 mode active
Switch(config-if-range)# end
```

This example shows how to configure a cross-stack EtherChannel. It uses LACP passive mode and assigns two ports on stack member 1 and one port on stack member 2 as static-access ports in VLAN 10 to channel 5:

```
Switch# configure terminal
Switch(config)# interface range gigabitethernet0/4 -5
Switch(config-if-range)# switchport mode access
Switch(config-if-range)# switchport access vlan 10
Switch(config-if-range)# channel-group 5 mode passive
Switch(config-if-range)# exit
Switch(config)# interface gigabitethernet0/3
Switch(config-if)# switchport mode access
Switch(config-if)# switchport access vlan 10
Switch(config-if)# channel-group 5 mode passive
Switch(config-if)# exit
```

PoE or LACP negotiation errors may occur if you configure two ports from switch to the access point (AP). This scenario can be avoided if the port channel configuration is on the switch side. For more details, see the following example:

```
interface Port-channel1
  switchport access vlan 20
 switchport mode access
  switchport nonegotiate
  no port-channel standalone-disable   <--this one
  spanning-tree portfast
```

Note If the port reports LACP errors on port flap, you should include the following command as well: **no errdisable detect cause pagp-flap**

Configuring Layer 3 EtherChannels: Examples

This example shows how to configure a Layer 3 EtherChannel. It assigns two ports to channel 5 with the LACP mode **active**:

```
Switch# configure terminal
Switch(config)# interface range gigabitethernet2/0/1 -2
Switch(config-if-range)# no ip address
Switch(config-if-range)# no switchport
Switch(config-if-range)# channel-group 5 mode active
Switch(config-if-range)# end
```

This example shows how to configure a cross-stack Layer 3 EtherChannel. It assigns two ports on stack member 2 and one port on stack member 3 to channel 7 using LACP active mode:

```
Switch# configure terminal
Switch(config)# interface range gigabitethernet2/0/4 -5
Switch(config-if-range)# no ip address
Switch(config-if-range)# no switchport
Switch(config-if-range)# channel-group 7 mode active
Switch(config-if-range)# exit
Switch(config)# interface gigabitethernet3/0/3
Switch(config-if)# no ip address
Switch(config-if)# no switchport
Switch(config-if)# channel-group 7 mode active
Switch(config-if)# exit
```

Configuring LACP Hot-Standby Ports: Example

This example shows how to configure an Etherchannel (port channel 2) that will be active when there are at least three active ports, will comprise up to seven active ports and the remaining ports (up to nine) as hot-standby ports :

```
Switch# configure terminal
Switch(config)# interface port-channel 2
Switch(config-if)# port-channel min-links 3
Switch(config-if)# lacp max-bundle 7
```

Configuring LACP Port Channel Min-Links: Examples

This example shows how to configure LACP port-channel min-links:

```
switch > enable
switch# configure terminal
switch(config)# interface port-channel 5
switch(config-if)# port-channel min-links 3
switch#  show etherchannel 25 summary
switch# end
```

When the minimum links requirement is not met in standalone switches, the port-channel is flagged and assigned SM/SN or RM/RN state.

```
 switch# show etherchannel 5 summary

Flags: D - down P - bundled in port-channel
I - stand-alone s - suspended
H - Hot-standby (LACP only)
R - Layer3 S - Layer2
U - in use N- not in use, no aggregration
f - failed to allocate aggregator
M - not in use, no aggregation due to minimum links not met
m- not in use, port not aggregated due to minimum links not met
u - unsuitable for bundling
w - waiting to be aggregated
d - default port
Number of channel-groups in use: 6
Number of aggregators: 6

 Group   Port-channel   Protocol    Ports
------+-------------+-----------+----------------------------------------------
 6       Po25(RM)        LACP        Gi1/3/1(D) Gi1/3/2(D) Gi2/2/25(D) Gi2/2/26(W)
```

Example: Configuring Port Channel Load Deferral

```
Switch# configure terminal
Switch(config)# port-channel load-defer 60
Switch(config)# interface port-channel 10
Switch(config-if)# port-channel load-defer
Switch(config-if)# end
```

Example: Configuring LACP Fast Rate Timer

This example shows you how to configure the LACP rate:

```
switch> enable
switch# configure terminal
switch(config)# interface gigabitEthernet 2/1
switch(config-if)# lacp rate fast
switch(config-if)# exit
switch(config)# end
switch# show lacp internal
switch# show lacp counters
```

The following is sample output from the **show lacp internal** command:

```
switch# show lacp internal
Flags: S - Device is requesting Slow LACPDUs
F - Device is requesting Fast LACPDUs
A - Device is in Active mode P - Device is in Passive mode
Channel group 25
LACP port Admin Oper Port Port
Port Flags State Priority Key Key Number State
Te1/49 FA bndl 32768 0x19 0x19 0x32 0x3F
Te1/50 FA bndl 32768 0x19 0x19 0x33 0x3F
Te1/51 FA bndl 32768 0x19 0x19 0x34 0x3F
Te1/52 FA bndl 32768 0x19 0x19 0x35 0x3F
```

The following is sample output from the **show lacp counters** command:

```
switch# show lacp counters

LACPDUs Marker Marker Response LACPDUs
Port Sent Recv Sent Recv Sent Recv Pkts Err
---------------------------------------------------------------------
Channel group: 24
Te1/1/27 2 2 0 0 0 0 0
Te2/1/25 2 2 0 0 0 0 0
```

Additional References for EtherChannels

Related Documents

Related Topic	Document Title
Layer 2 command reference	Command Reference, Cisco IOS Release 15.2(2)E (Catalyst 2960, 2960-S, 2960-SF and 2960-Plus Switches)

Standards and RFCs

Standard/RFC	Title
None	—

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

CHAPTER 48

Configuring Link-State Tracking

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Restrictions for Configuring Link-State Tracking

- You can configure only two link-state groups per switch.
- An interface cannot be a member of more than one link-state group.
- An interface that is defined as an upstream interface in a link-state group cannot also be defined as a downstream interface in the link-state group.
- Do not enable link-state tracking on individual interfaces that will part of a downstream EtherChannel interface.

Understanding Link-State Tracking

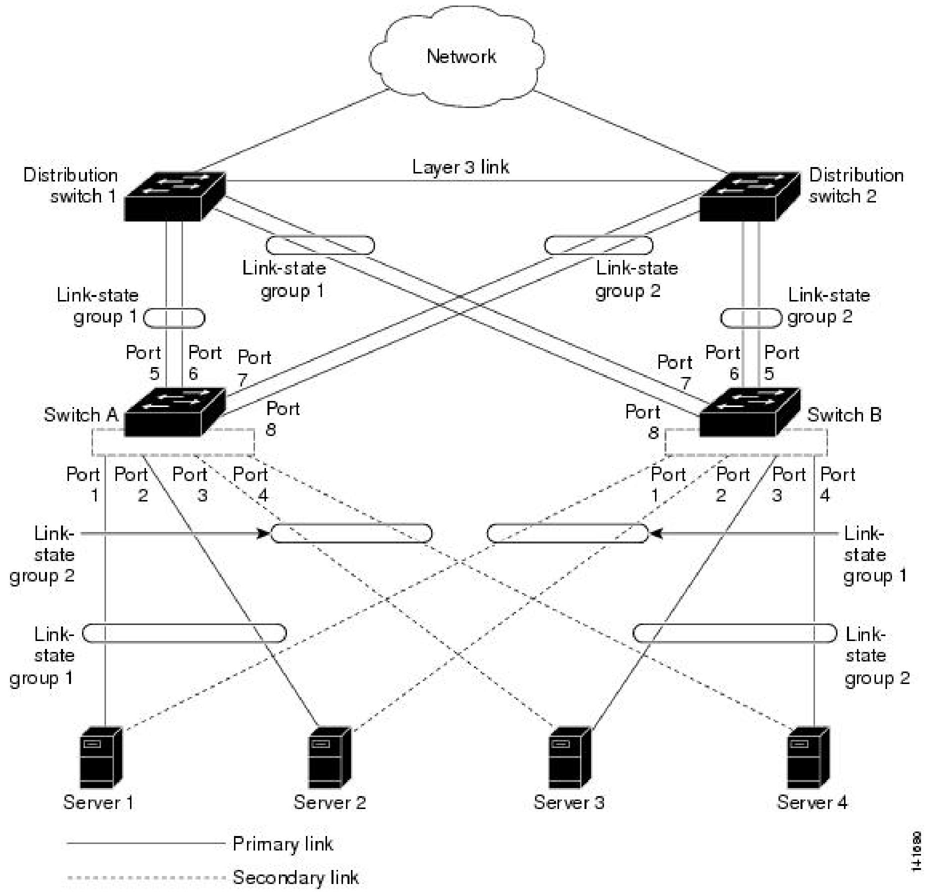
Link-state tracking, also known as trunk failover, binds the link state of multiple interfaces. Link-state tracking can be with server NIC adapter teaming to provide redundancy in the network. When the server NIC adapters are configured in a primary or secondary relationship, and the link is lost on the primary interface, network connectivity is transparently changed to the secondary interface.

To enable link-state tracking, create a link-state group, and specify the interfaces that are assigned to the link-state group. An interface can be an aggregation of ports (an EtherChannel), a single physical port in access or trunk mode, or a routed port. In a link-state group, these interfaces are bundled together. The downstream interfaces are bound to the upstream interfaces. Interfaces connected to servers are referred to as downstream interfaces, and interfaces connected to distribution switches and network devices are referred to as upstream interfaces.

Note An interface can be an aggregation of ports (an EtherChannel) or a single physical port in either access or trunk mode .

The configuration in this figure ensures that the network traffic flow is balanced.

Figure 95: Typical Link-State Tracking Configuration



- For links to switches and other network devices
  - Server 1 and server 2 use switch A for primary links and switch B for secondary links.
  - Server 3 and server 4 use switch B for primary links and switch A for secondary links.

- Link-state group 1 on switch A
    - Switch A provides primary links to server 1 and server 2 through link-state group 1. Port 1 is connected to server 1, and port 2 is connected to server 2. Port 1 and port 2 are the downstream interfaces in link-state group 1.
    - Port 5 and port 6 are connected to distribution switch 1 through link-state group 1. Port 5 and port 6 are the upstream interfaces in link-state group 1.
- Link-state group 2 on switch A
    - Switch A provides secondary links to server 3 and server 4 through link-state group 2. Port 3 is connected to server 3, and port 4 is connected to server 4. Port 3 and port 4 are the downstream interfaces in link-state group 2.
    - Port 7 and port 8 are connected to distribution switch 2 through link-state group 2. Port 7 and port 8 are the upstream interfaces in link-state group 2.
- Link-state group 2 on switch B
    - Switch B provides primary links to server 3 and server 4 through link-state group 2. Port 3 is connected to server 3, and port 4 is connected to server 4. Port 3 and port 4 are the downstream interfaces in link-state group 2.
    - Port 5 and port 6 are connected to distribution switch 2 through link-state group 2. Port 5 and port 6 are the upstream interfaces in link-state group 2.
- Link-state group 1 on switch B
    - Switch B provides secondary links to server 1 and server 2 through link-state group 1. Port 1 is connected to server 1, and port 2 is connected to server 2. Port 1 and port 2 are the downstream interfaces in link-state group 1.
    - Port 7 and port 8 are connected to distribution switch 1 through link-state group 1. Port 7 and port 8 are the upstream interfaces in link-state group 1.

In a link-state group, the upstream ports can become unavailable or lose connectivity because the distribution switch or router fails, the cables are disconnected, or the link is lost. These are the interactions between the downstream and upstream interfaces when link-state tracking is enabled:

- If any of the upstream interfaces are in the link-up state, the downstream interfaces can change to or remain in the link-up state.
- If all of the upstream interfaces become unavailable, link-state tracking automatically puts the downstream interfaces in the error-disabled state. Connectivity to and from the servers is automatically changed from the primary server interface to the secondary server interface. For example, in the previous figure, if the upstream link for port 6 is lost, the link states of downstream ports 1 and 2 do not change. However, if the link for upstream port 5 is also lost, the link state of the downstream ports changes to the link-down state. Connectivity to server 1 and server 2 is then changed from link-state group1 to link-state group 2. The downstream ports 3 and 4 do not change state because they are in link-group 2.
- If the link-state group is configured, link-state tracking is disabled, and the upstream interfaces lose connectivity, the link states of the downstream interfaces remain unchanged. The server does not recognize that upstream connectivity has been lost and does not failover to the secondary interface.

You can recover a downstream interface link-down condition by removing the failed downstream port from the link-state group. To recover multiple downstream interfaces, disable the link-state group.

How to Configure Link-State Tracking

To enable link-state tracking, create a link-state group and specify the interfaces that are assigned to the group. This task is optional.

SUMMARY STEPS

1. **configure terminal**
2. **link state track** *number*
3. **interface** *interface-id*
4. **link state group** [*number*]{**upstream** | **downstream**}
5. **end**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**link state track** *number* **Example:** `Switch(config)# link state track 2`	Creates a link-state group and enables link-state tracking. The group number can be 1 or 2; the default is 1.
Step 3	**interface** *interface-id* **Example:** `Switch(config)# interface gigabitethernet0/1`	Specifies a physical interface or range of interfaces to configure, and enters interface configuration mode. Valid interfaces include switch ports in access or trunk mode (IEEE 802.1q) or routed ports. **Note** Do not enable link-state tracking on individual interfaces that will be part of an Etherchannel interface.

Step 4	**link state group** [*number*]{**upstream** | **downstream**}
	Example:
	`Switch(config-if)# link state group 2 upstream`
		Specifies a link-state group and configures the interface as either an upstream or downstream interface in the group.

Step 5	**end** **Example:**	Returns to privileged EXEC mode.

	Command or Action	Purpose
	`Switch(config-if)# end`	

Monitoring Link-State Tracking

You can display link-state tracking status using the command in this table.

Table 127: Commands for Monitoring Link-State Tracking Status

Command	Description
show link state group [*number*] [**detail**]	Displays the link-state group information.

Configuring Link-State Tracking: Example

This example shows how to create the link-state group 1 and configure the interfaces in the link-state group.

```
Switch# configure terminal
Switch(config)# link state track 1
Switch(config-if)# interface range gigabitethernet0/21-22
Switch(config-if)# link state group 1 upstream
Switch(config-if)# interface gigabitethernet0/1
Switch(config-if)# link state group 1 downstream
Switch(config-if)# interface gigabitethernet0/3
Switch(config-if)# link state group 1 downstream
Switch(config-if)# interface gigabitethernet0/5
Switch(config-if)# link state group 1 downstream
Switch(config-if)# end
```

Additional References for Link-State Tracking

Related Documents

Related Topic	Document Title
Layer 2 command reference	Command Reference, Cisco IOS Release 15.2(2)E (Catalyst 2960, 2960-S, 2960-SF and 2960-Plus Switches)

Standards and RFCs

Standard/RFC	Title
None	—

MIBs

MIB	MIBs Link
All the supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

PART XXXV

Troubleshooting Software Configuration

CHAPTER 49

Troubleshooting the Software Configuration

This chapter describes how to identify and resolve software problems related to the Cisco IOS software on the switch. Depending on the nature of the problem, you can use the command-line interface (CLI), Device Manager, or Network Assistant to identify and solve problems.

Additional troubleshooting information, such as LED descriptions, is provided in the hardware installation guide.

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Information About Troubleshooting the Software Configuration

Recovering from a Software Failure

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 that you are using.

This recovery procedure requires that you have physical access to the switch.

SUMMARY STEPS

1. From your PC, download the software image tar file (*image_filename.tar*) from *Cisco.com*.
2. Extract the bin file from the tar file.
3. Connect your PC with terminal-emulation software supporting the Xmodem Protocol to the switch console port.
4. Set the line speed on the emulation software to 9600 baud.
5. Unplug the Switch power cord.
6. Press the **Mode** button, and at the same time, reconnect the power cord to the Switch.
7. Initialize the flash file system:
8. 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.
9. Load any helper files:
10. Start the file transfer by using the Xmodem Protocol.
11. After the Xmodem request appears, use the appropriate command on the terminal-emulation software to start the transfer and to copy the software image into flash memory.
12. Boot the newly downloaded Cisco IOS image.
13. Use the **archive download-sw** privileged EXEC command to download the software image to the Switch.
14. Use the **reload** privileged EXEC command to restart the Switch and to verify that the new software image is operating properly.
15. Delete the flash:*image_filename.bin* file from the Switch.

DETAILED STEPS

	Command or Action	Purpose
Step 1	From your PC, download the software image tar file (*image_filename.tar*) from *Cisco.com*.	The Cisco IOS image is stored as a bin file in a directory in the tar file. For information about locating the software image files on *Cisco.com*, see the release notes.

Step 2	Extract the bin file from the tar file.	If you are using Windows, use a zip program that can read a tar file. Use the zip program to navigate to and extract the bin file.
		If you are using UNIX, follow these steps:
		• Display the contents of the tar file by using the tar -tvf <image_filename.tar> UNIX command.
		`switch% tar -tvf image_filename.tar`
		• Locate the bin file, and extract it by using the tar -xvf <image_filename.tar> <image_filename.bin> UNIX command.
		`switch% tar -xvf image_filename.tar image_filename.bin`
		`x image_name.bin, 3970586 bytes, 7756 tape blocks`
		• Verify that the bin file was extracted by using the ls -l <image_filename.bin> UNIX command.

	Command or Action	Purpose

		`switch% ls -l image_filename.bin`
		`-rw-r--r-- 1 boba 3970586 Apr 21 12:00`
		`image_name.bin`

Step 3	Connect your PC with terminal-emulation software supporting the Xmodem Protocol to the switch console port.	
Step 4	Set the line speed on the emulation software to 9600 baud.	
Step 5	Unplug the Switch power cord.	

Step 6	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 1 goes off. Several lines of information about the software appear with instructions:
		`The system has been interrupted prior to initializing the flash file system. The following commands will initialize the flash file system, and finish loading the operating system software#`
		`flash_init`
		`load_helper`
		`boot`

Step 7	Initialize the flash file system:	`switch: flash_init`
Step 8	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 9	Load any helper files:	`switch: load_helper`
Step 10	Start the file transfer by using the Xmodem Protocol.	`switch: copy xmodem: flash:image_filename.bin`
Step 11	After the Xmodem request appears, use the appropriate command on the terminal-emulation software to start the transfer and to copy the software image into flash memory.	
Step 12	Boot the newly downloaded Cisco IOS image.	`switch: boot flash:image_filename.bin`
Step 13	Use the **archive download-sw** privileged EXEC command to download the software image to the Switch.	
Step 14	Use the **reload** privileged EXEC command to restart the Switch and to verify that the new software image is operating properly.	
Step 15	Delete the flash:*image_filename.bin* file from the Switch.	

Recovering from a Lost or Forgotten Password

The default configuration for the Switch allows an end user with physical access to the Switch to recover from a lost password by interrupting the boot process during power-on and by entering a new password. These recovery procedures require that you have physical access to the Switch.

Note On these Switch, a system administrator can disable some of the functionality of this feature by allowing an end user to reset a password only by agreeing to return to the default configuration. If you are an end user trying to reset a password when password recovery has been disabled, a status message shows this during the recovery process.

You enable or disable password recovery by using the **service password-recovery** global configuration command.

Follow the steps in this procedure if you have forgotten or lost the switch password.

SUMMARY STEPS

1. Connect a terminal or PC with terminal-emulation software to the switch console port.
2. Set the line speed on the emulation software to 9600 baud.
3. Power off the switch.
4. Reconnect the power cord to the Switch or the active switchstack's active switch. Within 15 seconds, press the **Mode** button while the System LED is still flashing green. Continue pressing the **Mode** button until the System LED turns briefly amber and then solid green; then release the **Mode** button.
   - If you see a message that begins with this, proceed to the *Procedure with Password Recovery Enabled* section, and follow the steps.

     ```
     The system has been interrupted prior to initializing the flash file system. The
     following commands will initialize the flash file system
     ```

   - If you see a message that begins with this, proceed to the *Procedure with Password Recovery Disabled* section, and follow the steps.

     ```
     The password-recovery mechanism has been triggered, but is currently disabled.
     ```

5. After recovering the password, reload the switch:

DETAILED STEPS

	Command or Action	Purpose
Step 1	Connect a terminal or PC with terminal-emulation software to the switch console port.	
Step 2	Set the line speed on the emulation software to 9600 baud.	
Step 3	Power off the switch.	
Step 4	Reconnect the power cord to the Switch or the active switchstack's active switch. Within 15 seconds, press the **Mode** button while the System LED is still flashing green. Continue pressing the **Mode** button until the System LED	Several lines of information about the software appear with instructions, informing you if the password recovery procedure has been disabled or not.

	Command or Action	Purpose

	turns briefly amber and then solid green; then release the **Mode** button.
	• If you see a message that begins with this, proceed to the *Procedure with Password Recovery Enabled* section, and follow the steps.
	`The system has been interrupted prior to initializing the flash file system. The following commands will initialize the flash file system`
	• If you see a message that begins with this, proceed to the *Procedure with Password Recovery Disabled* section, and follow the steps.
	`The password-recovery mechanism has been triggered, but is currently disabled.`	

Step 5	After recovering the password, reload the switch:	`Switch> reload`
		`Proceed with reload? [confirm] y`

Procedure with Password Recovery Enabled

If the password-recovery mechanism is enabled, this message appears:

```
The system has been interrupted prior to initializing the flash file system. The following
commands will initialize the flash file system, and finish loading the operating system
software:

flash_init
load_helper
boot
```

SUMMARY STEPS

1. Initialize the flash file system:
2. 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.
3. Load any helper files:
4. Display the contents of flash memory:
5. Rename the configuration file to config.text.old.
6. Boot up the system:
7. At the Switch prompt, enter privileged EXEC mode:
8. Rename the configuration file to its original name:
9. Copy the configuration file into memory:
10. Enter global configuration mode:
11. Change the password:
12. Return to privileged EXEC mode:
13. Write the running configuration to the startup configuration file:
14. Reload the Switch or switch stack:

DETAILED STEPS

	Command or Action	Purpose
Step 1	Initialize the flash file system:	`switch: flash_init`
Step 2	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 3	Load any helper files:	`switch: load_helper`

Step 4	Display the contents of flash memory:	`switch: dir flash:`
		The Switch file system appears:
		`Directory of flash:`
		`13 drwx 192 Mar 01 1993 22:30:48 switch_image`
		`11 -rwx 5825 Mar 01 1993 22:31:59 config.text`
		`18 -rwx 720 Mar 01 1993 02:21:30 vlan.dat`
		`16128000 bytes total (10003456 bytes free)`

Step 5	Rename the configuration file to config.text.old.	This file contains the password definition. `switch: rename flash:config.text flash:config.text.old`

Step 6	Boot up 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 7	At the Switch prompt, enter privileged EXEC mode:	`Switch> enable`
Step 8	Rename the configuration file to its original name:	`Switch# rename flash:config.text.old flash:config.text` **Note** Before continuing to Step 9, power on any connected stack members and wait until they have completely initialized. Failure to follow this step can result in a lost configuration depending on how your Switch is set up.

Step 9	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 change the password.

Step 10	Enter global configuration mode:	`Switch# configure terminal`
Step 11	Change the password:	`Switch (config)# enable secret password`

	Command or Action	Purpose
		The secret password can be from 1 to 25 alphanumeric characters, can start with a number, is case sensitive, and allows spaces but ignores leading spaces.

Step 12	Return to privileged EXEC mode:	`Switch (config)# exit`
		`Switch#`

Step 13	Write the running configuration to the startup configuration file:	`Switch# copy running-config startup-config` The new password is now in the startup configuration. **Note** This procedure is likely to leave your Switch virtual interface in a shutdown state. You can see which interface is in this state by entering the show running-config privileged EXEC command. To re-enable the interface, enter the interface vlan vlan-id global configuration command, and specify the VLAN ID of the shutdown interface. With the Switch in interface configuration mode, enter the no shutdown command.
Step 14	Reload the Switch or switch stack:	`Switch# reload`

Procedure with Password Recovery Disabled

If the password-recovery mechanism is disabled, this message appears:

```
The password-recovery mechanism has been triggered, but
is currently disabled.  Access to the boot loader prompt
through the password-recovery mechanism is disallowed at
this point.  However, if you agree to let the system be
reset back to the default system configuration, access
to the boot loader prompt can still be allowed.

Would you like to reset the system back to the default configuration (y/n)?
```

Caution Returning the Switch to the default configuration results in the loss of all existing configurations. We recommend that you contact your system administrator to verify if there are backup Switch and VLAN configuration files.

- If you enter **n** (no), the normal boot process continues as if the **Mode** button had not been pressed; you cannot access the boot loader prompt, and you cannot enter a new password. You see the message:

```
Press Enter to continue........
```

- If you enter **y** (yes), the configuration file in flash memory and the VLAN database file are deleted. When the default configuration loads, you can reset the password.

Step 1 Choose to continue with password recovery and delete the existing configuration:

```
Would you like to reset the system back to the default configuration (y/n)? Y
```

Step 2 Display the contents of flash memory:

```
Switch: dir flash:
```

The Switch file system appears.

Step 3 Boot up the system:

```
Switch: boot
```

You are prompted to start the setup program. To continue with password recovery, enter **N** at the prompt:

```
Continue with the configuration dialog? [yes/no]: N
```

Step 4 At the Switch prompt, enter privileged EXEC mode:

```
Switch> enable
```

Step 5 Enter global configuration mode:

```
Switch# configure terminal
```

Step 6 Change the password:

```
Switch(config)# enable secret password
```

The secret password can be from 1 to 25 alphanumeric characters, can start with a number, is case sensitive, and allows spaces but ignores leading spaces.

Step 7 Return to privileged EXEC mode:

```
Switch(config)# exit
Switch#
```

Note Before continuing to Step 9, power on any connected stack members and wait until they have completely initialized.

Step 8 Write the running configuration to the startup configuration file:

```
Switch# copy running-config startup-config
```

The new password is now in the startup configuration.

Step 9 You must now reconfigure the Switch. If the system administrator has the backup Switch and VLAN configuration files available, you should use those.

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).

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 Switch is lost, and you must install a new command Switch. However, connectivity between Switch that are still connected is not affected, and the member Switch forward packets as usual. You can manage the members as standalone Switch 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 provide redundant connectivity between the member Switch and the replacement command Switch. These sections describe 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

These recovery procedures require that you have physical access to the Switch.

For information on command-capable Switch, see 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:

SUMMARY STEPS

1. Disconnect the command Switch from the member Switch, and physically remove it from the cluster.
2. Insert the member Switch in place of the failed command switch, and duplicate its connections to the cluster members.
3. Start a CLI session on the new command Switch.
4. At the Switch prompt, enter privileged EXEC mode:
5. Enter the password of the *failed command switch*.
6. Enter global configuration mode.
7. Remove the member Switch from the cluster.
8. Return to privileged EXEC mode.
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**.
10. Enter Y at the first prompt.
11. Respond to the questions in the setup program.

12. When prompted for the **enable secret** and **enable** passwords, enter the passwords of the *failed command switch* again.
13. When prompted, make sure to enable the Switch as the cluster command Switch, and press **Return**.
14. When prompted, assign a name to the cluster, and press **Return**.
15. After the initial configuration displays, verify that the addresses are correct.
16. If the displayed information is correct, enter **Y**, and press **Return**.
17. Start your browser, and enter the IP address of the new command Switch.
18. From the Cluster menu, select **Add to Cluster** to display a list of candidate Switch to add to the cluster.

DETAILED STEPS

	Command or Action	Purpose
Step 1	Disconnect the command Switch from the member Switch, 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, see 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]:`

	Command or Action	Purpose

Step 10	Enter Y at the first prompt.	The prompts in the setup program vary depending on the member Switch that 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 hostname, recall that on a command Switch, the hostname 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 hostname 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 displays, 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 Switch 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:

SUMMARY STEPS

1. Insert the new Switch in place of the failed command Switch, and duplicate its connections to the cluster members.
2. Start a CLI session on the new command Switch.
3. At the Switch prompt, enter privileged EXEC mode:

4. Enter the password of the *failed command switch*.
5. Use the setup program to configure the Switch IP information.
6. Enter **Y** at the first prompt.
7. Respond to the questions in the setup program.
8. When prompted for the **enable secret** and **enable** passwords, enter the passwords of the *failed command switch* again.
9. When prompted, make sure to enable the Switch as the cluster command Switch, and press **Return**.
10. When prompted, assign a name to the cluster, and press **Return**.
11. When the initial configuration displays, verify that the addresses are correct.
12. If the displayed information is correct, enter **Y**, and press **Return**.
13. Start your browser, and enter the IP address of the new command Switch.
14. From the Cluster menu, select **Add to Cluster** to display a list of candidate Switch to add to the cluster.

DETAILED STEPS

	Command or Action	Purpose
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, see the Switch hardware installation guide. For details about using the Ethernet management port, see the *Using the Ethernet Management Port section* and the hardware configuration 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]:`

	Command or Action	Purpose

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 hostname, recall that on a command Switch, the hostname is limited to 28 characters. Do not use -*n*, where *n* is a number, as the last character in a hostname 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 Switch to add to the cluster.	

Recovering from Lost Cluster Member Connectivity

Some configurations can prevent the command Switch from maintaining contact with member Switch. 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 3750, Catalyst 3560, Catalyst 3550, Catalyst 3500 XL, Catalyst 2970, Catalyst 2960, Catalyst 2950, Catalyst 2900 XL, Catalyst 2820, and Catalyst 1900 switch) 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 Switch must connect to the command Switch through a port that belongs to the same management VLAN.
- A member Switch (Catalyst 3750, Catalyst 3560, Catalyst 3550, Catalyst 2970, Catalyst 2960, Catalyst 2950, Catalyst 3500 XL, Catalyst 2900 XL, Catalyst 2820, and Catalyst 1900 Switch) 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 Mb/s, 100 Mb/s, and 1000 Mb/s, excluding SFP module 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.

Troubleshooting Power over Ethernet Switch Ports

- Disabled Port Caused by Power Loss
- Disabled Port Caused by False Link Up

Disabled Port Caused by Power Loss

If a powered device (such as a Cisco IP Phone 7910) that is connected to a PoE Switch port and powered by an AC power source loses power from the AC power source, the device might enter an error-disabled state. To recover from an error-disabled state, enter the **shutdown** interface configuration command, and then enter the **no shutdown** interface command. You can also configure automatic recovery on the Switch to recover from the error-disabled state.

On a Switch, the **errdisable recovery cause loopback** and the **errdisable recovery interval** *seconds* global configuration commands automatically take the interface out of the error-disabled state after the specified period of time.

Use these commands, described in the command reference for this release, to monitor the PoE port status:

- **show controllers power inline** privileged EXEC command
- **show power inline** privileged EXEC command
- **debug ilpower** privileged EXEC command

Disabled Port Caused by False Link-Up

If a Cisco powered device is connected to a port and you configure the port by using the **power inline never** interface configuration command, a false link-up can occur, placing the port into an error-disabled state. To take the port out of the error-disabled state, enter the **shutdown** and the **no shutdown** interface configuration commands.

You should not connect a Cisco powered device to a port that has been configured with the **power inline never** command.

Troubleshooting SFP Module Security and Identification

Cisco small form-factor pluggable (SFP) modules have a serial EEPROM that contains the module serial number, the vendor name and ID, a unique security code, and cyclic redundancy check (CRC). When an SFP module is inserted in the Switch, the Switch software reads the EEPROM to verify the serial number, vendor name and vendor ID, and recompute the security code and CRC. If the serial number, the vendor name or vendor ID, the security code, or CRC is invalid, the software generates a security error message and places the interface in an error-disabled state.

Note The security error message references the GBIC_SECURITY facility. The Switch supports SFP modules and does not support GBIC modules. Although the error message text refers to GBIC interfaces and modules, the security messages actually refer to the SFP modules and module interfaces.

If you are using a non-Cisco SFP module, remove the SFP module from the Switch, and replace it with a Cisco module. After inserting a Cisco SFP module, use the **errdisable recovery cause gbic-invalid** global configuration command to verify the port status, and enter a time interval for recovering from the error-disabled state. After the elapsed interval, the Switch brings the interface out of the error-disabled state and retries the operation. For more information about the **errdisable recovery** command, see the command reference for this release.

If the module is identified as a Cisco SFP module, but the system is unable to read vendor-data information to verify its accuracy, an SFP module error message is generated. In this case, you should remove and reinsert the SFP module. If it continues to fail, the SFP module might be defective.

Monitoring SFP Module Status

You can check the physical or operational status of an SFP module by using the **show interfaces transceiver** privileged EXEC command. This command shows the operational status, such as the temperature and the current for an SFP module on a specific interface and the alarm status. You can also use the command to check the speed and the duplex settings on an SFP module. For more information, see the **show interfaces transceiver** command in the command reference for this release.

Using Ping

- Understanding Ping
- Executing Ping

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 or have IP routing configured to route between those subnets.

IP routing is disabled by default on all Switch.

Note Though other protocol keywords are available with the **ping** command, they are not supported in this release.

Use this command to ping another device on the network from the Switch:

Command	Purpose
ping ip *host* | *address* `Switch# ping 172.20.52.3`	Pings a remote host through IP or by supplying the hostname or network address.

The below Table describes the possible ping character output.

Table 128: 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.

Character	Description
&	Packet lifetime exceeded.

To end a ping session, enter the escape sequence (**Ctrl-^ X** by default). Simultaneously press and release the **Ctrl, Shift,** and **6** keys and then press the **X** key.

Using Layer 2 Traceroute

- Understanding Layer 2 Traceroute
- Usage Guidelines
- Displaying the Physical Path

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. Traceroute finds the path by using the MAC address tables of the Switch 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.

Layer 2 Traceroute 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.

- A Switch is reachable from another Switch when you can test connectivity by using the **ping** privileged EXEC command. All Switch 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 Switch 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 **traceroute 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 the 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.
- Layer 2 traceroute opens a listening socket on the User Datagram Protocol (UDP) port 2228 that can be accessed remotely with any IPv4 address, and does not require any authentication. This UDP socket allows to read VLAN information, links, presence of particular MAC addresses, and CDP neighbor information, from the device. This information can be used to eventually build a complete picture of the Layer 2 network topology.
- Layer 2 traceroute is enabled by default and can be disabled by running the **no l2 traceroute** command in global configuration mode. To re-enable Layer 2 traceroute, use the **l2 traceroute** command in global configuration mode.

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:

- **tracetroute mac** [**interface** *interface-id*] {*source-mac-address*} [**interface** *interface-id*] {*destination-mac-address*} [**vlan** *vlan-id*] [**detail**]
- **tracetroute mac ip** {*source-ip-address* | *source-hostname*} {*destination-ip-address* | *destination-hostname*} [**detail**]

For more information, see the command reference for this release.

IP Traceroute

You can use IP traceroute to identify the path that packets take through the network on a hop-by-hop basis. The command output displays all network layer (Layer 3) devices, such as routers, that the traffic passes through on the way to the destination.

Your Switch can participate as the source or destination of the **traceroute** privileged EXEC command and might or might not appear as a hop in the **traceroute** command output. If the Switch is the destination of the traceroute, it is displayed as the final destination in the traceroute output. Intermediate Switch do not show up in the traceroute output if they are only bridging the packet from one port to another within the same VLAN. However, if the intermediate Switch is a multilayer Switch that is routing a particular packet, this Switch shows up as a hop in the traceroute output.

The **traceroute** privileged EXEC command uses the Time To Live (TTL) field in the IP header to cause routers and servers to generate specific return messages. Traceroute starts by sending a User Datagram Protocol (UDP) datagram to the destination host with the TTL field set to 1. If a router finds a TTL value of 1 or 0, it drops the datagram and sends an Internet Control Message Protocol (ICMP) time-to-live-exceeded message to the sender. Traceroute finds the address of the first hop by examining the source address field of the ICMP time-to-live-exceeded message.

To identify the next hop, traceroute sends a UDP packet with a TTL value of 2. The first router decrements the TTL field by 1 and sends the datagram to the next router. The second router sees a TTL value of 1, discards the datagram, and returns the time-to-live-exceeded message to the source. This process continues until the TTL is incremented to a value large enough for the datagram to reach the destination host (or until the maximum TTL is reached).

To learn when a datagram reaches its destination, traceroute sets the UDP destination port number in the datagram to a very large value that the destination host is unlikely to be using. When a host receives a datagram destined to itself containing a destination port number that is unused locally, it sends an ICMP *port-unreachable* error to the source. Because all errors except port-unreachable errors come from intermediate hops, the receipt of a port-unreachable error means that this message was sent by the destination port.

Executing IP Traceroute

Note Though other protocol keywords are available with the **traceroute** privileged EXEC command, they are not supported in this release.

Command	Purpose
traceroute ip *host* `Switch# traceroute ip 192.51.100.1`	Traces the path that packets take through the network.

Time Domain Reflector Guidelines

You can use the Time Domain Reflector (TDR) feature to diagnose and resolve cabling problems. When running TDR, a local device sends a signal through a cable and compares the reflected signal to the initial signal.

TDR can detect these cabling problems:

- Open, broken, or cut twisted-pair wires—The wires are not connected to the wires from the remote device.
- Shorted twisted-pair wires—The wires are touching each other or the wires from the remote device. For example, a shorted twisted pair can occur if one wire of the twisted pair is soldered to the other wire.

If one of the twisted-pair wires is open, TDR can find the length at which the wire is open.

Use TDR to diagnose and resolve cabling problems in these situations:

- Replacing a Switch
- Setting up a wiring closet

- Troubleshooting a connection between two devices when a link cannot be established or when it is not operating properly

Running TDR and Displaying the Results

To run TDR, enter the **test cable-diagnostics tdr interface** *interface-id* privileged EXEC command.

To display the results, enter the **show cable-diagnostics tdr interface** *interface-id* privileged EXEC command.

Debug Commands

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.

All **debug** commands are entered in privileged EXEC mode, and most **debug** commands take no arguments.

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 Switched Port Analyzer (SPAN):

```
Switch# debug span-session
```

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 you want to monitor. Use the **show running-config** command to check its configuration.
- Even if the switch is properly configured, it might not generate the type of traffic 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 span-session
```

Alternately, in privileged EXEC mode, you can enter the undebug form of the command:

```
Switch# undebug span-session
```

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
```

Note 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 or the Ethernet management 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. When you log messages to the console, very high overhead occurs. When you log messages to a virtual terminal, less overhead occurs. 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 *Configuring System Message Logging*.

Using the show platform forward Command

The output from the **show platform forward** privileged EXEC command provides some useful information about the forwarding results if a packet entering an interface is sent through the system. Depending upon the parameters entered about the packet, the output provides lookup table results and port maps used to calculate forwarding destinations, bitmaps, and egress information.

Note For more syntax and usage information for the **show platform forward** command, see the Switch command reference for this release.

Most of the information in the output from the command is useful mainly for technical support personnel, who have access to detailed information about the Switch application-specific integrated circuits (ASICs). However, packet forwarding information can also be helpful in troubleshooting.

Using the crashinfo Files

The crashinfo files save information that helps Cisco technical support representatives to debug problems that caused the Cisco IOS image to fail (crash). The switch writes the crash information to the console at the time of the failure. The switch creates two types of crashinfo files:

- Basic crashinfo file—The switch automatically creates this file the next time you boot up the Cisco IOS image after the failure.
- Extended crashinfo file—The switch automatically creates this file when the system is failing.

Basic crashinfo Files

The information in the basic file includes the Cisco IOS image name and version that failed, a list of the processor registers, and a stack trace. You can provide this information to the Cisco technical support representative by using the **show tech-support** privileged EXEC command.

Basic crashinfo files are kept in this directory on the flash file system:

flash:/crashinfo/.

The filenames are 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 basic 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.

Extended crashinfo Files

The Switch creates the extended crashinfo file when the system is failing. The information in the extended file includes additional information that can help determine the cause of the Switch failure. You provide this information to the Cisco technical support representative by manually accessing the file and using the **more** or the **copy** privileged EXEC command.

Extended crashinfo files are kept in this directory on the flash file system:

flash:/crashinfo_ext/.

The filenames are crashinfo_ext_*n* where *n* is a sequence number.

You can configure the Switch to not create the extended creashinfo file by using the **no exception crashinfo** global configuration command.

Using Memory Consistency Check Routines

The Switch runs memory consistency check routines to detect and correct invalid ternary content addressable memory (TCAM) table entries that can affect the performance of the Switch.

If the Switch cannot fix the error, it logs a system error message specifying the TCAM space where the error is located:

- Unassigned space: Unassigned TCAM table entries for the current SDM template.
- Hulc Forwarding TCAM Manager (HFTM) space: Related to the Layer 2 and Layer 3 forwarding tables.

- Hulc quality of service (QoS)/access control list (ACL) TCAM Manager (HQATM) space: Related to ACL and ACL-like tables such as QoS classification and policy routing.

The output from the **show platform tcam errors** privileged EXEC command provides information about the TCAM memory consistency integrity on the Switch.

Beginning in privileged EXEC mode, use the **show platform tcam errors** command to display the TCAM memory consistency check errors detected on the Switch:

Command	Purpose
show platform tcam errors	Displays TCAM memory consistency check errors in the HQATM, and HFTM.

Table 129: Definitions of Fields in TCAM Checker Output

Character	Description
Values	The number of invalid values.
Masks	The number of invalid masks.
Fixups	The number of initial attempts to fix the invalid values or masks.
Retries	The number of repeated attempts to fix the invalid values or masks.
Failures	The number of failed attempts to fix the invalid values or masks.

For more information about the **show platform tcam errors** privileged EXEC command, see the command reference for this release.

Troubleshooting CPU Utilization

This section lists some possible symptoms that could be caused by the CPU being too busy and shows how to verify a CPU utilization problem.

Possible Symptoms of High CPU Utilization

Excessive CPU utilization might result in these symptoms, but the symptoms might also result from other causes:

Note You may see increased system memory usage when Cisco Catalyst 4500E Supervisor Engine 8-E is used in wireless mode.

- Spanning tree topology changes
- EtherChannel links brought down due to loss of communication

- Failure to respond to management requests (ICMP ping, SNMP timeouts, slow Telnet or SSH sessions)
- UDLD flapping
- IP SLAs failures because of SLAs responses beyond an acceptable threshold
- DHCP or IEEE 802.1x failures if the switch does not forward or respond to requests

Layer 3 switches:

- Dropped packets or increased latency for packets routed in software
- BGP or OSPF routing topology changes
- HSRP flapping

Example: Verifying the Problem and Cause for High CPU Utilization

To determine if high CPU utilization is a problem, enter the **show processes cpu sorted** privileged EXEC command. Note the underlined information in the first line of the output example.

```
Switch# show processes cpu sorted
CPU utilization for five seconds: 8%/0%; one minute: 7%; five minutes: 8%
PID Runtime(ms) Invoked uSecs 5Sec 1Min 5Min TTY Process
309 42289103 752750 56180 1.75% 1.20% 1.22% 0 RIP Timers
140 8820183 4942081 1784 0.63% 0.37% 0.30% 0 HRPC qos request
100 3427318 16150534 212 0.47% 0.14% 0.11% 0 HRPC pm-counters
192 3093252 14081112 219 0.31% 0.14% 0.11% 0 Spanning Tree
143 8 37 216 0.15% 0.01% 0.00% 0 Exec
...
<output truncated>
```

This example shows normal CPU utilization. The output shows that utilization for the last 5 seconds is 8%/0%, which has this meaning:

- The total CPU utilization is 8 percent, including both time running Cisco IOS processes and time spent handling interrupts.
- The time spent handling interrupts is zero percent.

Table 130: Troubleshooting CPU Utilization Problems

Type of Problem	Cause	Corrective Action
Interrupt percentage value is almost as high as total CPU utilization value.	The CPU is receiving too many packets from the network.	Determine the source of the network packet. Stop the flow, or change the switch configuration. See the section on “Analyzing Network Traffic.”
Total CPU utilization is greater than 50% with minimal time spent on interrupts.	One or more Cisco IOS process is consuming too much CPU time. This is usually triggered by an event that activated the process.	Identify the unusual event, and troubleshoot the root cause. See the section on “Debugging Active Processes.”

Scenarios to Troubleshoot Power over Ethernet (PoE)

Table 131: Power over Ethernet Troubleshooting Scenarios

Symptom or Problem	Possible Cause and Solution
Only one port does not have PoE. Trouble is on only one switch port. PoE and non-PoE devices do not work on this port, but do on other ports.	Verify that the powered device works on another PoE port. Use the **show run**, or **show interface status** user EXEC commands to verify that the port is not shut down or error-disabled. **Note** Most switches turn off port power when the port is shut down, even though the IEEE specifications make this optional. Verify that **power inline never** is not configured on that interface or port. Verify that the Ethernet cable from the powered device to the switch port is good: Connect a known good non-PoE Ethernet device to the Ethernet cable, and make sure that the powered device establishes a link and exchanges traffic with another host. **Note** Cisco powered device works only with straight cable and not with crossover one. Verify that the total cable length from the switch front panel to the powered device is not more than 100 meters. Disconnect the Ethernet cable from the switch port. Use a short Ethernet cable to connect a known good Ethernet device directly to this port on the switch front panel (not on a patch panel). Verify that it can establish an Ethernet link and exchange traffic with another host, or ping the port VLAN SVI. Next, connect a powered device to this port, and verify that it powers on. If a powered device does not power on when connected with a patch cord to the switch port, compare the total number of connected powered devices to the switch power budget (available PoE). Use the **show power inline** command to verify the amount of available power.

Symptom or Problem	Possible Cause and Solution
No PoE on all ports or a group of ports. Trouble is on all switch ports. Nonpowered Ethernet devices cannot establish an Ethernet link on any port, and PoE devices do not power on.	If there is a continuous, intermittent, or reoccurring alarm related to power, replace the power supply if possible it is a field-replaceable unit. Otherwise, replace the switch. If the problem is on a consecutive group of ports but not all ports, the power supply is probably not defective, and the problem could be related to PoE regulators in the switch. Use the **show log** privileged EXEC command to review alarms or system messages that previously reported PoE conditions or status changes. If there are no alarms, use the **show interface status** command to verify that the ports are not shut down or error-disabled. If ports are error-disabled, use the **shut** and **no shut** interface configuration commands to reenable the ports. Use the **show env power** and **show power inline** privileged EXEC commands to review the PoE status and power budget (available PoE). Review the running configuration to verify that **power inline never** is not configured on the ports. Connect a nonpowered Ethernet device directly to a switch port. Use only a short patch cord. Do not use the existing distribution cables. Enter the **shut** and **no shut** interface configuration commands, and verify that an Ethernet link is established. If this connection is good, use a short patch cord to connect a powered device to this port and verify that it powers on. If the device powers on, verify that all intermediate patch panels are correctly connected. Disconnect all but one of the Ethernet cables from switch ports. Using a short patch cord, connect a powered device to only one PoE port. Verify the powered device does not require more power than can be delivered by the switch port. Use the **show power inline** privileged EXEC command to verify that the powered device can receive power when the port is not shut down. Alternatively, watch the powered device to verify that it powers on. If a powered device can power on when only one powered device is connected to the switch, enter the **shut** and **no shut** interface configuration commands on the remaining ports, and then reconnect the Ethernet cables one at a time to the switch PoE ports. Use the **show interface status** and **show power inline** privileged EXEC commands to monitor inline power statistics and port status. If there is still no PoE at any port, a fuse might be open in the PoE section of the power supply. This normally produces an alarm. Check the log again for alarms reported earlier by system messages.

Symptom or Problem	Possible Cause and Solution
Cisco pre-standard powered device disconnects or resets. After working normally, a Cisco phone intermittently reloads or disconnects from PoE.	Verify all electrical connections from the switch to the powered device. Any unreliable connection results in power interruptions and irregular powered device functioning such as erratic powered device disconnects and reloads. Verify that the cable length is not more than 100 meters from the switch port to the powered device. Notice what changes in the electrical environment at the switch location or what happens at the powered device when the disconnect occurs. Notice whether any error messages appear at the same time a disconnect occurs. Use the **show log** privileged EXEC command to review error messages. Verify that an IP phone is not losing access to the Call Manager immediately before the reload occurs. (It might be a network problem and not a PoE problem.) Replace the powered device with a non-PoE device, and verify that the device works correctly. If a non-PoE device has link problems or a high error rate, the problem might be an unreliable cable connection between the switch port and the powered device.
IEEE 802.3af-compliant or IEEE 802.3at-compliant powered devices do not work on Cisco PoE switch. A non-Cisco powered device is connected to a Cisco PoE switch, but never powers on or powers on and then quickly powers off. Non-PoE devices work normally.	Use the **show power inline** command to verify that the switch power budget (available PoE) is not depleted before or after the powered device is connected. Verify that sufficient power is available for the powered device type before you connect it. Use the **show interface status** command to verify that the switch detects the connected powered device. Use the **show log** command to review system messages that reported an overcurrent condition on the port. Identify the symptom precisely: Does the powered device initially power on, but then disconnect? If so, the problem might be an initial surge-in (or *inrush*) current that exceeds a current-limit threshold for the port.

Configuration Examples for Troubleshooting Software

Example: Pinging an IP Host

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 132: 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 end a ping session, enter the escape sequence (**Ctrl-^ X** by default). Simultaneously press and release the **Ctrl**, **Shift**, and **6** keys and then press the **X** key.

Example: Performing a Traceroute to an IP Host

This example shows how to perform a **traceroute** to an IP host:

```
Switch# traceroute ip 192.0.2.10

Type escape sequence to abort.
Tracing the route to 192.0.2.10

  1 192.0.2.1 0 msec 0 msec 4 msec
  2 192.0.2.203 12 msec 8 msec 0 msec
  3 192.0.2.100 4 msec 0 msec 0 msec
  4 192.0.2.10 0 msec 4 msec 0 msec
```

The display shows the hop count, the IP address of the router, and the round-trip time in milliseconds for each of the three probes that are sent.

Table 133: Traceroute Output Display Characters

Character	Description
*	The probe timed out.
?	Unknown packet type.
A	Administratively unreachable. Usually, this output means that an access list is blocking traffic.
H	Host unreachable.
N	Network unreachable.

Character	Description
P	Protocol unreachable.
Q	Source quench.
U	Port unreachable.

To end a trace in progress, enter the escape sequence (**Ctrl-^ X** by default). Simultaneously press and release the **Ctrl**, **Shift**, and **6** keys and then press the **X** key.

Example: Enabling All System Diagnostics

⚠

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.

This command disables all-system diagnostics:

```
Switch# debug all
```

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.

Additional References for Troubleshooting Software Configuration

Related Documents

Related Topic	Document Title
System management commands	
Platform-independent command reference	*Configuration Fundamentals Command Reference, Cisco IOS XE Release 3S (Catalyst 3850 Switches)*
Platform_independent configuration information	*Configuration Fundamentals Configuration Guide, Cisco IOS XE Release 3S (Catalyst 3850 Switches)*

MIBs

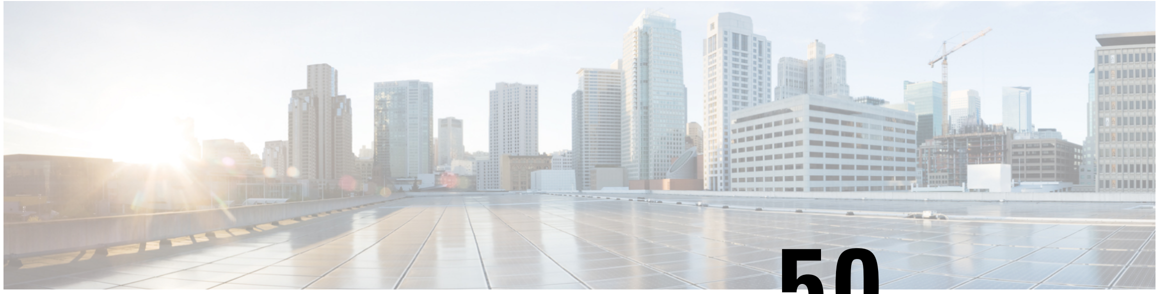
MIB	MIBs Link
All supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

PART XXXVI

Configuring Online Diagnostics



CHAPTER 50

Configuring Online Diagnostics

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to https://cfnng.cisco.com/. An account on Cisco.com is not required.

Information About Configuring Online Diagnostics

Online Diagnostics

With online diagnostics, you can test and verify the hardware functionality of the Switch while the Switch is connected to a live network.

The online diagnostics contain packet switching tests that check different hardware components and verify the data path and the control signals.

The online diagnostics detect problems in these areas:

- Hardware components
- Interfaces (Ethernet ports and so forth)
- Solder joints

Online diagnostics are categorized as on-demand, scheduled, or health-monitoring diagnostics. On-demand diagnostics run from the CLI; scheduled diagnostics run at user-designated intervals or at specified times when the Switch is connected to a live network; and health-monitoring runs in the background with user-defined intervals. By default, the health-monitoring test runs for every 30 seconds.

After you configure online diagnostics, you can manually start diagnostic tests or display the test results. You can also see which tests are configured for the Switch or switch stack and the diagnostic tests that have already run.

How to Configure Online Diagnostics

Scheduling Online Diagnostics

You can schedule online diagnostics to run at a designated time of day or on a daily, weekly, or monthly basis for a Switch. Use the **no** form of this command to remove the scheduling.

SUMMARY STEPS

1. **configure terminal**
2. **diagnostic schedule switch** *number* **test** {*name* | *test-id* | *test-id-range* | **all** | **basic** | **complete** | **minimal** | **non-disruptive** | **per-port**} {**daily** | **on** *mm dd yyyy hh:mm* | **port** *inter-port-number port-number-list* | **weekly** *day-of-week hh:mm*}

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal** **Example:** `Switch# configure terminal`	Enters global configuration mode.
Step 2	**diagnostic schedule switch** *number* **test** {*name* | *test-id* | *test-id-range* | **all** | **basic** | **complete** | **minimal** | **non-disruptive** | **per-port**} {**daily** | **on** *mm dd yyyy hh:mm* | **port** *inter-port-number port-number-list* | **weekly** *day-of-week hh:mm*} **Example:** `Switch(config)# diagnostic schedule switch 3 test 1-5 on July 3 2013 23:10`	Schedules on-demand diagnostic tests for a specific day and time. When specifying the tests to be scheduled, use these options: • *name*—Name of the test that appears in the **show diagnostic content** command output. • *test-id*—ID number of the test that appears in the **show diagnostic content** command output. • *test-id-range*—ID numbers of the tests that appear in the **show diagnostic content** command output. • **all**—All test IDs. • **basic**—Starts the basic on-demand diagnostic tests. • **complete**—Starts the complete test suite. • **minimal**—Starts the minimal bootup test suite.

	Command or Action	Purpose
		• **non-disruptive**—Starts the non-disruptive test suite. • **per-port**—Starts the per-port test suite. You can schedule the tests as follows: • Daily—Use the **daily** *hh:mm* parameter. • Specific day and time—Use the **on** *mm dd yyyy hh:mm* parameter. • Weekly—Use the **weekly** *day-of-week hh:mm* parameter.

Configuring Health-Monitoring Diagnostics

You can configure health-monitoring diagnostic testing on a Switch while it is connected to a live network. You can configure the execution interval for each health-monitoring test, whether or not to generate a system message upon a test failure, or to enable or disable an individual test.

Use the **no** form of this command to disable testing.

Follow these steps to configure and enable the health-monitoring diagnostic tests:

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **diagnostic monitor interval switch** *number* **test** {*name* | *test-id* | *test-id-range* | **all**} *hh:mm:ss milliseconds day*
4. **diagnostic monitor syslog**
5. **diagnostic monitor threshold switch** *number* **test** {*name* | *test-id* | *test-id-range* | **all**} **failure count** *count*
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:** `Switch> enable`	Enables privileged EXEC mode. • Enter your password if prompted.
Step 2	**configure terminal** **Example:**	Enters global configuration mode.

	Command or Action	Purpose
	`Switch# configure terminal`	
Step 3	**diagnostic monitor interval switch** *number* **test** {*name* | *test-id* | *test-id-range* | **all**} *hh:mm:ss milliseconds day* **Example:** `Switch(config)# diagnostic monitor interval switch 2 test 1 12:30:00 750 5`	Configures the health-monitoring interval of the specified tests. By default, monitoring is disabled.
Step 4	**diagnostic monitor syslog** **Example:** `Switch(config)# diagnostic monitor syslog`	Enable the generation of a syslog message for health-monitoring test failures. By default, syslog is disabled.
Step 5	**diagnostic monitor threshold switch** *number* **test** {*name* | *test-id* | *test-id-range* | **all**} **failure count** *count* **Example:** `Switch(config)# diagnostic monitor threshold switch 2 test 1 failure count 20`	Set the failure threshold for monitoring tests. By default, monitoring is disabled.

Step 6	**end**
	Example:
	`Switch(config)# end`
		Returns to privileged EXEC mode.

Step 7	**show running-config** **Example:** `Switch# show running-config`	Verifies your entries.
Step 8	**copy running-config startup-config** **Example:** `Switch# copy running-config startup-config`	(Optional) Saves your entries in the configuration file.

What to do next

Use the **no diagnostic monitor interval test***test-id* | *test-id-range* } global configuration command to change the interval to the default value or to zero. Use the **no diagnostic monitor syslog** command to disable generation of syslog messages when a health-monitoring test fails. Use the **diagnostic monitor threshold test***test-id* | *test-id-range* }**failure count**command to remove the failure threshold.

Running Online Diagnostic Tests

After you configure online diagnostics, you can manually start diagnostic tests or display the test results. You can also see which tests are configured for the switch or switch stack and the diagnostic tests that have already run.

These sections describe how to run online diagnostic tests after they have been configured:

- Starting Online Diagnostic Tests
- Displaying Online Diagnostic Tests and Test Results

Starting Online Diagnostic Tests

After you configure diagnostic tests to run on the Switch, use the **diagnostic start** privileged EXEC command to begin diagnostic testing.

After starting the tests, you cannot stop the testing process.

Use this privileged EXEC command to manually start online diagnostic testing:

SUMMARY STEPS

1. **diagnostic start switch** *number* **test** {*name* | *test-id* | *test-id-range* | **all** | **basic** | **complete** | **minimal** | **non-disruptive** | **per-port**}

DETAILED STEPS

	Command or Action	Purpose

Step 1	**diagnostic start switch** *number* **test** {*name* | *test-id* | *test-id-range* | **all** | **basic** | **complete** | **minimal** | **non-disruptive** | **per-port**}
	Example:
	`Switch# diagnostic start switch 2 test basic`
		Starts the diagnostic tests.
		You can specify the tests by using one of these options:
		• *name*—Enters the name of the test.
		• *test-id*—Enters the ID number of the test.
		• *test-id-range*—Enters the range of test IDs by using integers separated by a comma and a hyphen.
		• **all**—Starts all of the tests.
		• **basic**— Starts the basic test suite.
		• **complete**—Starts the complete test suite.
		• **minimal**—Starts the minimal bootup test suite.
		• **non-disruptive**—Starts the non-disruptive test suite.
		• **per-port**—Starts the per-port test suite.

Displaying Online Diagnostic Tests and Test Results

You can display the online diagnostic tests that are configured for the Switch or Switch stack and check the test results by using the privileged EXEC **show** commands in this table:

Table 134: Commands for Diagnostic Test Configuration and Results

Command	Purpose
show diagnostic content switch [*number* | **all**]	Displays the online diagnostics configured for a switch.
show diagnostic status	Displays the currently running diagnostic tests.
show diagnostic result switch [*number* | **all**] [**detail** | **test** {*name* | *test-id* | *test-id-range* | **all**} [**detail**]]	Displays the online diagnostics test results.
show diagnostic switch [*number* | **all**] [**detail**]	Displays the online diagnostics test results.
show diagnostic schedule switch [*number* | **all**]	Displays the online diagnostics test schedule.
show diagnostic post	Displays the POST results. (The output is the same as the **show post** command output.)

Configuration Examples for Online Diagnostic Tests

Examples: Start Diagnostic Tests

This example shows how to start a diagnostic test by using the test name:

```
Switch# diagnostic start switch 2 test TestInlinePwrCtlr
```

This example shows how to start all of the basic diagnostic tests:

```
Switch# diagnostic start switch 1 test all
```

Example: Configure a Health Monitoring Test

This example shows how to configure a health-monitoring test:

```
Switch(config)# diagnostic monitor threshold switch 1 test 1 failure count 50
Switch(config)# diagnostic monitor interval switch 1 test TestPortAsicStackPortLoopback
```

Examples: Schedule Diagnostic Test

This example shows how to schedule diagnostic testing for a specific day and time on a specific switch:

```
Switch(config)# diagnostic schedule test DiagThermalTest on June 3 2013  22:25
```

This example shows how to schedule diagnostic testing to occur weekly at a certain time on a specific switch:

```
Switch(config)# diagnostic schedule switch 1 test 1,2,4-6 weekly saturday 10:30
```

Examples: Displaying Online Diagnostics

This example shows how to display on demand diagnostic settings:

```
Switch# show diagnostic ondemand settings

Test iterations = 1
Action on test failure = continue
```

This example shows how to display diagnostic events for errors:

```
Switch# show diagnostic events event-type error

Diagnostic events (storage for 500 events, 0 events recorded)
Number of events matching above criteria = 0

No diagnostic log entry exists.
```

This example shows how to display the description for a diagnostic test:

```
Switch# show diagnostic description switch 1 test all

DiagGoldPktTest :
        The GOLD packet Loopback test verifies the MAC level loopback
        functionality. In this test, a GOLD packet, for which doppler
        provides the support in hardware, is sent. The packet loops back
        at MAC level and is matched against the stored packet. It is a non
        -disruptive test.

DiagThermalTest :
        This test verifies the temperature reading from the sensor is below the yellow
        temperature threshold. It is a non-disruptive test and can be run as a health
monitoring test.

DiagFanTest :
        This test verifies all fan modules have been inserted and working properly on the
board
        It is a non-disruptive test and can be run as a health monitoring test.

DiagPhyLoopbackTest :
        The PHY Loopback test verifies the PHY level loopback
        functionality. In this test, a packet is sent which loops back
        at PHY level and is matched against the stored packet. It is a
        disruptive test and cannot be run as a health monitoring test.

DiagScratchRegisterTest :
        The Scratch Register test monitors the health of application-specific
        integrated circuits (ASICs) by writing values into registers and reading
        back the values from these registers. It is a non-disruptive test and can
        be run as a health monitoring test.

DiagPoETest :
        This test checks the PoE controller functionality. This is a disruptive test
        and should not be performed during normal switch operation.
```

```
DiagMemoryTest :
        This test runs the exhaustive ASIC memory test during normal switch operation
        NG3K utilizes mbist for this test. Memory test is very disruptive
        in nature and requires switch reboot after the test.

Switch#
```

This example shows how to display the boot up level:

```
Switch# show diagnostic bootup level

Current bootup diagnostic level: minimal

Switch#
```

Additional References for Online Diagnostics

Related Documents

Related Topic	Document Title
System management commands	

Standards and RFCs

Standard/RFC	Title
None	—

MIBs

MIB	MIBs Link
All supported MIBs for this release.	To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: http://www.cisco.com/go/mibs

Technical Assistance

Description	Link
The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.	http://www.cisco.com/support

PART XXXVII

Working with the Cisco IOS File System, Configuration Files, and Software Images

CHAPTER 51

Working with the Cisco IOS File System, Configuration Files, and Software Images

Working with the Flash File System

Information About the Flash File System

The flash file system is a single flash device on which you can store files. It also provides several commands to help you manage software bundles and configuration files. The default flash file system on the switch is named flash:.

As viewed from the active switch, or any stack member, flash: refers to the local flash device, which is the device attached to the same switch on which the file system is being viewed.

Only one user at a time can manage the software images bundles and configuration files .

Displaying Available File Systems

To display the available file systems on your switch, use the **show file systems** privileged EXEC command as shown in this example for a standalone switch:

Setting the Default File System

You can specify the file system or directory that the system uses as the default file system by using the **cd** *filesystem:* privileged EXEC command. You can set the default file system to omit the *filesystem:* argument from related commands. For example, for all privileged EXEC commands that have the optional *filesystem:* argument, the system uses the file system specified by the **cd** command.

By default, the default file system is *flash:*.

You can display the current default file system as specified by the **cd** command by using the **pwd** privileged EXEC command.

Displaying Information About Files on a File System

You can view a list of the contents of a file system before manipulating its contents. For example, before copying a new configuration file to flash memory, you might want to verify that the file system does not already contain a configuration file with the same name. Similarly, before copying a flash configuration file to another location, you might want to verify its filename for use in another command. To display information about files on a file system, use one of the privileged EXEC commands listed in the following table.

Table 135: Commands for Displaying Information About Files

Command	Description
dir [/all] **[***filesystem:filename***]**	Displays a list of files on a file system.
show file systems	Displays more information about each of the files on a file system.
show file information *file-url*	Displays information about a specific file.
show file descriptors	Displays a list of open file descriptors. File descriptors are the internal representations of open files. You can use this command to see if another user has a file open.

Changing Directories and Displaying the Working Directory

Follow these steps to change directories and to display the working directory:

SUMMARY STEPS

1. **enable**
2. **dir** *filesystem:*
3. **cd** *directory_name*
4. **pwd**
5. **cd**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**enable** **Example:**	Enables privileged EXEC mode. • Enter your password if prompted.

	Command or Action	Purpose
	`Switch> enable`	
Step 2	**dir** *filesystem:* **Example:** `Switch# dir flash:`	Displays the directories on the specified file system. For *filesystem:*, use flash: for the system board flash device.
Step 3	**cd** *directory_name* **Example:** `Switch# cd new_configs`	Navigates to the specified directory. The command example shows how to navigate to the directory named *new_configs*.
Step 4	**pwd** **Example:** `Switch# pwd`	Displays the working directory.
Step 5	**cd** **Example:** `Switch# cd`	Navigates to the default directory.

Creating Directories

Beginning in privileged EXEC mode, follow these steps to create a directory:

SUMMARY STEPS

1. **dir** *filesystem:*
2. **mkdir** *directory_name*
3. **dir** *filesystem:*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**dir** *filesystem:* **Example:** `Switch# dir flash:`	Displays the directories on the specified file system. For *filesystem:*, use flash: for the system board flash device.
Step 2	**mkdir** *directory_name* **Example:** `Switch# mkdir new_configs`	Creates a new directory. Directory names are case sensitive and are limited to 45 characters between the slashes (/); the name cannot contain control characters, spaces, slashes, quotes, semicolons, or colons.

	Command or Action	Purpose
Step 3	**dir** *filesystem:* **Example:** `Switch# dir flash:`	Verifies your entry.

Removing Directories

To remove a directory with all its files and subdirectories, use the **delete /force /recursive** *filesystem:/file-url* privileged EXEC command.

Use the **/recursive** keyword to delete the named directory and all subdirectories and the files contained in it. Use the **/force** keyword to suppress the prompting that confirms a deletion of each file in the directory. You are prompted only once at the beginning of this deletion process.

For *filesystem*, use **flash:** for the system board flash device. For *file-url*, enter the name of the directory to be deleted. All of the files in the directory and the directory are removed.

Caution When directories are deleted, their contents cannot be recovered.

Copying Files

To copy a file from a source to a destination, use the **copy** *source-url destination-url* privileged EXEC command. For the source and destination URLs, you can use **running-config** and **startup-config** keyword shortcuts. For example, the **copy running-config startup-config** command saves the currently running configuration file to the NVRAM section of flash memory to be used as the configuration during system initialization.

You can also copy from special file systems (**xmodem:**, **ymodem:**) as the source for the file from a network machine that uses the Xmodem or Ymodem protocol.

Network file system URLs include ftp:, rcp:, tftp:, scp:, http:, and https: and have these syntaxes:

- FTP—ftp:[[//username [:password]@location]/directory]/filename
- RCP—rcp:[[//username@location]/directory]/filename
- TFTP—tftp:[[//location]/directory]/filename
- SCP—scp:[[//username [:password]@location]/directory]/filename
- HTTP—http:[[//username [:password]@location]/directory]/filename
- HTTPS—https:[[//username [:password]@location]/directory]/filename

Note The password must not contain the special character '@'. If the character '@' is used, the copy fails to parse the IP address of the server.

Local writable file systems include flash:.

Some invalid combinations of source and destination exist. Specifically, you cannot copy these combinations:

- From a running configuration to a running configuration
- From a startup configuration to a startup configuration
- From a device to the same device (for example, the **copy flash: flash:** command is invalid)

Copying Files from One Switch in a Stack to Another Switch in the Same Stack

To copy a file from one switch in a stack to another switch in the same stack, use the **flash-X:** notation, where **X** is the switch number.

To view all switches in a stack, use the **show switch** command in privileged EXEC mode, as in the following example of a 9-member switch stack:

To view all file systems available to copy on a specific switch, use the **copy** command as in the following example of a 5-member stack:

This example shows how to copy a config file stored in the flash partition of switch 2 to the flash partition of switch 4. It assumes that switch 2 and switch 4 are in the same stack.

```
Switch# copy flash-2:config.txt flash-4:config.txt
```

Deleting Files

When you no longer need a file on a flash memory device, you can permanently delete it. To delete a file or directory from a specified flash device, use the **delete** [**/force**] [**/recursive**] [*filesystem:*]*/file-url* privileged EXEC command.

Use the **/recursive** keyword for deleting a directory and all subdirectories and the files contained in it. Use the **/force** keyword to suppress the prompting that confirms a deletion of each file in the directory. You are prompted only once at the beginning of this deletion process. Use the **/force** and **/recursive** keywords for deleting old software images that were installed by using the **archive download-sw** command but are no longer needed.

If you omit the *filesystem:* option, the switch uses the default device specified by the **cd** command. For *file-url*, you specify the path (directory) and the name of the file to be deleted.

When you attempt to delete any files, the system prompts you to confirm the deletion.

Caution When files are deleted, their contents cannot be recovered.

This example shows how to delete the file *myconfig* from the default flash memory device:

```
Switch# delete myconfig
```

Creating, Displaying and Extracting Files

You can create a file and write files into it, list the files in a file, and extract the files from a file as described in the next sections.

Beginning in privileged EXEC mode, follow these steps to create a file, display the contents, and extract it:

SUMMARY STEPS

1. **archive tar /create** *destination-url* **flash:** */file-url*
2. **archive tar /table** *source-url*
3. **archive tar /xtract** *source-url* **flash:**/*file-url* [*dir/file...*]
4. **more** [/**ascii** | /**binary** | /**ebcdic**] /*file-url*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**archive tar /create** *destination-url* **flash:** */file-url* **Example:** `switch# archive tar /create tftp:172.20.10.30/saved. flash:/new-configs`	Creates a file and adds files to it. For destination-url, specify the destination URL alias for the local or network file system and the name of the file to create: • Local flash file system syntax: **flash:** • FTP syntax: **ftp**:[[//*username*[:*password*]@*location*]/*directory*]/-*filename*. • RCP syntax: **rcp**:[[//*username@location*]/*directory*]/-*filename*. • TFTP syntax: **tftp**:[[//*location*]/*directory*]/-*filename*. For **flash:**/*file-url*, specify the location on the local flash file system in which the new file is created. You can also specify an optional list of files or directories within the source directory to add to the new file. If none are specified, all files and directories at this level are written to the newly created file.
Step 2	**archive tar /table** *source-url* **Example:** `switch# archive tar /table flash: /new_configs`	Displays the contents of a file. For *source-url*, specify the source URL alias for the local or network file system. The -*filename.* is the file to display. These options are supported: • Local flash file system syntax: **flash:** • FTP syntax: **ftp**:[[//*username*[:*password*]@*location*]/*directory*]/-*filename*. • RCP syntax: **rcp**:[[//*username@location*]/*directory*]/-*filename*. • TFTP syntax: **tftp**:[[//*location*]/*directory*]/-*filename*.

	Command or Action	Purpose
		You can also limit the file displays by specifying a list of files or directories after the file. Only those files appear. If none are specified, all files and directories appear.

Step 3	**archive tar /xtract** *source-url* **flash:**/*file-url* [*dir/file...*]
	Example:
	`switch# archive tar /xtract`
	`tftp:/172.20.10.30/saved.`
	`flash:/new-configs`
		Extracts a file into a directory on the flash file system.
		For *source-url*, specify the source URL alias for the local file system. The *-filename.* is the file from which to extract files. These options are supported:
		• Local flash file system syntax:
		flash:
		• FTP syntax:
		ftp:[[//*username*[:*password*]@*location*]/*directory*]/*-filename.*
		• RCP syntax:
		rcp:[[//*username@location*]/*directory*]/*-filename*.
		• TFTP syntax:
		tftp:[[//*location*]/*directory*]/*-filename*.
		For **flash:**/*file-url* [*dir/file...*], specify the location on the local flash file system from which the file is extracted. Use the *dir/file...* option to specify a list of files or directories within the file to be extracted. If none are specified, all files and directories are extracted.

Step 4	**more** [/**ascii** | /**binary** | /**ebcdic**] /*file-url*
	Example:
	`switch# more`
	`flash:/new-configs`
		Displays the contents of any readable file, including a file on a remote file system.

Working with Configuration Files

Information on Configuration Files

Configuration files contain commands entered to customize the function of the Cisco IOS software. A way to create a basic configuration file is to use the setup program or to enter the setup privileged EXEC command.

You can copy (download) configuration files from a TFTP, FTP, or RCP server to the running configuration or startup configuration of the switch. You might want to perform this for one of these reasons:

- To restore a backed-up configuration file.
- To use the configuration file for another switch. For example, you might add another switch to your network and want it to have a configuration similar to the original switch. By copying the file to the new switch, you can change the relevant parts rather than recreating the whole file.

- To load the same configuration commands on all the switches in your network so that all the switches have similar configurations.

You can copy (upload) configuration files from the switch to a file server by using TFTP, FTP, or RCP. You might perform this task to back up a current configuration file to a server before changing its contents so that you can later restore the original configuration file from the server.

The protocol you use depends on which type of server you are using. The FTP and RCP transport mechanisms provide faster performance and more reliable delivery of data than TFTP. These improvements are possible because FTP and RCP are built on and use the TCP/IP stack, which is connection-oriented.

Guidelines for Creating and Using Configuration Files

Creating configuration files can aid in your switch configuration. Configuration files can contain some or all of the commands needed to configure one or more switches. For example, you might want to download the same configuration file to several switches that have the same hardware configuration.

Use these guidelines when creating a configuration file:

- We recommend that you connect through the console port or Ethernet management port for the initial configuration of the switch. If you are accessing the switch through a network connection instead of through a direct connection to the console port or Ethernet management port, keep in mind that some configuration changes (such as changing the switch IP address or disabling ports) can cause a loss of connectivity to the switch.
- If no password has been set on the switch, we recommend that you set one by using the **enable secret** *secret-password* global configuration command.

Note The **copy** {**ftp:** | **rcp:** | **tftp:**} **system:running-config** privileged EXEC command loads the configuration files on the switch as if you were entering the commands at the command line. The switch does not erase the existing running configuration before adding the commands. If a command in the copied configuration file replaces a command in the existing configuration file, the existing command is erased. For example, if the copied configuration file contains a different IP address in a particular command than the existing configuration, the IP address in the copied configuration is used. However, some commands in the existing configuration might not be replaced or negated. In this case, the resulting configuration file is a mixture of the existing configuration file and the copied configuration file, with the copied configuration file having precedence.

To restore a configuration file to an exact copy of a file stored on a server, copy the configuration file directly to the startup configuration (by using the **copy** {**ftp:** | **rcp:** | **tftp:**} **nvram:startup-config** privileged EXEC command), and reload the switch.

Configuration File Types and Location

Startup configuration files are used during system startup to configure the software. Running configuration files contain the current configuration of the software. The two configuration files can be different. For example, you might want to change the configuration for a short time period rather than permanently. In this case, you would change the running configuration but not save the configuration byusing the copy running-config startup-config privileged EXEC command.

The running configuration is saved in DRAM; the startup configuration is stored in the NVRAM section of flash memory.

Creating a Configuration File By Using a Text Editor

When creating a configuration file, you must list commands logically so that the system can respond appropriately. This is one method of creating a configuration file:

SUMMARY STEPS

1. Copy an existing configuration from a switch to a server.
2. Open the configuration file in a text editor, such as vi or emacs on UNIX or Notepad on a PC.
3. Extract the portion of the configuration file with the desired commands, and save it in a new file.
4. Copy the configuration file to the appropriate server location. For example, copy the file to the TFTP directory on the workstation (usually /tftpboot on a UNIX workstation).
5. Make sure the permissions on the file are set to world-read.

DETAILED STEPS

Step 1 Copy an existing configuration from a switch to a server.

Step 2 Open the configuration file in a text editor, such as vi or emacs on UNIX or Notepad on a PC.

Step 3 Extract the portion of the configuration file with the desired commands, and save it in a new file.

Step 4 Copy the configuration file to the appropriate server location. For example, copy the file to the TFTP directory on the workstation (usually /tftpboot on a UNIX workstation).

Step 5 Make sure the permissions on the file are set to world-read.

Copying Configuration Files By Using TFTP

You can configure the switch by using configuration files you create, download from another switch, ordownload from a TFTP server. You can copy (upload) configuration files to a TFTP server for storage.

Preparing to Download or Upload a Configuration File By Using TFTP

Before you begin downloading or uploading a configuration file by using TFTP, do these tasks:

- Ensure that the workstation acting as the TFTP server is properly configured. On a Sun workstation, make sure that the /etc/inetd.conf file contains this line:

  ```
  tftp dgram udp wait root /usr/etc/in.tftpd in.tftpd -p -s /tftpboot
  ```

  Make sure that the /etc/services file contains this line:

  ```
  tftp 69/udp
  ```

Note You must restart the inetd daemon after modifying the /etc/inetd.conf and /etc/services files. To restart the daemon, either stop the inetd process and restart it, or enter a **fastboot** command (on the SunOS 4.x) or a **reboot** command (on Solaris 2.x or SunOS 5.x). For more information on the TFTP daemon, see the documentation for your workstation.

- Ensure that the switch has a route to the TFTP server. The switch and the TFTP server must be in the same subnetwork if you do not have a router to route traffic between subnets. Check connectivity to the TFTP server by using the **ping** command.
- Ensure that the configuration file to be downloaded is in the correct directory on the TFTP server (usually /tftpboot on a UNIX workstation).
- For download operations, ensure that the permissions on the file are set correctly. The permissionon the file should be world-read.
- Before uploading the configuration file, you might need to create an empty file on the TFTP server. To create an empty file, enter the **touch** *filename* command, where *filename* is the name of the file you will use when uploading it to the server.
- During upload operations, if you are overwriting an existing file (including an empty file, if you had to create one) on the server, ensure that the permissions on the file are set correctly. Permissions on the file should be world-write.

Downloading the Configuration File By Using TFTP

To configure the switch by using a configuration file downloaded from a TFTP server, follow these steps:

SUMMARY STEPS

1. Copy the configuration file to the appropriate TFTP directory on the workstation.
2. Verify that the TFTP server is properly configured.
3. Log into the switch through the console port, the Ethernet management port, or a Telnet session.
4. Download the configuration file from the TFTP server to configure the switch.

DETAILED STEPS

Step 1 Copy the configuration file to the appropriate TFTP directory on the workstation.

Step 2 Verify that the TFTP server is properly configured.

Step 3 Log into the switch through the console port, the Ethernet management port, or a Telnet session.

Step 4 Download the configuration file from the TFTP server to configure the switch.

Specify the IP address or hostname of the TFTP server and the name of the file to download.

Use one of these privileged EXEC commands:

```
copy tftp:[[[//location]/directory]/filename] system:running-config
```

```
copy tftp:[[[//location]/directory]/filename] nvram:startup-config
```

```
copy tftp:[[[//location]/directory]/filename] flash[n]:/directory/startup-config
```

The configuration file downloads, and the commands are executed as the file is parsed line-by-line.

Example

This example shows how to configure the software from the file tokyo-confg at IP address 172.16.2.155:

```
Switch# copy tftp://172.16.2.155/tokyo-confg system:running-config
Configure using tokyo-confg from 172.16.2.155? [confirm] y
Booting tokyo-confg from 172.16.2.155:!!! [OK - 874/16000 bytes]
```

Uploading the Configuration File By Using TFTP

To upload a configuration file from a switch to a TFTP server for storage, follow these steps:

SUMMARY STEPS

1. Verify that the TFTP server is properly configured.
2. Log into the switch through the console port, the Ethernet management port, or a Telnet session
3. Upload the switch configuration to the TFTP server. Specify the IP address or hostname of the TFTP server and the destination filename.

DETAILED STEPS

Step 1 Verify that the TFTP server is properly configured.

Step 2 Log into the switch through the console port, the Ethernet management port, or a Telnet session

Step 3 Upload the switch configuration to the TFTP server. Specify the IP address or hostname of the TFTP server and the destination filename.

Use **one** of these privileged EXEC commands:

- **copy system:running-config tftp:**[[[//*location*]/*directory*]/*filename*]
- **copy nvram:startup-config tftp:**[[[//*location*]/*directory*]/*filename*]
- **copy flash**[n]:/*directory*/**startup-config tftp:**[[[//*location*]/*directory*]/*filename*]

The file is uploaded to the TFTP server.

Example

This example shows how to upload a configuration file from a switch to a TFTP server:

```
Switch# copy system:running-config tftp://172.16.2.155/tokyo-confg
Write file tokyo-confg on host 172.16.2.155? [confirm] y
#
Writing tokyo-confg!!! [OK]
```

Copying a Configuration File from the Switch to an FTP Server

You can copy a configuration file from the switch to an FTP server.

Understanding the FTP Username and Password

Note The password must not contain the special character '@'. If the character '@' is used, the copy fails to parse the IP address of the server.

The FTP protocol requires a client to send a remote username and password on each FTP request to a server. When you copy a configuration file from the switch to a server using FTP, the Cisco IOS software sends the first valid username it encounters in the following sequence:

1. The username specified in the **copy** EXEC command, if a username is specified.
2. The username set by the **ip ftp username** global configuration command, if the command is configured.
3. Anonymous.

The switch sends the first valid password it encounters in the following sequence:

1. The password specified in the **copy** command, if a password is specified.
2. The password set by the **ip ftp password** command, if the command is configured.
3. The switch forms a password *username @switchname.domain* . The variable *username* is the username associated with the current session, *switchname* is the configured host name, and *domain* is the domain of the switch.

The username and password must be associated with an account on the FTP server. If you are writing to the server, the FTP server must be properly configured to accept the FTP write request from the user on the switch.

If the server has a directory structure, the configuration file or image is written to or copied from the directory associated with the username on the server. For example, if the system image resides in the home directory of a user on the server, specify that user name as the remote username.

Refer to the documentation for your FTP server for more information.

Use the **ip ftp username** and **ip ftp password** global configuration commands to specify a username and password for all copies. Include the username in the **copy** EXEC command if you want to specify a username for that copy operation only.

Preparing to Download or Upload a Configuration File By Using FTP

Before you begin downloading or uploading a configuration file by using FTP, do these tasks:

- Ensure that the switch has a route to the FTP server. The switch and the FTP server must be in the same subnetwork if you do not have a router to route traffic between subnets. Check connectivity to the FTP server by using the **ping** command.
- If you are accessing the switch through the console or a Telnet session and you do not have a valid username, make sure that the current FTP username is the one that you want to use for the FTP download. You can enter the **show users** privileged EXEC command to view the valid username. If you do not want to use this username, create a new FTP username by using the **ip ftp username** *username* global

configuration command during all copy operations. The new username is stored in NVRAM. If you are accessing the switch through a Telnet session and you have a valid username, this username is used, and you do not need to set the FTP username. Include the username in the **copy** command if you want to specify a username for only that copy operation.

- When you upload a configuration file to the FTP server, it must be properly configured to accept the write request from the user on the switch.

For more information, see the documentation for your FTP server.

Downloading a Configuration File By Using FTP

Beginning in privileged EXEC mode, follow these steps to download a configuration file by using FTP:

SUMMARY STEPS

1. **configure terminal**
2. **ip ftp username** *username*
3. **ip ftp password** *password*
4. **end**
5. Do one of the following:
   - **copy system:running-config ftp:** [[[//[*username* [:*password*]@]*location*]/*directory*]/*filename*]
   - **copy nvram:startup-config ftp:** [[[//[*username* [:*password*]@]*location*]/*directory*]/*filename*]

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal**	Enter global configuration mode on the switch. This step is required only if you override the default remote username or password (see Steps 2, 3, and 4).
Step 2	**ip ftp username** *username*	(Optional) Change the default remote username.
Step 3	**ip ftp password** *password*	(Optional) Change the default password.
Step 4	**end**	Return to privileged EXEC mode.
Step 5	Do one of the following: • **copy system:running-config ftp:** [[[//[*username* [:*password*]@]*location*]/*directory*]/*filename*] • **copy nvram:startup-config ftp:** [[[//[*username* [:*password*]@]*location*]/*directory*]/*filename*]	Using FTP, copy the configuration file from a network server to the running configuration or to the startup configuration file.

Example

This example shows how to copy a configuration file named host1-confg from the netadmin1 directory on the remote server with an IP address of 172.16.101.101 and to load and run those commands on the switch:

```
Switch# copy ftp://netadmin1:mypass@172.16.101.101/host1-confg
system:running-config
Configure using host1-confg from 172.16.101.101? [confirm]
Connected to 172.16.101.101
Loading 1112 byte file host1-confg:![OK]
Switch#
%SYS-5-CONFIG: Configured from host1-config by ftp from 172.16.101.101
```

This example shows how to specify a remote username of netadmin1. The software copies the configuration file host2-confg from the netadmin1 directory on the remote server with an IP address of 172.16.101.101 to the switch startup configuration.

```
Switch# configure terminal
Switch(config)# ip ftp username netadmin1
Switch(config)# ip ftp password mypass
Switch(config)# end
Switch# copy ftp: nvram:startup-config
Address of remote host [255.255.255.255]? 172.16.101.101
Name of configuration file[rtr2-confg]? host2-confg
Configure using host2-confg from 172.16.101.101?[confirm]
Connected to 172.16.101.101
Loading 1112 byte file host2-confg:![OK]
[OK]
Switch#
%SYS-5-CONFIG_NV:Non-volatile store configured from host2-config by ftp from 172.16.101.101
```

Uploading a Configuration File By Using FTP

Beginning in privileged EXEC mode, follow these steps to upload a configuration file by using FTP:

SUMMARY STEPS

1. **configure terminal**
2. **ip ftp username** *username*
3. **ip ftp password** *password*
4. **end**
5. Do one of the following:
   - **copy system:running-config ftp:** [[[//[*username* [**:***password*]**@**]*location*]/*directory*]/*filename*] or
   - **copy nvram:startup-config ftp:** [[[//[*username* [**:***password*]**@**]*location*]/*directory*]/*filename*]

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal**	Enter global configuration mode on the switch. This step is required only if you override the default remote username or password (see Steps 2, 3, and 4).
Step 2	**ip ftp username** *username*	(Optional) Change the default remote username.
Step 3	**ip ftp password** *password*	(Optional) Change the default password.
Step 4	**end**	Return to privileged EXEC mode.

	Command or Action	Purpose
Step 5	Do one of the following: • **copy system:running-config ftp:** [[[//[*username* [**:***password*]**@**]*location*]/*directory*]/*filename*] or • **copy nvram:startup-config ftp:** [[[//[*username* [**:***password*]**@**]*location*]/*directory*]/*filename*]	Using FTP, store the switch running or startup configuration file to the specified location.

Example

This example shows how to copy the running configuration file named switch2-confg to the netadmin1 directory on the remote host with an IP address of 172.16.101.101:

```
Switch# copy system:running-config
ftp://netadmin1:mypass@172.16.101.101/switch2-confg
Write file switch2-confg on host 172.16.101.101?[confirm]
Building configuration...[OK]
Connected to 172.16.101.101
Switch#
```

This example shows how to store a startup configuration file on a server by using FTP to copy the file:

```
Switch# configure terminal
Switch(config)# ip ftp username netadmin2
Switch(config)# ip ftp password mypass
Switch(config)# end
Switch# copy nvram:startup-config ftp:
Remote host[]? 172.16.101.101
Name of configuration file to write [switch2-confg]?
Write file switch2-confg on host 172.16.101.101?[confirm]
![OK]
```

Copying Configuration Files By Using RCP

The RCP provides another method of downloading, uploading, and copying configuration files between remote hosts and the switch. Unlike TFTP, which uses User Datagram Protocol (UDP), a connectionless protocol, RCP uses TCP, which is connection-oriented.

To use RCP to copy files, the server from or to which you will be copying files must support RCP. The RCP copy commands rely on the rsh server (or daemon) on the remote system. To copy files by using RCP, you do not need to create a server for file distribution as you do with TFTP. You only need to have access to a server that supports the remote shell (rsh). (Most UNIX systems support rsh.) Because you are copying a file from one place to another, you must have read permission on the source file and write permission on the destination file. If the destination file does not exist, RCP creates it for you.

The RCP requires a client to send a remote username with each RCP request to a server. When you copy a configuration file from the switch to a server, the Cisco IOS software sends the first valid username inthis list:

- The username specified in the **copy** command if a username is specified.

- The username set by the **ip rcmd remote-username** *username* global configuration command if the command is configured.
- The remote username associated with the current TTY (terminal) process. For example, if the user is connected to the router through Telnet and was authenticated through the **username** command, the switch software sends the Telnet username as the remote username.
- The switch hostname.

For a successful RCP copy request, you must define an account on the network server for the remote username. If the server has a directory structure, the configuration file is written to or copied from the directory associated with the remote username on the server. For example, if the configuration file is in the home directory of a user on the server, specify that user's name as the remote username.

Preparing to Download or Upload a Configuration File By Using RCP

Before you begin downloading or uploading a configuration file by using RCP, do these tasks:

- Ensure that the workstation acting as the RCP server supports the remote shell (rsh).
- Ensure that the switch has a route to the RCP server. The switch and the server must be in the same subnetwork if you do not have a router to route traffic between subnets. Check connectivity to the RCP server by using the **ping** command.
- If you are accessing the switch through the console or a Telnet session and you do not have a valid username, make sure that the current RCP username is the one that you want to use for the RCP download. You can enter the show users privileged EXEC command to view the valid username. If you do not want to use this username, create a new RCP username by using the ip rcmd remote-username username global configuration command to be used during all copy operations. The new username is stored in NVRAM. If you are accessing the switch through a Telnet session and you have a valid username, this username is used, and you do not need to set the RCP username. Include the username in the copy command if you want to specify a username for only that copy operation.
- When you upload a file to the RCP server, it must be properly configured to accept the RCP write request from the user on the switch. For UNIX systems, you must add an entry to the .rhosts file for the remote user on the RCP server. For example, suppose that the switch contains these configuration lines:

```
hostname Switch1
ip rcmd remote-username User0
```

If the switch IP address translates to Switch1.company.com, the .rhosts file for User0 on the RCPserver should contain this line:

```
Switch1.company.com Switch1
```

For more information, see the documentation for your RCP server.

Downloading a Configuration File By Using RCP

Beginning in privileged EXEC mode, follow these steps to download a configuration file by using RCP:

SUMMARY STEPS

1. **configure terminal**
2. **ip rcmd remote-username** *username*
3. **end**

4. Do one of the following:
   - **copy rcp:**[[[//*username@*]*location*]/*directory*]/*filename]***system:running-config**
   - **copy rcp:**[[[//*username@*]*location*]/*directory*]/*filename]***nvram:startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal**	Enter global configuration mode on the switch. This step is required only if you override the default remote username (see Steps 2 and 3).
Step 2	**ip rcmd remote-username** *username*	(Optional) Change the default remote username.
Step 3	**end**	Return to privileged EXEC mode.
Step 4	Do one of the following: • **copy rcp:**[[[//*username@*]*location*]/*directory*]/*filename]***system:running-config** • **copy rcp:**[[[//*username@*]*location*]/*directory*]/*filename]***nvram:startup-config**	Using RCP, copy the configuration file from a network server to the running configuration or to the startup configuration file.

Example

This example shows how to copy a configuration file named host1-confg from the netadmin1 directory on the remote server with an IP address of 172.16.101.101 and load and run those commands on the switch:

```
Switch# copy rcp://netadmin1@172.16.101.101/host1-confg system:running-config
Configure using host1-confg from 172.16.101.101? [confirm]
Connected to 172.16.101.101
Loading 1112 byte file host1-confg:![OK]
Switch#
%SYS-5-CONFIG: Configured from host1-config by rcp from 172.16.101.101
```

This example shows how to specify a remote username of *netadmin1*. Then it copies the configuration file *host2-confg* from the *netadmin1* directory on the remote server with an IP address of 172.16.101.101to the startup configuration:

```
Switch# configure terminal
Switch(config)# ip rcmd remote-username netadmin1
Switch(config)# end
Switch# copy rcp: nvram:startup-config
Address of remote host [255.255.255.255]? 172.16.101.101
Name of configuration file[rtr2-confg]? host2-confg
Configure using host2-confg from 172.16.101.101?[confirm]
Connected to 172.16.101.101
Loading 1112 byte file host2-confg:![OK]
[OK]
Switch#
%SYS-5-CONFIG_NV:Non-volatile store configured from host2-config by rcp from 172.16.101.101
```

Uploading a Configuration File By Using RCP

Beginning in privileged EXEC mode, follow these steps to upload a configuration file by using RCP

SUMMARY STEPS

1. **configure terminal**
2. **ip rcmd remote-username** *username*
3. **end**
4. Do one of the following:
   - **copy system:running-config rcp:**[[[//*username@*]*location*]/*directory*]/*filename]*
   - **copy nvram:startup-config rcp:**[[[//*username@*]*location*]/*directory*]/*filename]*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal**	Enter global configuration mode on the switch. This step is required only if you override the default remote username (see Steps 2 and 3).
Step 2	**ip rcmd remote-username** *username*	(Optional) Specify the remote username.
Step 3	**end**	Return to privileged EXEC mode.
Step 4	Do one of the following: • **copy system:running-config rcp:**[[[//*username@*]*location*]/*directory*]/*filename]* • **copy nvram:startup-config rcp:**[[[//*username@*]*location*]/*directory*]/*filename]*	Using RCP, copy the configuration file from a switch running configuration or startup configuration file to a network server.

Example

This example shows how to copy the running configuration file named switch2-confg to the netadmin1 directory on the remote host with an IP address of 172.16.101.101:

```
Switch# copy system:running-config
rcp://netadmin1@172.16.101.101/switch2-confg
Write file switch-confg on host 172.16.101.101?[confirm]
Building configuration...[OK]
Connected to 172.16.101.101
Switch#
```

This example shows how to store a startup configuration file on a server:

```
Switch# configure terminal
Switch(config)# ip rcmd remote-username netadmin2
Switch(config)# end
Switch# copy nvram:startup-config rcp:
Remote host[]? 172.16.101.101
Name of configuration file to write [switch2-confg]?
```

```
Write file switch2-confg on host 172.16.101.101?[confirm]
![OK]
```

Clearing Configuration Information

You can clear the configuration information from the startup configuration. If you reboot the switch with no startup configuration, the switch enters the setup program so that you can reconfigure the switch with all new settings.

Clearing the Startup Configuration File

To clear the contents of your startup configuration, use the **erase nvram**: or the **erase startup-config** privileged EXEC command.

Note You cannot restore the startup configuration file after it has been deleted.

Deleting a Stored Configuration File

To delete a saved configuration from flash memory, use the delete flash:filename privileged EXEC command. Depending on the setting of the file prompt global configuration command, you might be prompted for confirmation before you delete a file. By default, the switch prompts for confirmation on destructive file operations. For more information about the file prompt command, see the Cisco IOS Command Reference for Release 12.4.

Note You cannot restore a file after it has been deleted.

Replacing and Rolling Back Configurations

The configuration replacement and rollback feature replaces the running configuration with any saved Cisco IOS configuration file. You can use the rollback function to roll back to a previous configuration.

Information on Configuration Replacement and Rollback

Configuration Archive

The Cisco IOS configuration archive is intended to provide a mechanism to store, organize, and manage an archive of Cisco IOS configuration files to enhance the configuration rollback capability provided by the **configure replace** command. Before this feature was introduced, you could save copies of the running configuration using the **copy running-config** *destination-url* command, storing the replacement file either locally or remotely. However, this method lacked any automated file management. On the other hand, the Configuration Replace and Configuration Rollback feature provides the capability to automatically save copies of the running configuration to the Cisco IOS configuration archive. These archived files serve as checkpoint configuration references and can be used by the **configure replace** command to revert to previous configuration states.

The **archive config** command allows you to save Cisco IOS configurations in the configuration archive using a standard location and filename prefix that is automatically appended with an incremental version number (and optional timestamp) as each consecutive file is saved. This functionality provides a means for consistent identification of saved Cisco IOS configuration files. You can specify how many versions of the running configuration are kept in the archive. After the maximum number of files are saved in the archive, the oldest file is automatically deleted when the next, most recent file is saved. The **show archive** command displays information for all configuration files saved in the Cisco IOS configuration archive.

The Cisco IOS configuration archive, in which the configuration files are stored and available for use with the **configure replace** command, can be located on the following file systems: FTP, HTTP, RCP, TFTP.

Configuration Replace

The **configure replace** privileged EXEC command replaces the running configuration with any saved configuration file. When you enter the **configure replace** command, the running configuration is compared with the specified replacement configuration, and a set of configuration differences is generated. The resulting differences are used to replace the configuration. The configuration replacement operation is usually completed in no more than three passes. To prevent looping behavior no more than five passes are performed.

You can use the **copy** *source-url* **running-config** privileged EXEC command to copy a stored configuration file to the running configuration. When using this command as an alternative to the **configure replace** *target-ur*l privileged EXEC command, note these major differences:

- The **copy**source-url**running-config** command is a merge operation and preserves all the commands from both the source file and the running configuration. This command does not remove commands from the running configuration that are not present in the source file. In contrast, the **configure replace**target-url command removes commands from the running configuration that are not present in the replacement file and adds commands to the running configuration that are not present.
- You can use a partial configuration file as the source file for the **copy**source-url**running-config** command. You must use a complete configuration file as the replacement file for the **configure replace**target-url command.

Configuration Rollback

You can also use the **configure replace** command to roll back changes that were made since the previous configuration was saved. Instead of basing the rollback operation on a specific set of changes that were applied, the configuration rollback capability reverts to a specific configuration based on a saved configuration file.

If you want the configuration rollback capability, you must first save the running configuration before making any configuration changes. Then, after entering configuration changes, you can use that saved configuration file to roll back the changes by using the **configure replace**target-url command.

You can specify any saved configuration file as the rollback configuration. You are not limited to a fixed number of rollbacks, as is the case in some rollback models.

Configuration Guidelines

Follow these guidelines when configuring and performing configuration replacement and rollback:

- Make sure that the switch has free memory larger than the combined size of the two configuration files (the running configuration and the saved replacement configuration). Otherwise, the configuration replacement operation fails.

- Make sure that the switch also has sufficient free memory to execute the configuration replacement or rollback configuration commands.
- Certain configuration commands, such as those pertaining to physical components of a networking device (for example, physical interfaces), cannot be added or removed from the running configuration.
    - A configuration replacement operation cannot remove the **interface**interface-id command line from the running configuration if that interface is physically present on the device.
    - The **interface**interface-id command line cannot be added to the running configuration if no such interface is physically present on the device.
- When using the **configure replace** command, you must specify a saved configuration as the replacement configuration file for the running configuration. The replacement file must be a complete configuration generated by a Cisco IOS device (for example, a configuration generated by the **copy running-config**destination-url command).

Note If you generate the replacement configuration file externally, it must comply with the format of files generated by Cisco IOS devices.

Configuring the Configuration Archive

Using the **configure replace** command with the configuration archive and with the **archive config** command is optional but offers significant benefit for configuration rollback scenarios. Before using the **archive config command**, you must first configure the configuration archive. Starting in privileged EXEC mode, follow these steps to configure the configuration archive:

SUMMARY STEPS

1. **configure terminal**
2. **archive**
3. **path***url*
4. **maximum***number*
5. **time-period** *minutes*
6. **end**
7. **show running-config**
8. **copy running-config startup-config**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal**	Enter global configuration mode.
Step 2	**archive**	Enter archive configuration mode.
Step 3	**path***url*	Specify the location and filename prefix for the files in the configuration archive

	Command or Action	Purpose
Step 4	**maximum***number*	(Optional) Set the maximum number of archive files of the running configuration to be saved in the configuration archive . *number*-Maximum files of the running configuration file in the configuration archive. Valid values are from 1 to 14. The default is 10. **Note** Before using this command, you must first enter the **path** archive configuration command to specify the location and filename prefix for the files in the configuration archive.
Step 5	**time-period** *minutes*	(Optional) Set the time increment for automatically saving an archive file of the running configuration in the configuration archive. *minutes*-Specify how often, in minutes, to automatically save an archive file of the running configuration in the configuration archive
Step 6	**end**	Return to privileged EXEC mode.
Step 7	**show running-config**	Verify the configuration.
Step 8	**copy running-config startup-config**	(Optional) Save your entries in the configuration file.

Performing a Configuration Replacement or Rollback Operation

Starting in privileged EXEC mode, follow these steps to replace the running configuration file with a saved configuration file:

SUMMARY STEPS

1. **archive config**
2. **configure terminal**
3. Make necessary changes to the running configuration.
4. **exit**
5. **configure replace** *target-url* [**list**] [**force**] [**time** *seconds*] [**nolock**]
6. **configure confirm**
7. **copy running-config startup-config**

DETAILED STEPS

Step 1 **archive config**

(Optional) Save the running configuration file to the configuration archive.

Note Enter the **path** archive configuration command before using this command.

Step 2 **configure terminal**

Enter global configuration mode.

Step 3 Make necessary changes to the running configuration.

—

Step 4 **exit**

Return to privileged EXEC mode.

Step 5 **configure replace** *target-url* [**list**] [**force**] [**time** *seconds*] [**nolock**]

Replace the running configuration file with a saved configuration file.

target-url—URL (accessible by the file system) of the saved configuration file that is to replace the running configuration, such as the configuration file created in Step 2 by using the **archive config** privileged EXEC command

list —Display a list of the command entries applied by the software parser during each pass of the configuration replacement operation. The total number of passes also appears.

force —Replace the running configuration file with the specified saved configuration file without prompting you for confirmation.

time*seconds*—Specify the time (in seconds) within which you must enter the **configure confirm** command to confirm replacement of the running configuration file. If you do not enter the **configure confirm** command within the specified time limit, the configuration replacement operation is automatically stopped. (In other words, the running configuration file is restored to the configuration that existed before you entered the **configure replace** command).

Note You must first enable the configuration archive before you can use the **time** seconds command line option.

nolock— Disable the locking of the running configuration file that prevents other users from changing the running configuration during a configuration replacement operation.

Step 6 **configure confirm**

(Optional) Confirm replacement of the running configuration with a saved configuration file.

Note Use this command only if the **time** seconds keyword and argument of the **configure replace** command are specified.

Step 7 **copy running-config startup-config**

(Optional) Save your entries in the configuration file.

Working with Software Images

Information on Working with Software Images

This section describes how to archive (download and upload) software image files, which contain the system software, the Cisco IOS code, and the embedded device manager software.

Note Instead of using the **copy** privileged EXEC command or the **archive tar** privileged EXEC command, we recommend using the **archive download-sw** and **archive upload-sw** privileged EXEC commands to download and upload software image files. For switch stacks, the **archive download-sw** and **archive upload-sw** privileged EXEC commands can only be used through the stack's active switch. Software images downloaded to the stack's active switch are automatically downloaded to the rest of the stack members.

To upgrade a switch in the stack that has an incompatible software image, use the **archive copy-sw** privileged EXEC command to copy the software image from an existing stack member to the incompatible switch. That switch automatically reloads and joins the stack as a fully functioning member.

You can download a switch image file from a TFTP, FTP, or RCP server to upgrade the switch software. If you do not have access to a TFTP server, you can download a software image file directly to your PC or workstation by using a web browser (HTTP) and then by using the device manager or Cisco Network Assistant to upgrade your switch. For information about upgrading your switch by using a TFTP server or a web browser (HTTP), see the release notes.

You can replace the current image with the new one or keep the current image in flash memory after a download.

You upload a switch image file to a TFTP, FTP, or RCP server for backup purposes. You can use this uploaded image for future downloads to the same switch or to another of the same type.

The protocol that you use depends on which type of server you are using. The FTP and RCP transport mechanisms provide faster performance and more reliable delivery of data than TFTP. These improvements are possible because FTP and RCP are built on and use the TCP/IP stack, which is connection-oriented.

Note For a list of software images and the supported upgrade paths, see the release notes.

Image Location on the Switch

The Cisco IOS image is stored as a .bin file in a directory that shows the version number. A subdirectory contains the files needed for web management. The image is stored on the system board flash memory (flash:).

You can use the **show version** privileged EXEC command to see the software version that is currently running on your switch. In the display, check the line that begins with System image file is... . It shows the directory name in flash memory where the image is stored.

You can also use the **dir** filesystem : privileged EXEC command to see the directory names of other software images that might be stored in flash memory.

File Format of Images on a Server or Cisco.com

Software images located on a server or downloaded from Cisco.com are provided in a tar file format, which contains these files:

- An info file, which serves as a table of contents for the tar file
- One or more subdirectories containing other images and files, such as Cisco IOS images and web management files

This example shows some of the information contained in the info file. The table provides additional details about this information:

```
system_type:0x00000000:image-name
    image_family:xxxx
    stacking_number:x
    info_end:

version_suffix:xxxx
    version_directory:image-name
    image_system_type_id:0x00000000
    image_name:image-nameB.bin
    ios_image_file_size:6398464
    total_image_file_size:8133632
    image_feature:IP|LAYER_3|PLUS|MIN_DRAM_MEG=128
    image_family:xxxx
    stacking_number:x
    board_ids:0x401100c4 0x00000000 0x00000001 0x00000003 0x00000002 0x00008000 0x00008002

0x40110000
    info_end
```

Table 136: info File Description

Field	Description
version_suffix	Specifies the Cisco IOS image version string suffix
version_directory	Specifies the directory where the Cisco IOS image and the HTML subdirectory are installed
image_name	Specifies the name of the Cisco IOS image within the tar file
ios_image_file_size	Specifies the Cisco IOS image size in the tar file, which is an approximate measure of how much flash memory is required to hold just the Cisco IOS image
total_image_file_size	Specifies the size of all the images (the Cisco IOS image and the web management files) in the tar file, which is an approximate measure of how much flash memory is required to hold them
image_feature	Describes the core functionality of the image
image_min_dram	Specifies the minimum amount of DRAM needed to run this image
image_family	Describes the family of products on which the software can be installed

Copying Image Files Using TFTP

You can download a switch image from a TFTP server or upload the image from the switch to a TFTP server.

You download a switch image file from a server to upgrade the switch software. You can overwrite the current image with the new one or keep the current image after a download.

You upload a switch image file to a server for backup purposes; this uploaded image can be used for future downloads to the same or another switch of the same type .

Note Instead of using the **copy** privileged EXEC command or the **archive tar** privileged EXEC command, we recommend using the **archive download-sw** and **archive upload-sw** privileged EXEC commands to download and upload software image files. For switch stacks, the **archive download-sw** and **archive upload-sw** privileged EXEC commands can only be used through the stack's active switch. Software images downloaded to the stack's active switch are automatically downloaded to the rest of the stack members.

To upgrade a switch with an incompatible software image, use the **archive copy-sw** privileged EXEC command to copy the software image from an existing stack member to the incompatible switch. That switch automatically reloads and joins the stack as a fully functioning member.

Preparing to Download or Upload an Image File By Using TFTP

Before you begin downloading or uploading an image file by using TFTP, do these tasks:

- Ensure that the workstation acting as the TFTP server is properly configured. On a Sun workstation, make sure that the /etc/inetd.conf file contains this line:

  ```
  tftp dgram udp wait root /usr/etc/in.tftpd in.tftpd -p -s /tftpboot
  ```

  Make sure that the /etc/services file contains this line:

  ```
  tftp 69/udp
  ```

  Note You must restart the inetd daemon after modifying the /etc/inetd.conf and /etc/services files. To restart the daemon, either stop the inetd process and restart it, or enter a fastboot command (on the SunOS 4.x) or a **reboot** command (on Solaris 2.x or SunOS 5.x). For more information on the TFTP daemon, see the documentation for your workstation.

- Ensure that the switch has a route to the TFTP server. The switch and the TFTP server must be in the same subnetwork if you do not have a router to route traffic between subnets. Check connectivity to the TFTP server by using the **ping** command.

- Ensure that the image to be downloaded is in the correct directory on the TFTP server (usually /tftpboot on a UNIX workstation).

- For download operations, ensure that the permissions on the file are set correctly. The permission on the file should be world-read.

- Before uploading the image file, you might need to create an empty file on the TFTP server. To create an empty file, enter the **touch** filename command, where filename is the name of the file you will use when uploading the image to the server.

- During upload operations, if you are overwriting an existing file (including an empty file, if you had to create one) on the server, ensure that the permissions on the file are set correctly. Permissions on the file should be world-write.

Downloading an Image File By Using TFTP

You can download a new image file and replace the current image or keep the current image.

Beginning in privileged EXEC mode, follow Steps 1 through 3 to download a new image from a TFTP server and overwrite the existing image. To keep the current image, go to Step 3.

SUMMARY STEPS

1. Copy the image to the appropriate TFTP directory on the workstation. Make sure that the TFTP server is properly configured.
2. Log into the switch through the console port or a Telnet session.
3. **archive download-sw** / **overwrite** / **reload** **tftp:** [[/ / *location*] / *directory*] / *image-name***.tar**
4. **archive download-sw** / **leave-old-sw** / **reload** **tftp:** [[/ / *location*] / *directory*] / *image-name***.tar**

DETAILED STEPS

Step 1 Copy the image to the appropriate TFTP directory on the workstation. Make sure that the TFTP server is properly configured.

—

Step 2 Log into the switch through the console port or a Telnet session.

—

Step 3 **archive download-sw** / **overwrite** / **reload** **tftp:** [[/ / *location*] / *directory*] / *image-name***.tar**

Download the image file from the TFTP server to the switch, and overwrite the current image.

- The **/overwrite** option overwrites the software image in flash memory with the downloaded image.
- The **/reload** option reloads the system after downloading the image unless the configuration has been changed and not been saved.
- For // *location* , specify the IP address of the TFTP server.
- For /*directory*/*image-name***.tar** specify the directory (optional) and the image to download. Directory and image names are case sensitive.

Step 4 **archive download-sw** / **leave-old-sw** / **reload** **tftp:** [[/ / *location*] / *directory*] / *image-name***.tar**

Download the image file from the TFTP server to the switch, and keep the current image.

- The /**leave-old-sw** option keeps the old software version after a download.
- The /**reload** option reloads the system after downloading the image unless the configuration has been changed and not been saved.
- For //*location*, specify the IP address of the TFTP server.

- For /*directory*/*image-name***.tar** specify the directory (optional) and the image to download. Directory and image names are case sensitive.

The download algorithm verifies that the image is appropriate for the switch model and that enough DRAM is present, or it cancels the process and reports an error. If you specify the **/overwrite** option, the download algorithm removes the existing image on the flash device whether or not it is the same as the new one, downloads the new image, and then reloads the software.

Note If the flash device has sufficient space to hold two images and you want to overwrite one of these images with the same version, you must specify the **/overwrite** option.

If you specify the **/leave-old-sw**, the existing files are not removed. If there is not enough space to install the new image and keep the running image, the download process stops, and an error message is displayed.

The algorithm installs the downloaded image on the system board flash device (flash:). The image is placed into a new directory named with the software version string, and the BOOT environment variable is updated to point to the newly installed image.

If you keep the old image during the download process (you specified the /**leave-old-sw** keyword), you can remove it by entering the **delete** /**force** /**recursive** *filesystem* :/ *file-url* privileged EXEC command. For *filesystem*, use **flash:** for the system board flash device. For *file-url*, enter the directory name of the old image. All the files in the directory and the directory are removed.

Note For the download and upload algorithms to operate properly, do not rename image names

Uploading an Image File Using TFTP

You can upload an image from the switch to a TFTP server. You can later download this image to the switch or to another switch of the same type.

Use the upload feature only if the web management pages associated with the embedded device manager have been installed with the existing image.

Beginning in privileged EXEC mode, follow these steps to upload an image to a TFTP server:

SUMMARY STEPS

1. Make sure the TFTP server is properly configured
2. Log into the switch through the console port or a Telnet session.
3. **archive upload-sw tftp:**[[// *location*]/*directory*]/*image-name* **.tar**

DETAILED STEPS

Step 1 Make sure the TFTP server is properly configured

—

Step 2 Log into the switch through the console port or a Telnet session.

—

Step 3 **archive upload-sw tftp:**[[// *location*]/*directory*]/*image-name* **.tar**

Upload the currently running switch image to the TFTP server.

- For // *location* , specify the IP address of the TFTP server.
- For /*directory*/*image-name***.tar** specify the directory (optional) and the name of the software image to be uploaded. Directory and image names are case sensitive. The *image-name***.tar** is the name of the software image to be stored on the server.

  The **archive upload-sw** privileged EXEC command builds an image file on the server by uploading these files in order: info, the Cisco IOS image, and the web management files. After these files are uploaded, the upload algorithm creates the tar file format.

Note For the download and upload algorithms to operate properly, do not rename image names.

Copying Image Files Using FTP

You can download a switch image from an FTP server or upload the image from the switch to an FTP server.

You download a switch image file from a server to upgrade the switch software. You can overwrite the current image with the new one or keep the current image after a download.

You upload a switch image file to a server for backup purposes. You can use this uploaded image for future downloads to the switch or another switch of the same type.

Note Instead of using the **copy** privileged EXEC command or the **archive tar** privileged EXEC command, we recommend using the **archive download-sw** and **archive upload-sw** privileged EXEC commands to download and upload software image files. For switch stacks, the **archive download-sw** and **archive upload-sw** privileged EXEC commands can only be used through the stack's active switch. Software images downloaded to the stack's active switch are automatically downloaded to the rest of the stack members.

To upgrade a switch with an incompatible software image, use the **archive copy-sw** privileged EXEC command to copy the software image from an existing stack member to the incompatible switch. That switch automatically reloads and joins the stack as a fully functioning member.

Preparing to Download or Upload an Image File By Using FTP

You can copy images files to or from an FTP server.

The FTP protocol requires a client to send a remote username and password on each FTP request to a server. When you copy an image file from the switch to a server by using FTP, the Cisco IOS software sends the first valid username in this list:

- The username specified in the **archive download-sw** or **archive upload-sw** privileged EXEC command if a username is specified.
- The username set by the **ip ftp username** username global configuration command if the command is configured.
- Anonymous.

The switch sends the first valid password in this list:

- The password specified in the **archive download-sw** or **archive upload-sw** privileged EXEC command if a password is specified.
- The password set by the **ip ftp password** password global configuration command if the command is configured.
- The switch forms a password named username@switchname.domain. The variable username is the username associated with the current session, switchname is the configured hostname, and domain is the domain of the switch.

The username and password must be associated with an account on the FTP server. If you are writing to the server, the FTP server must be properly configured to accept the FTP write request from you.

Use the **ip ftp username** and **ip ftp password** commands to specify a username and password for all copies. Include the username in the **archive download-sw** or **archive upload-sw** privileged EXEC command if you want to specify a username only for that operation.

If the server has a directory structure, the image file is written to or copied from the directory associated with the username on the server. For example, if the image file resides in the home directory of a user on the server, specify that user's name as the remote username.

Before you begin downloading or uploading an image file by using FTP, do these tasks:

- Ensure that the switch has a route to the FTP server. The switch and the FTP server must be in the same subnetwork if you do not have a router to route traffic between subnets. Check connectivity to the FTP server by using the **ping** command.
- If you are accessing the switch through the console or a Telnet session and you do not have a valid username, make sure that the current FTP username is the one that you want to use for the FTP download. You can enter the **show users** privileged EXEC command to view the valid username. If you do not want to use this username, create a new FTP username by using the **ip ftp username** username global configuration command. This new name will be used during all archive operations. The new username is stored in NVRAM. If you are accessing the switch through a Telnet session and you have a valid username, this username is used, and you do not need to set the FTP username. Include the username in the **archive download-sw** or **archive upload-sw** privileged EXEC command if you want to specify a username for that operation only.
- When you upload an image file to the FTP server, it must be properly configured to accept the write request from the user on the switch.

For more information, see the documentation for your FTP server.

Downloading an Image File By Using FTP

You can download a new image file and overwrite the current image or keep the current image.

Beginning in privileged EXEC mode, follow Steps 1 through 7 to download a new image from an FTP server and overwrite the existing image. To keep the current image, go to Step 7.

SUMMARY STEPS

1. Verify that the FTP server is properly configured.
2. Log into the switch through the console port or a Telnet session.
3. **configure terminal**

4. **ip ftp username** *username*
5. **ip ftp password***password*
6. **end**
7. **archive download-sw /overwrite/reload** **ftp:** [[//*username* [**:***password*] **@***location*] /*directory*] /*image-name***.tar**
8. **archive download-sw /leave-old-sw/reload** **ftp:** [[//*username* [**:***password*] **@***location*] /*directory*] /*image-name***.tar**

DETAILED STEPS

Step 1 Verify that the FTP server is properly configured.

—

Step 2 Log into the switch through the console port or a Telnet session.

—

Step 3 **configure terminal**

Enter global configuration mode.

This step is required only if you override the default remote username or password (see Steps 4, 5, and 6).

Step 4 **ip ftp username** *username*

(Optional) Change the default remote username.

Step 5 **ip ftp password***password*

(Optional) Change the default password.

Step 6 **end**

Return to privileged EXEC mode.

Step 7 **archive download-sw /overwrite/reload ftp:** [[//*username* [**:***password*] **@***location*] /*directory*] /*image-name***.tar**

Download the image file from the FTP server to the switch, and overwrite the current image.

- The /**overwrite** option overwrites the software image in flash memory with the downloaded image.
- The /**reload** option reloads the system after downloading the image unless the configuration has been changed and not been saved.
- For //*username* [:*password*]specify the username and password; these must be associated with an account on the FTP server.
- For **@** *location*, specify the IP address of the FTP server.
- For *directory*/*image-name***.tar**, specify the directory (optional) and the image to download. Directory and image names are case sensitive.

Step 8 **archive download-sw /leave-old-sw/reload ftp:** [[//*username* [**:***password*] **@***location*] /*directory*] /*image-name***.tar**

Download the image file from the FTP server to the switch, and keep the current image.

- The /**leave-old-sw** option keeps the old software version after a download.
- The /**reload** option reloads the system after downloading the image unless the configuration has been changed and not been saved.

- For //*username* [:*password*]specify the username and password; these must be associated with an account on the FTP server.
- For **@** *location*, specify the IP address of the FTP server.
- For *directory*/*image-name***.tar**, specify the directory (optional) and the image to download. Directory and image names are case sensitive.

The download algorithm verifies that the image is appropriate for the switch model and that enough DRAM is present, or it cancels the process and reports an error. If you specify the /**overwrite** option, the download algorithm removes the existing image on the flash device, whether or not it is the same as the new one, downloads the new image, and then reloads the software.

Note If the flash device has sufficient space to hold two images and you want to overwrite one of these images with the same version, you must specify the /**overwrite** option.

If you specify the /**leave-old-sw**, the existing files are not removed. If there is not enough space to install the new image and keep the running image, the download process stops, and an error message is displayed.

The algorithm installs the downloaded image onto the system board flash device (flash:). The image is placed into a new directory named with the software version string, and the BOOT environment variable is updated to point to the newly installed image.

If you kept the old image during the download process (you specified the /**leave-old-sw** keyword), you can remove it by entering the **delete**/**force**/**recursive** *filesystem* :/ *file-url* privileged EXEC command. For *filesystem*, use **flash:** for the system board flash device. For *file-url*, enter the directory name of the old software image. All the files in the directory and the directory are removed.

Note For the download and upload algorithms to operate properly, do not rename image names.

Uploading an Image File By Using FTP

You can upload an image from the switch to an FTP server. You can later download this image to the same switch or to another switch of the same type.

Use the upload feature only if the web management pages associated with the embedded device manager have been installed with the existing image.

Beginning in privileged EXEC mode, follow these steps to upload an image to an FTP server:

SUMMARY STEPS

1. **configure terminal**
2. **ip ftp username***username*
3. **ip ftp password***password*
4. **end**
5. **archive upload-sw ftp:** [[// [*username* [**:** *password*] **@**] *location*] / *directory*] / *image-name***.tar**

DETAILED STEPS

Step 1 **configure terminal**

Enter global configuration mode.

This step is required only if you override the default remote username or password (see Steps 2, 3,and 4.)

Step 2 **ip ftp username***username*

Optional) Change the default remote username.

Step 3 **ip ftp password***password*

(Optional) Change the default password.

Step 4 **end**

Return to privileged EXEC mode.

Step 5 **archive upload-sw ftp:** [[// [*username* [**:** *password*] **@**] *location*] / *directory*] / *image-name***.tar**

Upload the currently running switch image to the FTP server.

- For //*username***:***password*, specify the username and password. These must be associated with an account on the FTP server.
- For **@***location*, specify the IP address of the FTP server.
- For /*directory*/*image-name***.tar**, specify the directory (optional) and the name of the software image to be uploaded. Directory and image names are case sensitive. The *image-name* **.tar** is the name of the software image to be stored on the server.

The **archive upload-sw** command builds an image file on the server by uploading these files in order: info, the Cisco IOS image, and the web management files. After these files are uploaded, the upload algorithm creates the tar file format.

Note For the download and upload algorithms to operate properly, do not rename image names.

Copying Image Files Using RCP

You can download a switch image from an RCP server or upload the image from the switch to an RCP server.

You download a switch image file from a server to upgrade the switch software. You can overwrite the current image with the new one or keep the current image after a download. You upload a switch image file to a server for backup purposes. You can use this uploaded image for future downloads to the same switch or another of the same type.

Note Instead of using the **copy** privileged EXEC command or the **archive tar** privileged EXEC command, we recommend using the **archive download-sw** and **archive upload-sw** privileged EXEC commands to download and upload software image files. For switch stacks, the **archive download-sw** and **archive upload-sw** privileged EXEC commands can only be used through the stack's active switch. Software images downloaded to the stack's active switch are automatically downloaded to the rest of the stack members. To upgrade a switch with an incompatible software image, use the **archive copy-sw** privileged EXEC command to copy the software image from an existing stack member to the incompatible switch. That switch automatically reloads and joins the stack as a fully functioning member.

Preparing to Download or Upload an Image File Using RCP

RCP provides another method of downloading and uploading image files between remote hosts and the switch. Unlike TFTP, which uses User Datagram Protocol (UDP), a connectionless protocol, RCP uses TCP, which is connection-oriented.

To use RCP to copy files, the server from or to which you will be copying files must support RCP. The RCP copy commands rely on the rsh server (or daemon) on the remote system. To copy files by using RCP, you do not need to create a server for file distribution as you do with TFTP. You only need to have access to a server that supports the remote shell (rsh). (Most UNIX systems support rsh.) Because you are copying a file from one place to another, you must have read permission on the source file and write permission on the destination file. If the destination file does not exist, RCP creates it for you.

RCP requires a client to send a remote username on each RCP request to a server. When you copy an image from the switch to a server by using RCP, the Cisco IOS software sends the first valid username in this list:

- The username specified in the **archive download-sw** or **archive upload-sw** privileged EXEC command if a username is specified.
- The username set by the **ip rcmd remote-username***username* global configuration command if the command is entered.
- The remote username associated with the current TTY (terminal) process. For example, if the user is connected to the router through Telnet and was authenticated through the **username** command, the switch software sends the Telnet username as the remote username.
- The switch hostname.

For the RCP copy request to execute successfully, an account must be defined on the network server for the remote username. If the server has a directory structure, the image file is written to or copied from the directory associated with the remote username on the server. For example, if the image file resides in the home directory of a user on the server, specify that user's name as the remote username.

Before you begin downloading or uploading an image file by using RCP, do these tasks:

- Ensure that the workstation acting as the RCP server supports the remote shell (rsh).
- Ensure that the switch has a route to the RCP server. The switch and the server must be in the same subnetwork if you do not have a router to route traffic between subnets. Check connectivity to the RCP server by using the **ping** command.
- If you are accessing the switch through the console or a Telnet session and you do not have a valid username, make sure that the current RCP username is the one that you want to use for the RCP download. You can enter the **show users** privileged EXEC command to view the valid username. If you do not want to use this username, create a new RCP username by using the **ip rcmd remote-username***username* global configuration command to be used during all archive operations. The new username is stored in NVRAM. If you are accessing the switch through a Telnet session and you have a valid username, this username is used, and there is no need to set the RCP username. Include the username in the **archive download-sw** or **archive upload-sw** privileged EXEC command if you want to specify a username only for that operation.
- When you upload an image to the RCP to the server, it must be properly configured to accept the RCP write request from the user on the switch. For UNIX systems, you must add an entry to the .rhosts file for the remote user on the RCP server.

For example, suppose the switch contains these configuration lines:

```
hostname Switch1
ip rcmd remote-username User0
```

If the switch IP address translates to *Switch1.company.com*, the .rhosts file for User0 on the RCP server should contain this line:

```
Switch1.company.com Switch1
```

For more information, see the documentation for your RCP server.

Downloading an Image File using RCP

You can download a new image file and replace or keep the current image.

Beginning in privileged EXEC mode, follow Steps 1 through 6 to download a new image from an RCP server and overwrite the existing image. To keep the current image, go to Step 6.

SUMMARY STEPS

1. Verify that the RCP server is properly configured.
2. Log into the switch through the console port or a Telnet session.
3. **configure terminal**
4. **ip rcmd remote-username** *username*
5. **end**
6. **archive download-sw /overwrite/reload rcp:**[[[//*username@*]/*location*]/*directory*]/*image-name***.tar**
7. **archive download-sw /leave-old-sw/reload rcp:**[[[//[*username@*]*location*]/*directory*]/*image-name***.tar**

DETAILED STEPS

Step 1 Verify that the RCP server is properly configured.

—

Step 2 Log into the switch through the console port or a Telnet session.

—

Step 3 **configure terminal**

Enter global configuration mode.

This step is required only if you override the default remote username or password (see Steps 4, 5, and 6).

Step 4 **ip rcmd remote-username** *username*

(Optional) Specify the remote username.

Step 5 **end**

Return to privileged EXEC mode.

Step 6 **archive download-sw /overwrite/reload rcp:**[[[//*username@*]/*location*]/*directory*]/*image-name***.tar**

Download the image file from the RCP server to the switch, and overwrite the current image.

- The /**overwrite** option overwrites the software image in flash memory with the downloaded image.

- The /**reload** option reloads the system after downloading the image unless the configuration has been changed and not been saved.
- For //*username* specify the username. For the RCP copy request to execute successfully, an account must be defined on the network server for the remote username.
- For **@** *location*, specify the IP address of theRCP server.
- For /*directory*/*image-name***.tar**, specify the directory (optional) and the image to download. Directory and image names are case sensitive.

Step 7 **archive download-sw /leave-old-sw/reload rcp:**[[[//[*username@*]*location*]/*directory*]/*image-name***.tar**

Download the image file from the FTP server to the switch, and keep the current image.

- The /**leave-old-sw** option keeps the old software version after a download.
- The /**reload** option reloads the system after downloading the image unless the configuration has been changed and not been saved.
- For //*username*specify the username. For the RCP copy request to execute, an account must be defined on the network server for the remote username.
- For **@** *location*, specify the IP address of the RCP server.
- For /*directory*]/*image-name***.tar**, specify the directory (optional) and the image to download. Directory and image names are case sensitive.

The download algorithm verifies that the image is appropriate for the switch model and that enough DRAM is present, or it cancels the process and reports an error. If you specify the /**overwrite** option, the download algorithm removes the existing image on the flash device, whether or not it is the same as the new one, downloads the new image, and then reloads the software.

Note If the flash device has sufficient space to hold two images and you want to overwrite one of these images with the same version, you must specify the /**overwrite** option.

If you specify the /**leave-old-sw**, the existing files are not removed. If there is not enough space to install the new image and keep the running image, the download process stops, and an error message is displayed.

The algorithm installs the downloaded image onto the system board flash device (flash:). The image is placed into a new directory named with the software version string, and the BOOT environment variable is updated to point to the newly installed image.

If you kept the old image during the download process (you specified the /**leave-old-sw** keyword), you can remove it by entering the **delete**/**force**/**recursive** *filesystem :/ file-url* privileged EXEC command. For *filesystem*, use **flash:** for the system board flash device. For *file-url*, enter the directory name of the old software image. All the files in the directory and the directory are removed.

Note For the download and upload algorithms to operate properly, do not rename image names.

Uploading an Image File using RCP

You can upload an image from the switch to an RCP server. You can later download this image to the same switch or to another switch of the same type.

The upload feature should be used only if the web management pages associated with the embedded device manager have been installed with the existing image.

Beginning in privileged EXEC mode, follow these steps to upload an image to an RCP server:

SUMMARY STEPS

1. **configure terminal**
2. **ip rcmd remote-username***username*
3. **end**
4. **archive upload-sw rcp:** [[[/ / [*username@*] *location*] / *directory*] / *image-name***.tar**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure terminal**	Enter global configuration mode. This step is required only if you override the default remote username or password (see Steps 2 and 3.)
Step 2	**ip rcmd remote-username***username*	Optional) Specify the remote username.
Step 3	**end**	Return to privileged EXEC mode.
Step 4	**archive upload-sw** **rcp:** [[[/ / [*username@*] *location*] / *directory*] / *image-name***.tar**	Upload the currently running switch image to the RCP server. • For //*username*, specify the username; for the RCP copy request to execute, an account must be defined on the network server for the remote username. • For **@***location*, specify the IP address of the RCP server. • For /*directory*/*image-name***.tar**, specify the directory (optional) and the name of the software image to be uploaded. Directory and image names are case sensitive. • The *image-name***.tar** is the name of software image to be stored on the server. The **archive upload-sw** command builds an image file on the server by uploading these files in order: info, the Cisco IOS image, and the web management files. After these files are uploaded, the upload algorithm creates the tar file format. **Note** For the download and upload algorithms to operate properly, do not rename image names.

Copying an Image File from One Stack Member to Another

For switch stacks, the **archive download-sw** and **archive upload-sw** privileged EXEC commands can be used only through the stack's active switch. Software images downloaded to the stack's active switch are automatically downloaded to the rest of the stack members.

To upgrade a switch that has an incompatible software image, use the **archive copy-sw** privileged EXEC command to copy the software image from an existing stack member to the one that has incompatible software. That switch automatically reloads and joins the stack as a fully functioning member.

Note To successfully use the **archive copy-sw** privileged EXEC command, you must have downloaded from a TFTP server the images for both the stack member switch being added and the stack's active switch. You use the **archive download-sw** privileged EXEC command to perform the download.

Beginning in privileged EXEC mode from the stack member that you want to upgrade, follow these steps to copy the running image file from the flash memory of a different stack member:

SUMMARY STEPS

1. **archive copy-sw** / **destination-system** *destination-stack-member-number* / **force-reload***source-stack-member-number*
2. **reload slot***stack-member-number*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**archive copy-sw** / **destination-system** *destination-stack-member-number* / **force-reload***source-stack-member-number*	Copy the running image file from a stack member, and then unconditionally reload the updated stack member. **Note** At least one stack member must be running the image that is to be copied to the switch that is running the incompatible software For / **destination-system***destination-stack-member-number*, specify the number of the stack member (the destination) to which to copy the source running image file. If you do not specify this stack member number, the default is to copy the running image file to all stack members. Specify /**force-reload** to unconditionally force a system reload after successfully downloading the software image. For *source-stack-member-number*, specify the number of the stack member (the source) from which to copy the running image file. The stack member number range is 1 to 9.
Step 2	**reload slot***stack-member-number*	Reset the updated stack member, and put this configuration change into effect.