QTECH
МИР ДОСТУПНЕЕ

РУКОВОДСТВО ПОЛЬЗОВАТЕЛЯ

# Basic Management Configuration

# Оглавление

# 1. SWITCH MANAGEMENT

## 1.1 Management Options

After purchasing the switch, the user needs to configure the switch for network management. Switch provides two management options: in-band management and out-of-band management.

### 1.1.1 Out-Of-Band Management

Out-of-band management is the management through Console interface. Generally, the user will use out-of-band management for the initial switch configuration, or when in-band management is not available. For instance, the user must assign an IP address to the switch via the Console interface to be able to access the switch through Telnet.

The procedures for managing the switch via Console interface are listed below:

- **Step 1**: setting up the environment:

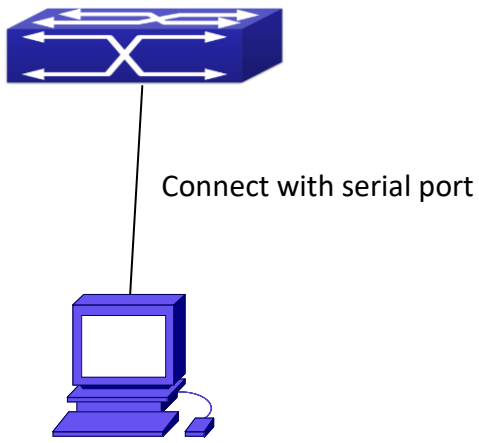



Fig 1-1 Out-of-band Management Configuration Environment

As shown in above, the serial port (RS-232) is connected to the switch with the serial cable provided. The table below lists all the devices used in the connection.

| Device Name | Description |
|---|---|
| PC machine | Has functional keyboard and RS-232, with terminal emulator installed, such as HyperTerminal included in Windows 9x/NT/2000/XP. |
| Serial port cable | One end attach to the RS-232 serial port, the other end to the Console port. |
| Switch | Functional Console port required. |

❖ **Step 2：** Entering the HyperTerminal

Open the HyperTerminal included in Windows after the connection established. The example below is based on the HyperTerminal included in Windows XP.

Click Start menu - All Programs -Accessories -Communication - HyperTerminal.

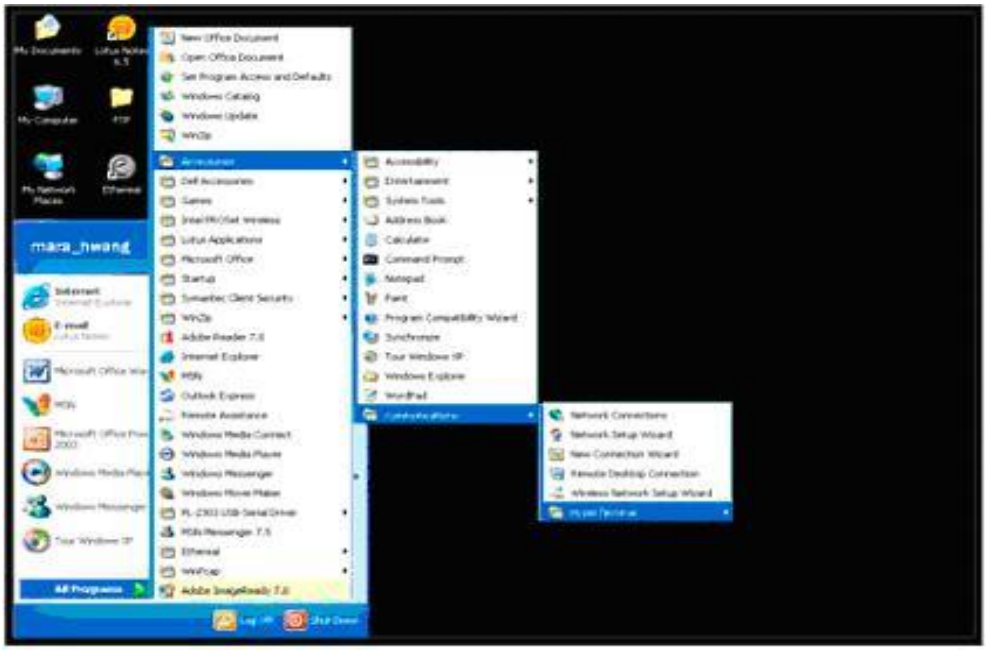


Fig 1-2 Opening Hyper Terminal

Type a name for opening HyperTerminal, such as “Switch”.


Fig 1-3 Opening HyperTerminal

In the “Connecting using” drop-list, select the RS-232 serial port used by the PC, e.g. COM1, and click “OK”.


Fig 1-4 Opening HyperTerminal

COM1 property appears, select “9600” for “Baud rate”, “8” for “Data bits”, “none” for “Parity checksum”, “1” for stop bit and “none” for traffic control; or, you can also click “Restore default” and click “OK”.

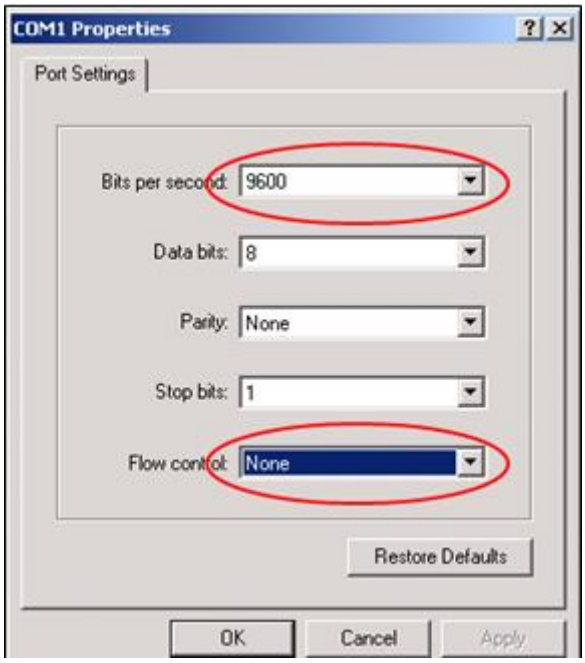



Fig 1-5 Opening HyperTerminal

❖ **Step 3:** Entering switch CLI interface

Power on the switch, the following appears in the HyperTerminal windows, that is the CLI configuration mode for Switch.

```
Testing RAM...
0x077C0000 RAM OK
Loading MiniBootROM...
```

```
Attaching to file system ...
Loading nos.img ...  done.
Booting......
Starting at 0x10000...
Attaching to file system ...
--- Performing Power-On Self Tests (POST) ---
DRAM Test.....................PASS!
PCI Device 1 Test............PASS!
FLASH Test...................PASS!
FAN Test.....................PASS!
Done All Pass.
------------------ DONE --------------------
Current time is SUN JAN 01 00:00:00 2006
Switch>
```

The user can now enter commands to manage the switch. For a detailed description for the commands, please refer to the following chapters.

### 1.1.2 In-band Management

In-band management refers to the management by login to the switch using Telnet, or using HTTP, or using SNMP management software to configure the switch. In-band management enables management of the switch for some devices attached to the switch. In the case when in-band management fails due to switch configuration changes, out-of-band management can be used for configuring and managing the switch.

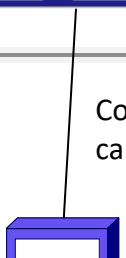
#### *1.1.2.1 Management via Telnet*

To manage the switch with Telnet, the following conditions should be met:

1. Switch has an IPv4/IPv6 address configured;
2. The host IP address (Telnet client) and the switch's VLAN interface IPv4/IPv6 address is in the same network segment;
3. If 2) is not met, Telnet client can connect to an IPv4/IPv6 address of the switch via other devices, such as a router.

The switch is a Layer 3 switch that can be configured with several IPv4/IPv6 addresses, the configuration method refers to the relative chapter. The following example assumes the shipment status of the switch where only VLAN1 exists in the system.

The following describes the steps for a Telnet client to connect to the switch's VLAN1 interface by Telnet(IPV4 address example):



Connected with cable

Fig 1-6 Manage the switch by Telnet

❖ **Step 1:** Configure the IP addresses for the switch and start the Telnet Server function on the switch.

First is the configuration of host IP address. This should be within the same network segment as the switch VLAN1 interface IP address. Suppose the switch VLAN1 interface IP address is 10.1.128.251/24. Then, a possible host IP address is 10.1.128.252/24. Run “ping 10.1.128.251” from the host and verify the result, check for reasons if ping failed.

The IP address configuration commands for VLAN1 interface are listed below. Before in-band management, the switch must be configured with an IP address by out-of-band management (i.e. Console mode), the configuration commands are as follows (All switch configuration prompts are assumed to be “Switch” hereafter if not otherwise specified):

```
Switch>
Switch>enable
Switch#config
Switch(config)#interface vlan 1
Switch(Config-if-Vlan1)#ip address 10.1.128.251 255.255.255.0
Switch(Config-if-Vlan1)#no shutdown
To enable the Telnet Server function, users should type the CLI command
telnet-server enable in the global mode as below:
Switch>enable
Switch#config
Switch(config)# telnet-server enable
```

❖ **Step 2:** Run Telnet Client program.

Run Telnet client program included in Windows with the specified Telnet target.

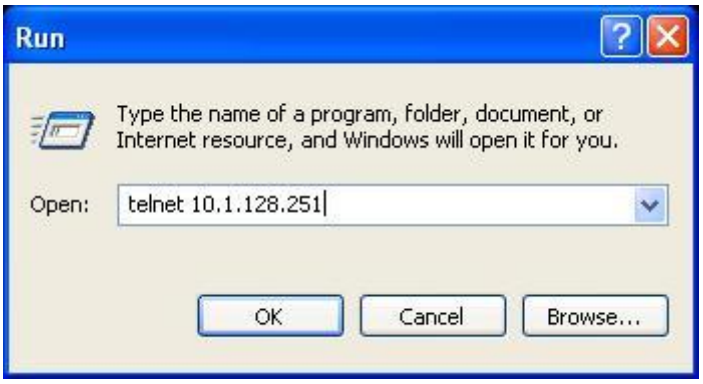



Fig 1-7 Run telnet client program included in Windows

❖ **Step 3**: Login to the switch.

Login to the Telnet configuration interface. Valid login name and password are required, otherwise the switch will reject Telnet access. This is a method to protect the switch from unauthorized access. As a result, when Telnet is enabled for configuring and managing the switch, username and password for authorized Telnet users must be configured with the following command: username <username> privilege <privilege> [password (0|7) <password>]. To open the local authentication style with the following command: authentication line vty login local. Privilege option must exist and just is 15. Assume an authorized user in the switch has a username of “test”, and password of “test”, the configuration procedure should like the following:

```
Switch>enable
Switch#config
Switch(config)#username test privilege 15 password 0 test
Switch(config)#authentication line vty login local
```

Enter valid login name and password in the Telnet configuration interface, Telnet user will be able to enter the switch’s CLI configuration interface. The commands used in the Telnet CLI interface after login is the same as that in the Console interface.

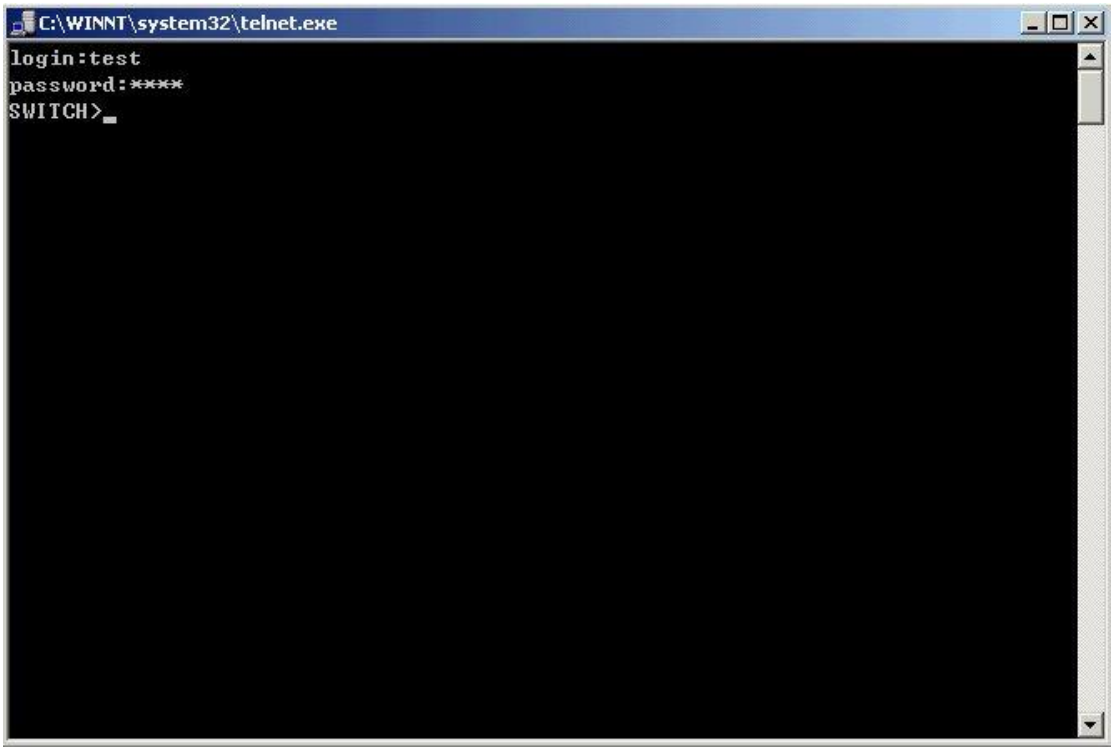



Fig 1-8 Telnet Configuration Interface

#### *1.1.2.2 Manage the Switch via SNMP Network Management Software*

The necessities required by SNMP network management software to manage switches:

1. IP addresses are configured on the switch;
2. The IP address of the client host and that of the VLAN interface on the switch it subordinates to should be in the same segment;
3. If 2) is not met, the client should be able to reach an IP address of the switch through devices like routers;
4. SNMP should be enabled.

The host with SNMP network management software should be able to ping the IP address of the switch, so that, when running, SNMP network management software will be able to find it and implement read/write operation on it. Details about how to manage switches via SNMP network management software will not be covered in this manual, please refer to “Snmp network management software user manual”.

## 1.2 CLI Interface

The switch provides thress management interface for users: CLI (Command Line Interface) interface, Web interface, Snmp netword management software. We will introduce the CLI interface and Web configuration interface in details, Web interface is familiar with CLI interface

function and will not be covered, please refer to “Snmp network management software user manual”.

CLI interface is familiar to most users. As aforementioned, out-of-band management and Telnet login are all performed through CLI interface to manage the switch.

CLI Interface is supported by Shell program, which consists of a set of configuration commands. Those commands are categorized according to their functions in switch configuration and management. Each category represents a different configuration mode. The Shell for the switch is described below:

- Configuration Modes
- Configuration Syntax
- Shortcut keys
- Help function
- Input verification
- Fuzzy match support

### 1.2.1 Configuration Modes

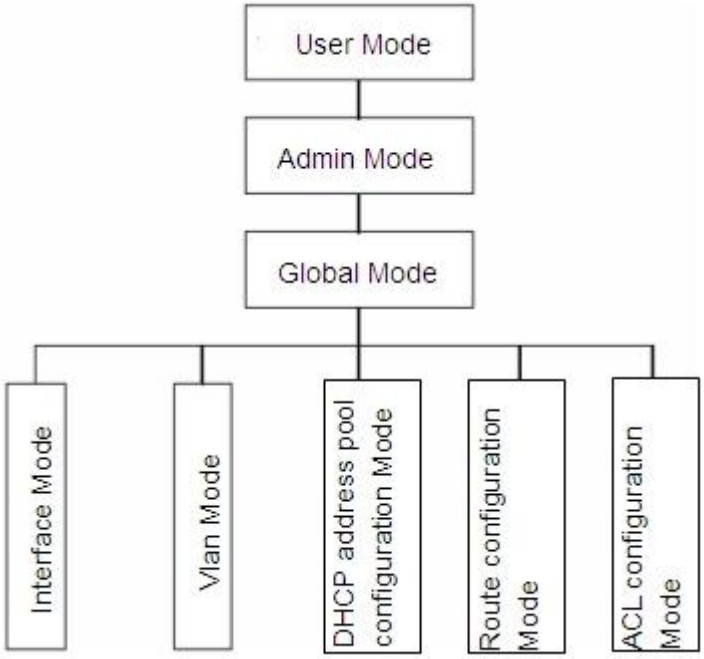



Fig 1-12 Shell Configuration Modes

#### *1.2.1.1 User Mode*

On entering the CLI interface, entering user entry system first. If as common user, it is defaulted to User Mode. The prompt shown is “Switch>“, the symbol “>“ is the prompt for User Mode. When exit command is run under Admin Mode, it will also return to the User Mode.

Under User Mode, no configuration to the switch is allowed, only clock time and version information of the switch can be queries.

#### *1.2.1.2 Admin Mode*

To Admin Mode sees the following: In user entry system, if as Admin user, it is defaulted to Admin Mode. Admin Mode prompt “Switch#” can be entered under the User Mode by running the enable command and entering corresponding access levels admin user password, if a password has been set. Or, when exit command is run under Global Mode, it will also return to the Admin Mode. Switch also provides a shortcut key sequence "Ctrl+z”, this allows an easy way to exit to Admin Mode from any configuration mode (except User Mode).

Under Admin Mode, the user can query the switch configuration information, connection status and traffic statistics of all ports; and the user can further enter the Global Mode from Admin Mode to modify all configurations of the switch. For this reason, a password must be set for entering Admin mode to prevent unauthorized access and malicious modification to the switch.

#### *1.2.1.3 Global Mode*

Type the config command under Admin Mode will enter the Global Mode prompt “Switch(config)#”. Use the exit command under other configuration modes such as Port Mode, VLAN mode will return to Global Mode.

The user can perform global configuration settings under Global Mode, such as MAC Table, Port Mirroring, VLAN creation, IGMP Snooping start and STP, etc. And the user can go further to Port Mode for configuration of all the interfaces.

**Interface Mode**

Use the interface command under Global Mode can enter the interface mode specified. Switch provides three interface type: 1. VLAN interface; 2. Ethernet port; 3. port-channel, accordingly the three interface configuration modes.

| Interface Type | Entry | Operates | Exit |
|---|---|---|---|
| **VLAN Interface** | Type **interface vlan <*Vlan-id*>** command under Global Mode. | Configure switch IPs, etc | Use the **exit** command to return to Global Mode. |
| **Ethernet** | Type **interface ethernet** | Configure | Use the **exit** |

| | | | |
|---|---|---|---|
| **Port** | **<interface-list>** command under Global Mode. | supported duplex mode, speed, etc. of Ethernet Port. | command to return to Global Mode. |
| **port-channel** | Type **interface port-channel <port-channel-number>** command under Global Mode. | Configure port-channel related settings such as duplex mode, speed, etc. | Use the **exit** command to return to Global Mode. |

**VLAN Mode**

Using the vlan <vlan-id> command under Global Mode can enter the corresponding VLAN Mode. Under VLAN Mode the user can configure all member ports of the corresponding VLAN. Run the exit command to exit the VLAN Mode to Global Mode.

**DHCP Address Pool Mode**

Type the ip dhcp pool <name> command under Global Mode will enter the DHCP Address Pool Mode prompt "Switch(Config-<name>-dhcp)#". DHCP address pool properties can be configured under DHCP Address Pool Mode. Run the exit command to exit the DHCP Address Pool Mode to Global Mode.

**ACL Mode**

| ACL type | Entry | Operates | Exit |
|---|---|---|---|
| **Standard IP ACL Mode** | Type **ip access-list standard** command under Global Mode. | Configure parameters for Standard IP ACL Mode. | Use the **exit** command to return to Global Mode. |
| **Extended IP ACL Mode** | Type **ip access-list extanded** command under Global Mode. | Configure parameters for Extended IP ACL Mode. | Use the **exit** command to return to Global Mode. |

### 1.2.2 Configuration Syntax

Switch provides various configuration commands. Although all the commands are different, they all abide by the syntax for Switch configuration commands. The general commands format of Switch is shown below:

**cmdtxt *<variable>* {enum1 | … | enumN } [option1 | … | optionN]**

Conventions: **cmdtxt** in bold font indicates a command keyword; ***<variable>*** indicates a variable parameter; **{enum1 | … | enumN }** indicates a mandatory parameter that should be selected from the parameter set **enum1~enumN**; and the square bracket ([ ]) in **[option1 | … | optionN]** indicate an optional parameter. There may be combinations of "< >", "{ }" and "[ ]" in the command line, such as **[*<variable>*]**, **{enum1 *<variable>*| enum2}**, **[option1 [option2]], etc.**

Here are examples for some actual configuration commands:

- show version, no parameters required. This is a command with only a keyword and no parameter, just type in the command to run.
- vlan <vlan-id>, parameter values are required after the keyword.
- firewall {enable | disable}, user can enter firewall enable or firewall disable for this command.
- snmp-server community {ro | rw} <*string*>, the followings are possible:
  snmp-server community ro <string>
  snmp-server community rw <string>

### 1.2.3 Shortcut Key Support

Switch provides several shortcut keys to facilitate user configuration, such as up, down, left, right and Blank Space. If the terminal does not recognize Up and Down keys, ctrl +p and ctrl +n can be used instead.

| Key(s) | Function | |
|---|---|---|
| Back Space | Delete a character before the cursor, and the cursor moves back. | |
| Up "↑" | Show previous command entered. Up to ten recently entered commands can be shown. | |
| Down "↓" | Show next command entered. When use the Up key to get previously entered commands, you can use the Down key to return to the next command | |
| Left "←" | The cursor moves one character to the left. | You can use the Left and Right key to modify an entered command. |
| Right "→" | The cursor moves one character to the right. | |
| Ctrl +p | The same as Up key "↑". | |
| Ctrl +n | The same as Down key "↓". | |

| | |
|---|---|
| Ctrl +b | The same as Left key “←”. |
| Ctrl +f | The same as Right key “→”. |
| Ctrl +z | Return to the Admin Mode directly from the other configuration modes (except User Mode). |
| Ctrl +c | Break the ongoing command process, such as ping or other command execution. |
| Tab | When a string for a command or keyword is entered, the Tab can be used to complete the command or keyword if there is no conflict. |

### 1.2.4 Help Function

There are two ways in Switch for the user to access help information: the “help” command and the “?”.

| Access to Help | Usage and function |
|---|---|
| Help | Under any command line prompt, type in “help” and press Enter will get a brief description of the associated help system. |
| “?” | 1. Under any command line prompt, enter “?” to get a command list of the current mode and related brief description.<br>2. Enter a “?” after the command keyword with an embedded space. If the position should be a parameter, a description of that parameter type, scope, etc, will be returned; if the position should be a keyword, then a set of keywords with brief description will be returned; if the output is “<cr>“, then the command is complete, press Enter to run the command.<br>3. A “?” immediately following a string. This will display all the commands that begin with that string. |

### 1.2.5 Input Verification

#### *1.2.5.1 Returned Information: success*

All commands entered through keyboards undergo syntax check by the Shell. Nothing will be returned if the user entered a correct command under corresponding modes and the execution is successful.

**Returned Information: error**

| Output error message | Explanation |
|---|---|
| Unrecognized command or illegal parameter! | The entered command does not exist, or there is error in parameter scope, type or format. |
| Ambiguous command | At least two interpretations is possible basing on the current input. |
| Invalid command or parameter | The command is recognized, but no valid parameter record is found. |
| This command is not exist in current mode | The command is recognized, but this command can not be used under current mode. |
| Please configure precursor command "*" at first! | The command is recognized, but the prerequisite command has not been configured. |
| syntax error : missing '"' before the end of command line! | Quotation marks are not used in pairs. |

### 1.2.6 Fuzzy Match Support

Switch shell support fuzzy match in searching command and keyword. Shell will recognize commands or keywords correctly if the entered string causes no conflict.

For example:

1. For command “show interfaces status ethernet1/0/1”, typing “sh in status ethernet1/0/1” will work.
2. However, for command “show running-config”, the system will report a “> Ambiguous command! error if only “show r” is entered, as Shell is unable to tell whether it is “show run” or “show running-config”. Therefore, Shell will only recognize the command if “sh ru” is entered.

# 2. BASIC SWITCH CONFIGURATION

## 2.1 Basic Configuration

Basic switch configuration includes commands for entering and exiting the admin mode, commands for entering and exiting interface mode, for configuring and displaying the switch clock, for displaying the version information of the switch system, etc.

| Command | Explanation |
|---|---|
| Normal User Mode/ Admin Mode | |
| enable [*<1-15>*]<br>disable | The User uses **enable** command to step into admin mode from normal user mode or modify the privilege level of the users. The **disable** command is for exiting admin mode. |
| Admin Mode | |
| config [terminal] | Enter global mode from admin mode. |
| Various Modes | |
| exit | Exit current mode and enter previous mode, such as using this command in global mode to go back to admin mode, and back to normal user mode from admin mode. |
| show privilege | Show privilege of the current users. |
| Except User Mode/ Admin Mode | |
| end | Quit current mode and return to Admin mode when not at User Mode/ Admin Mode. |
| Admin Mode | |
| clock set *<HH:MM:SS>* [YYYY.MM.DD] | Set system date and time. |
| show version | Display version information of the switch. |
| set default | Restore to the factory default. |

| | |
|---|---|
| write | Save current configuration parameters to Flash Memory. |
| reload | Hot reset the switch. |
| show cpu usage | Show CPU usage rate. |
| show cpu utilization | Show current CPU utilization rate. |
| show memory usage | Show memory usage rate. |
| Global Mode | |
| banner motd <LINE><br>no banner motd | Configure the information displayed when the login authentication of a telnet or console user is successful. |

## 2.2 Telnet Management

### 2.2.1 Telnet

#### *2.2.1.1 Introduction to Telnet*

Telnet is a simple remote terminal protocol for remote login. Using Telnet, the user can login to a remote host with its IP address of hostname from his own workstation. Telnet can send the user's keystrokes to the remote host and send the remote host output to the user's screen through TCP connection. This is a transparent service, as to the user, the keyboard and monitor seems to be connected to the remote host directly.

Telnet employs the Client-Server mode, the local system is the Telnet client and the remote host is the Telnet server. Switch can be either the Telnet Server or the Telnet client.

When switch is used as the Telnet server, the user can use the Telnet client program included in Windows or the other operation systems to login to switch, as described earlier in the In-band management section. As a Telnet server, switch allows up to 5 telnet client TCP connections.

And as Telnet client, using telnet command under Admin Mode allows the user to login to the other remote hosts. Switch can only establish TCP connection to one remote host. If a connection to another remote host is desired, the current TCP connection must be dropped.

#### *2.2.1.2 Telnet Configuration Task List*

1. Configure Telnet Server
2. Telnet to a remote host from the switch.

### 1. Configure Telnet Server

| Command | Explanation |
|---|---|
| Global Mode | |
| `telnet-server enable`<br>`no telnet-server enable` | Enable the Telnet server function in the switch: the no command disables the Telnet function. |
| `username <user-name> [privilege <privilege>] [password [0 \| 7] <password>]`<br>`no username <username>` | Configure user name and password of the telnet. The no form command deletes the telnet user authorization. |
| `aaa authorization config-commands`<br>`no aaa authorization config-commands` | Enable command authorization function for the login user with VTY (login with Telnet and SSH). The no command disables this function. Only enabling this command and configuring command authorization manner, it will request to authorize when executing some command. |
| `authentication securityip <ip-addr>`<br>`no authentication securityip <ip-addr>` | Configure the secure IP address to login to the switch through Telnet: the no command deletes the authorized Telnet secure address. |
| `authentication securityipv6 <ipv6-addr>`<br>`no authentication securityipv6 <ipv6-addr>` | Configure IPv6 security address to login to the switch through Telnet; the no command deletes the authorized Telnet security address. |
| `authentication ip access-class {<num-std>\|<name>}`<br>`no authentication ip access-class` | Binding standard IP ACL protocol to login with Telnet/SSH/Web; the no form command will cancel the binding ACL. |
| `authentication ipv6 access-class {<num-std>\|<name>}`<br>`no authentication ipv6 access-class` | Binding standard IPv6 ACL protocol to login with Telnet/SSH/Web; the no form command will cancel the binding ACL. |
| `authentication line {console \| vty} login method1 [method2 …]`<br>`no authentication line {console \| vty} login` | Configure authentication method list with telnet. |

| | |
|---|---|
| `authentication enable method1 [method2 …]`<br>`no authentication enable` | Configure the enable authentication method list. |
| `authorization line {console \| vty} exec method1 [method2 …]`<br>`no authorization line {console \| vty} exec` | Configure the authorization method list with telnet. |
| `authorization line vty command <1-15> {local \| radius \| tacacs} (none\|)`<br>`no authorization line vty command <1-15>` | Configure command authorization manner and authorization selection priority of login user with VTY (login with Telnet and SSH). The no command recovers to be default manner. |
| `accounting line {console \| vty} command <1-15> {start-stop \| stop-only \| none} method1 [method2…]`<br>`no accounting line {console \| vty} command <1-15>` | Configure the accounting method list. |
| `Admin Mode` | |
| `terminal monitor`<br>`terminal no monitor` | Display debug information for Telnet client login to the switch; the no command disables the debug information. |
| `show users` | Show the user information who logs in through telnet or ssh. It includes line number, user name and user IP. |
| `clear line vty <0-31>` | Delete the logged user information on the appointed line, force user to get down the line who logs in through telnet or ssh. |

**2. Telnet to a remote host from the switch**

| Command | Explanation |
|---|---|
| Admin Mode | |

| | |
|---|---|
| `telnet [vrf <vrf-name>] {<ip-addr> \| <ipv6-addr> \| host <hostname>} [<port>]` | Login to a remote host with the Telnet client included in the switch. |

### 2.2.2 SSH

#### *2.2.2.1 Introduction to SSH*

SSH (Secure Shell) is a protocol which ensures a secure remote access connection to network devices. It is based on the reliable TCP/IP protocol. By conducting the mechanism such as key distribution, authentication and encryption between SSH server and SSH client, a secure connection is established. The information transferred on this connection is protected from being intercepted and decrypted. The switch meets the requirements of SSH2.0. It supports SSH2.0 client software such as SSH Secure Client and putty. Users can run the above software to manage the switch remotely.

The switch presently supports RSA authentication, 3DES cryptography protocol and SSH user password authentication etc.

#### *2.2.2.2 SSH Server Configuration Task List*

| Command | Explanation |
|---|---|
| Global Mode | |
| `ssh-server enable`<br>`no ssh-server enable` | Enable SSH function on the switch; the no command disables SSH function. |
| `username <username> [privilege <privilege>] [password [0 \| 7] <password>]`<br>`no username <username>` | Configure the username and password of SSH client software for logging on the switch; the no command deletes the username. |
| `ssh-server timeout <timeout>`<br>`no ssh-server timeout` | Configure timeout value for SSH authentication; the no command restores the default timeout value for SSH authentication. |
| `ssh-server authentication-retires <authentication-retires>`<br>`no ssh-server authentication-retries` | Configure the number of times for retrying SSH authentication; the no command restores the default number of times for retrying SSH authentication. |
| `ssh-server host-key create rsa modulus <moduls>` | Generate the new RSA host key on the SSH server. |

| | |
|---|---|
| Admin Mode | |
| terminal monitor<br>terminal no monitor | Display SSH debug information on the SSH client side; the no command stops displaying SSH debug information on the SSH client side. |
| show crypto key | Show the secret key of ssh. |
| rypto key clear rsa | Clear the secret key of ssh. |

#### *2.2.2.3 Example of SSH Server Configuration*

**Example1:**

Requirement: Enable SSH server on the switch, and run SSH2.0 client software such as Secure shell client or putty on the terminal. Log on the switch by using the username and password from the client.

Configure the IP address, add SSH user and enable SSH service on the switch. SSH2.0 client can log on the switch by using the username and password to configure the switch.

```
Switch(config)#ssh-server enable
Switch(config)#interface vlan 1
Switch(Config-if-Vlan1)#ip address 100.100.100.200 255.255.255.0
Switch(Config-if-Vlan1)#exit
Switch(config)#username test privilege 15 password 0 test
```

In IPv6 networks, the terminal should run SSH client software which support IPv6, such as putty6. Users should not modify the configuration of the switch except allocating an IPv6 address for the local host.

## 2.3 Configure Switch IP Addresses

All Ethernet ports of switch are default to Data Link layer ports and perform layer 2 forwarding. VLAN interface represent a Layer 3 interface function which can be assigned an IP address, which is also the IP address of the switch. All VLAN interface related configuration commands can be configured under VLAN Mode. Switch provides three IP address configuration methods:

- Manual
- BOOTP
- DHCP

Manual configuration of IP address is assign an IP address manually for the switch.

In BOOTP/DHCP mode, the switch operates as a BOOTP/DHCP client, send broadcast packets of BOOTPRequest to the BOOTP/DHCP servers, and the BOOTP/DHCP servers assign the address on receiving the request. In addition, switch can act as a DHCP server, and

dynamically assign network parameters such as IP addresses, gateway addresses and DNS server addresses to DHCP clients DHCP Server configuration is detailed in later chapters.

### 2.3.1 Switch IP Addresses Configuration Task List

1. Enable VLAN port mode
2. Manual configuration
3. BOOTP configuration
4. DHCP configuration

**1. Enable VLAN port mode**

| Command | Explanation |
|---|---|
| Global Mode | |
| `interface vlan <vlan-id>`<br>`no interface vlan <vlan-id>` | Create VLAN interface (layer 3 interface); the no command deletes the VLAN interface. |
| `interface ethernet <interface-name>` | Enter the network management port configuration mode. |

**2. Manual configuration**

| Command | Explanation |
|---|---|
| VLAN Interface Mode | |
| `ip address <ip_address> <mask> [secondary]`<br>`no ip address <ip_address> <mask> [secondary]` | Configure IP address of VLAN interface; the no command deletes IP address of VLAN interface. |
| `ipv6 address <ipv6-address / prefix-length> [eui-64]`<br>`no ipv6 address <ipv6-address / prefix-length>` | Configure IPv6 address, including aggregation global unicast address, local site address and local link address. The no command deletes IPv6 address. |

**3. BOOTP configuration**

| Command | Explanation |
|---|---|
| VLAN Interface Mode | |
| `ip bootp-client enable` | Enable the switch to be a BootP client |

| | |
|---|---|
| `no ip bootp-client enable` | and obtain IP address and gateway address through BootP negotiation; the no command disables the BootP client function. |

**4. DHCP configuration**

| Command | Explanation |
|---|---|
| VLAN Interface Mode | |
| `ip bootp-client enable`<br>`no ip bootp-client enable` | Enable the switch to be a DHCP client and obtain IP address and gateway address through DHCP negotiation; the no command disables the DHCP client function. |

## 2.4 SNMP Configuration

### 2.4.1 Introduction to SNMP

SNMP (Simple Network Management Protocol) is a standard network management protocol widely used in computer network management. SNMP is an evolving protocol. SNMP v1 [RFC1157] is the first version of SNMP which is adapted by vast numbers of manufacturers for its simplicity and easy implementation; SNMP v2c is an enhanced version of SNMP v1, which supports layered network management; SNMP v3 strengthens the security by adding USM (User-based Security Mode) and VACM (View-based Access Control Model).

SNMP protocol provides a simple way of exchange network management information between two points in the network. SNMP employs a polling mechanism of message query, and transmits messages through UDP (a connectionless transport layer protocol). Therefore it is well supported by the existing computer networks.

SNMP protocol employs a station-agent mode. There are two parts in this structure: NMS (Network Management Station) and Agent. NMS is the workstation on which SNMP client program is running. It is the core on the SNMP network management. Agent is the server software runs on the devices which need to be managed. NMS manages all the managed objects through Agents. The switch supports Agent function.

The communication between NMS and Agent functions in Client/Server mode by exchanging standard messages. NMS sends request and the Agent responds. There are seven types of SNMP message:

- Get-Request
- Get-Response

- Get-Next-Request
- Get-Bulk-Request
- Set-Request
- Trap
- Inform-Request

NMS sends queries to the Agent with Get-Request, Get-Next-Request, Get-Bulk-Request and Set-Request messages; and the Agent, upon receiving the requests, replies with Get-Response message. On some special situations, like network device ports are on Up/Down status or the network topology changes, Agents can send Trap messages to NMS to inform the abnormal events. Besides, NMS can also be set to alert to some abnormal events by enabling RMON function. When alert events are triggered, Agents will send Trap messages or log the event according to the settings. Inform-Request is mainly used for inter-NMS communication in the layered network management.

USM ensures the transfer security by well-designed encryption and authentication. USM encrypts the messages according to the user typed password. This mechanism ensures that the messages can't be viewed on transmission. And USM authentication ensures that the messages can't be changed on transmission. USM employs DES-CBC cryptography. And HMAC-MD5 and HMAC-SHA are used for authentication.

VACM is used to classify the users' access permission. It puts the users with the same access permission in the same group. Users can't conduct the operation which is not authorized.

### 2.4.2 Introduction to MIB

The network management information accessed by NMS is well defined and organized in a Management Information Base (MIB). MIB is pre-defined information which can be accessed by network management protocols. It is in layered and structured form. The pre-defined management information can be obtained from monitored network devices. ISO ASN.1 defines a tree structure for MID. Each MIB organizes all the available information with this tree structure. And each node on this tree contains an OID (Object Identifier) and a brief description about the node. OID is a set of integers divided by periods. It identifies the node and can be used to locate the node in a MID tree structure, shown in the figure below:

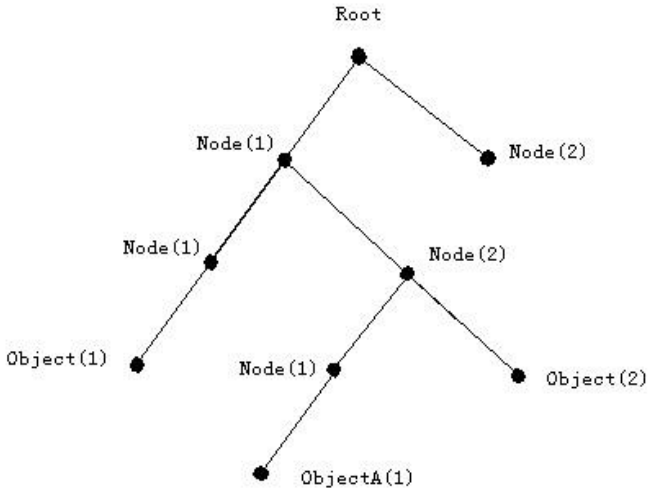



Fig 2-1 ASN.1 Tree Instance

In this figure, the OID of the object A is 1.2.1.1. NMS can locate this object through this unique OID and gets the standard variables of the object. MIB defines a set of standard variables for monitored network devices by following this structure.

If the variable information of Agent MIB needs to be browsed, the MIB browse software needs to be run on the NMS. MIB in the Agent usually consists of public MIB and private MIB. The public MIB contains public network management information that can be accessed by all NMS; private MIB contains specific information which can be viewed and controlled by the support of the manufacturers.

MIB-I [RFC1156] is the first implemented public MIB of SNMP, and is replaced by MIB-II [RFC1213]. MIB-II expands MIB-I and keeps the OID of MIB tree in MIB-I. MIB-II contains sub-trees which are called groups. Objects in those groups cover all the functional domains in network management. NMS obtains the network management information by visiting the MIB of SNMP Agent.

The switch can operate as a SNMP Agent, and supports both SNMP v1/v2c and SNMP v3. The switch supports basic MIB-II, RMON public MIB and other public MID such as BRIDGE MIB. Besides, the switch supports self-defined private MIB.

### 2.4.3 Introduction to RMON

RMON is the most important expansion of the standard SNMP. RMON is a set of MIB definitions, used to define standard network monitor functions and interfaces, enabling the communication between SNMP management terminals and remote monitors. RMON provides a highly efficient method to monitor actions inside the subnets.

MID of RMON consists of 10 groups. The switch supports the most frequently used group 1, 2, 3 and 9:

**Statistics:** Maintain basic usage and error statistics for each subnet monitored by the Agent.

**History:** Record periodical statistic samples available from Statistics.

**Alarm:** Allow management console users to set any count or integer for sample intervals and alert thresholds for RMON Agent records.

**Event:** A list of all events generated by RMON Agent.

Alarm depends on the implementation of Event. Statistics and History display some current or history subnet statistics. Alarm and Event provide a method to monitor any integer data change in the network, and provide some alerts upon abnormal events (sending Trap or record in logs).

### 2.4.4 SNMP Configuration

#### *2.4.4.1 SNMP Configuration Task List*

1. Enable or disable SNMP Agent server function
2. Configure SNMP community string
3. Configure IP address of SNMP management base
4. Configure engine ID
5. Configure user
6. Configure group
7. Configure view
8. Configuring TRAP
9. Enable/Disable RMON

**1. Enable or disable SNMP Agent server function**

| Command | Explanation |
|---|---|
| Global Mode | |
| `snmp-server enabled`<br>`no snmp-server enabled` | Enable the SNMP Agent function on the switch; the no command disables the SNMP Agent function on the switch. |

**2. Configure SNMP community string**

| Command | Explanation |
|---|---|
| Global Mode | |
| `snmp-server community {ro \| rw} {0 \| 7} <string> [access {<num-std>\|<name>}] [ipv6-access {<ipv6-num-std>\|<ipv6-name>}]` | Configure the community string for the switch; the no command deletes the configured community string. |

| | |
|---|---|
| [read <*read-view-name*>] [write <*write-view-name*>]<br>no snmp-server community <*string*> [access {<*num-std*>\|<*name*>}] [ipv6-access {<*ipv6-num-std*>\|<*ipv6-name*>}] | |

### 3. Configure IP address of SNMP management station

| Command | Explanation |
|---|---|
| Global Mode | |
| snmp-server securityip { <ipv4-address> \| <ipv6-address> }<br>no snmp-server securityip { <ipv4-address> \| <ipv6-address> } | Configure IPv4/IPv6 security address which is allowed to access the switch on the NMS; the no command deletes the configured security address. |
| snmp-server securityip enable<br>snmp-server securityip disable | Enable or disable secure IP address check function on the NMS. |

### 4. Configure engine ID

| Command | Explanation |
|---|---|
| Global Mode | |
| snmp-server engineid <*engine-string*><br>no snmp-server engineid | Configure the local engine ID on the switch. This command is used for SNMP v3. |

### 5. Configure user

| Command | Explanation |
|---|---|
| Global Mode | |
| snmp-server user <*use-string*> <*group-string*> [{authPriv \| authNoPriv} auth {md5 \| sha} <*word*>] [access {<*num-std*>\|<*name*>}] [ipv6-access {<*ipv6-num-std*>\|<*ipv6-name*>}]<br>no snmp-server user <*user-string*> [access {<*num-std*>\|<*name*>}] [ipv6-access {<*ipv6-num-std*>\|<*ipv6-name*>}] | Add a user to a SNMP group. This command is used to configure USM for SNMP v3. |

### 6. Configure group

| Command | Explanation |
|---|---|
| Global Mode | |
| snmp-server group *<group-string>* {noauthnopriv\|authnopriv\|authpriv} [[read *<read-string>*] [write *<write-string>*] [notify *<notify-string>*]] [access {*<num-std>*\|*<name>*}] [ipv6-access {*<ipv6-num-std>*\|*<ipv6-name>*}]<br>no snmp-server group *<group-string>* {noauthnopriv\|authnopriv\|authpriv} [access {*<num-std>*\|*<name>*}] [ipv6-access {*<ipv6-num-std>*\|*<ipv6-name>*}] | Set the group information on the switch. This command is used to configure VACM for SNMP v3. |

### 7. Configure view

| Command | Explanation |
|---|---|
| Global Mode | |
| snmp-server view *<view-string>* *<oid-string>* {include\|exclude}<br>no snmp-server view *<view-string>* [*<oid-string>*] | Configure view on the switch. This command is used for SNMP v3. |

### 8. Configuring TRAP

| Command | Explanation |
|---|---|
| Global Mode | |
| snmp-server enable traps<br>no snmp-server enable traps | Enable the switch to send Trap message. This command is used for SNMP v1/v2/v3. |
| snmp-server host { <host-ipv4-address> \| <host-ipv6-address> } {v1 \| v2c \| {v3 {noauthnopriv \| authnopriv \| authpriv}}} *<user-string>*<br>no snmp-server host { <host-ipv4-address> \| <host-ipv6-address> } {v1 \| v2c \| {v3 {noauthnopriv \| authnopriv \| authpriv}}} *<user-* | Set the host IPv4/IPv6 address which is used to receive SNMP Trap information. For SNMP v1/v2, this command also configures Trap community string; for SNMP v3, this command also configures Trap user name and security level. The “no” form of this command cancels this |

| | |
|---|---|
| *string>* | IPv4 or IPv6 address. |
| snmp-server trap-source {<ipv4-address> \| <ipv6-address>}<br>no snmp-server trap-source {<ipv4-address> \| <ipv6-address>} | Set the source IPv4 or IPv6 address which is used to send trap packet, the no command deletes the configuration. |
| Port mode | |
| [no] switchport updown notification enable | Enable/disable the function of sending the trap message to the port of UP/DOWN event. |

**9. Enable/Disable RMON**

| Command | Explanation |
|---|---|
| Global mode | |
| rmon enable<br>no rmon enable | Enable/disable RMON. |

### 2.4.5 Typical SNMP Configuration Examples

The IP address of the NMS is 1.1.1.5; the IP address of the switch (Agent) is 1.1.1.9.

**Scenario 1:** The NMS network administrative software uses SNMP protocol to obtain data from the switch.

The configuration on the switch is listed below:

```
Switch(config)#snmp-server enable
Switch(config)#snmp-server community rw private
Switch(config)#snmp-server community ro public
Switch(config)#snmp-server securityip 1.1.1.5
```

The NMS can use private as the community string to access the switch with read-write permission, or use public as the community string to access the switch with read-only permission.

**Scenario 2:** NMS will receive Trap messages from the switch (Note: NMS may have community string verification for the Trap messages. In this scenario, the NMS uses a Trap verification community string of usertrap).

The configuration on the switch is listed below:

```
Switch(config)#snmp-server enable
Switch(config)#snmp-server host 1.1.1.5 v1 usertrap
```

```
Switch(config)#snmp-server enable traps
```

**Scenario 3:** NMS uses SNMP v3 to obtain information from the switch.

```
The configuration on the switch is listed below:
Switch(config)#snmp-server
Switch(config)#snmp-server user tester UserGroup authPriv auth md5 hellotst
Switch(config)#snmp-server group UserGroup AuthPriv read max write max
notify max
Switch(config)#snmp-server view max 1 include
```

**Scenario 4:** NMS wants to receive the v3Trap messages sent by the switch.

The configuration on the switch is listed below:

```
Switch(config)#snmp-server enable
Switch(config)#snmp-server host 10.1.1.2 v3 authpriv tester
Switch(config)#snmp-server enable traps
```

**Scenario 5:** The IPv6 address of the NMS is 2004:1:2:3::2; the IPv6 address of the switch (Agent) is 2004:1:2:3::1. The NMS network administrative software uses SNMP protocol to obtain data from the switch.

The configuration on the switch is listed below:

```
Switch(config)#snmp-server enable
Switch(config)#snmp-server community rw private
Switch(config)#snmp-server community ro public
Switch(config)#snmp-server securityip 2004:1:2:3::2
```

The NMS can use private as the community string to access the switch with read-write permission, or use public as the community string to access the switch with read-only permission.

**Scenario 6:** NMS will receive Trap messages from the switch (Note: NMS may have community string verification for the Trap messages. In this scenario, the NMS uses a Trap verification community string of usertrap).

The configuration on the switch is listed below:

```
Switch(config)#snmp-server host 2004:1:2:3::2 v1 usertrap
Switch(config)#snmp-server enable traps
```

### 2.4.6 SNMP Troubleshooting

When users configure the SNMP, the SNMP server may fail to run properly due to physical connection failure and wrong configuration, etc. Users can troubleshoot the problems by following the guide below:

- Good condition of the physical connection.
- Interface and datalink layer protocol is Up (use the “show interface” command), and the connection between the switch and host can be verified by ping (use “ping” command).
- The switch enabled SNMP Agent server function (use “snmp-server” command)
- Secure IP for NMS (use “snmp-server securityip” command) and community string (use “snmp-server community” command) are correctly configured, as any of them fails, SNMP will not be able to communicate with NMS properly.
- If Trap function is required, remember to enable Trap (use “snmp-server enable traps” command). And remember to properly configure the target host IP address and community string for Trap (use “snmp-server host” command) to ensure Trap message can be sent to the specified host.
- If RMON function is required, RMON must be enabled first (use “rmon enable” command).
- Use “show snmp” command to verify sent and received SNMP messages; Use “show snmp status” command to verify SNMP configuration information; Use “debug snmp packet” to enable SNMP debugging function and verify debug information.

If users still can’t solve the SNMP problems, Please contact our technical and service center.

## 2.5 Switch Upgrade

Switch provides two ways for switch upgrade: BootROM upgrade and the TFTP/FTP upgrade under Shell.

### 2.5.1 Switch System Files

The system files includes system image file and boot file. The updating of the switch is to update the two files by overwrite the old files with the new ones.

The system image files refers to the compressed files of the switch hardware drivers, and software support program, etc, namely what we usually call the IMG update file. The IMG file can only be saved in the FLASH with a defined name of nos.img

The boot file is for initiating the switch, namely what we usually call the ROM update file (It can be compressed into IMG file if it is of large size). In switch, the boot file is allowed to save in ROM only. Switch mandates the path and the name of two boot files to be flash:/boot.rom and flash:/config.rom.

The update method of the system image file and the boot file is the same. The switch supplies the user with two modes of updating: 1. BootROM mode; 2. TFTP and FTP update at Shell mode. This two update method will be explained in details in following two sections.

### 2.5.2 BootROM Upgrade

There is a method for BootROM upgrade: TFTP which can be configured at BootROM command.

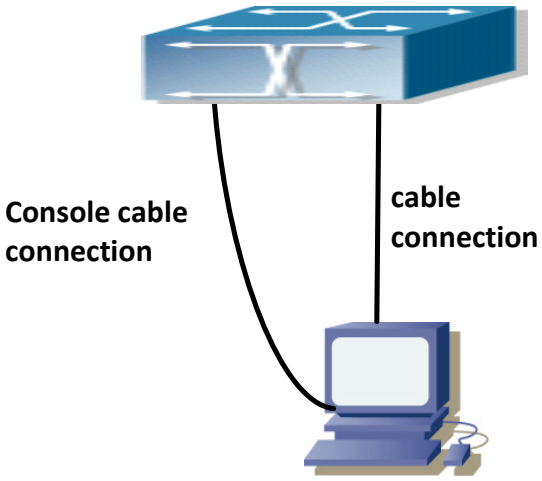



Fig 2-2 Typical topology for switch upgrade in BootROM mode

The upgrade procedures are listed below:

- **Step 1:**

As shown in the figure, a PC is used as the console for the switch. A console cable is used to connect PC to the management port on the switch. The PC should have TFTP server software installed and has the image file required for the upgrade.

- **Step 2:**

Press “ctrl+b” on switch boot up until the switch enters BootROM monitor mode. The operation result is shown below:

```
[Boot]:
```

- **Step 3:**

Under BootROM mode, run “setconfig” to set the IP address and mask of the switch under BootROM mode, server IP address and mask. Suppose the switch address is 192.168.1.2, and PC address is 192.168.1.66, and the configuration should like:

```
[Boot]: setconfig
Host IP Address: [10.1.1.1] 192.168.1.2
Server IP Address: [10.1.1.2] 192.168.1.66
```

- **Step 4:**

Enable TFTP server in the PC. Run TFTP server program. Before start downloading upgrade file to the switch, verify the connectivity between the server and the switch by ping from the switch. If ping succeeds, run “load” command in the BootROM mode from the switch; if it fails,

perform troubleshooting to find out the cause. The following is the configuration for the system update image file.

```
[Boot]: load config.rom
Using switch device
TFTP from server 192.168.1.66; our IP address is 192.168.1.2
Filename 'config.rom'.
Load address: 0x4000000
Loading: ##################################################################
done
Bytes transferred = 337444 (52624 hex)
[Boot]:
```

❖ **Step 5:**

Execute **write flash:/config.rom** in BootROM mode. The following saves the update file.

```
[Boot]: write config.rom
File exists, overwrite? (Y/N)[N] y
Writing flash:/config.rom...
Write flash:/config.rom OK.
[Boot]:
```

❖ **Step 6:**

The following update file boot.rom.

```
[Boot]: load boot.rom
Using switch device
TFTP from server 192.168.1.66; our IP address is 192.168.1.2
Filename 'boot.rom'.
Load address: 0x4000000
Loading: ##################################################################
done
Bytes transferred = 496240 (79270 hex)
```

❖ **Step 7:**

Execute **write boot.rom** in BootROM mode. The following saves the update file.

```
[Boot]: write boot.rom
File exists, overwrite? (Y/N)[N] y
Writing flash:/boot.rom......
Write flash:/boot.rom OK.
[Boot]
```

❖ **Step 8:**

The following is the configuration for the system update image file.

```
[Boot]: load nos.img
Using switch device
TFTP from server 192.168.1.66; our IP address is 192.168.1.2
Filename 'nos.img'.
Load address: 0x4000000
Loading: ############
done
Bytes transferred = 51635 (c9b3 hex)
[Boot]:
```

❖ **Step 9:**

Execute **write flash:/nos.img** in BootROM mode. The following saves the system update image file.

```
[Boot]: write nos.img
File exists, overwrite? (Y/N)[N] y

Writing flash:/nos.img..
Write flash:/nos.img OK.
```

❖ **Step 10:**

After successful upgrade, execute **run** or **reboot** command in BootROM mode to return to CLI configuration interface.

```
[Boot] reboot
```

**Other commands in BootROM mode**

1. DIR command

Used to list existing files in the FLASH.

```
[Boot]: dir
config.rom                    405,664 1980-01-01 00:00:00 --SH
boot.rom                    2,608,352 1980-01-01 00:00:00 --SH
boot.conf                         256 1980-01-01 00:00:00 ----
nos.img                     8,071,910 1980-01-01 00:00:00 ----
startup.cfg                     1,590 1980-01-01 00:00:00 ----
```

### 2.5.3 FTP/TFTP Upgrade

#### *2.5.3.1 Introduction to FTP/TFTP*

FTP(File Transfer Protocol)/TFTP(Trivial File Transfer Protocol) are both file transfer protocols that belonging to fourth layer(application layer) of the TCP/IP protocol stack, used for transferring files between hosts, hosts and switches. Both of them transfer files in a client-server model. Their differences are listed below.

FTP builds upon TCP to provide reliable connection-oriented data stream transfer service. However, it does not provide file access authorization and uses simple authentication mechanism (transfers username and password in plain text for authentication). When using FTP to transfer files, two connections need to be established between the client and the server: a management connection and a data connection. A transfer request should be sent by the FTP client to establish management connection on port 21 in the server, and negotiate a data connection through the management connection.

There are two types of data connections: active connection and passive connection.

In active connection, the client transmits its address and port number for data transmission to the server, the management connection maintains until data transfer is complete. Then, using the address and port number provided by the client, the server establishes data connection on port 20 (if not engaged) to transfer data; if port 20 is engaged, the server automatically generates some other port number to establish data connection.

In passive connection, the client, through management connection, notify the server to establish a passive connection. The server then creates its own data listening port and informs the client about the port, and the client establishes data connection to the specified port.

As data connection is established through the specified address and port, there is a third party to provide data connection service.

TFTP builds upon UDP, providing unreliable data stream transfer service with no user authentication or permission-based file access authorization. It ensures correct data transmission by sending and acknowledging mechanism and retransmission of time-out packets. The advantage of TFTP over FTP is that it is a simple and low overhead file transfer service.

Switch can operate as either FTP/TFTP client or server. When switch operates as a FTP/TFTP client, configuration files or system files can be downloaded from the remote FTP/TFTP servers (can be hosts or other switches) without affecting its normal operation. And file list can also be retrieved from the server in ftp client mode. Of course, switch can also upload current configuration files or system files to the remote FTP/TFTP servers (can be hosts or other switches). When switch operates as a FTP/TFTP server, it can provide file upload and download service for authorized FTP/TFTP clients, as file list service as FTP server.

Here are some terms frequently used in FTP/TFTP.

**ROM:** Short for EPROM, erasable read-only memory. EPROM is repalced by FLASH memory in switch.

**SDRAM:** RAM memory in the switch, used for system software operation and configuration sequence storage.

**FLASH:** Flash memory used to save system file and configuration file.

**System file:** including system image file and boot file.

**System image file:** refers to the compressed file for switch hardware driver and software support program, usually refer to as IMAGE upgrade file. In switch, the system image file is allowed to save in FLASH only. Switch mandates the name of system image file to be uploaded via FTP in Global Mode to be nos.img, other IMAGE system files will be rejected.

**Boot file:** refers to the file initializes the switch, also referred to as the ROM upgrade file (Large size file can be compressed as IMAGE file). In switch, the boot file is allowed to save in ROM only. Switch mandates the path and the name of two boot files to be flash:/boot.rom and flash:/config.rom.

**Configuration file:** including start up configuration file and running configuration file. The distinction between start up configuration file and running configuration file can facilitate the backup and update of the configurations.

**Start up configuration file:** refers to the configuration sequence used in switch startup. Startup configuration file stores in nonvolatile storage, corresponding to the so-called configuration save. If the device does not support CF, the configuration file stores in FLASH only, if the device supports CF, the configuration file stores in FLASH or CF, if the device supports multi-config file, names the configuration file to be .cfg file, the default is startup.cfg. If the device does not support multi-config file, mandates the name of startup configuration file to be startup-config.

**Running configuration file:** refers to the running configuration sequence use in the switch. In switch, the running configuration file stores in the RAM. In the current version, the running configuration sequence running-config can be saved from the RAM to FLASH by **write** command or **copy running-config startup-config** command, so that the running configuration sequence becomes the start up configuration file, which is called configuration save. To prevent illicit file upload and easier configuration, switch mandates the name of running configuration file to be running-config.

**Factory configuration file:** The configuration file shipped with switch in the name of factory-config. Run **set default** and **write**, and restart the switch, factory configuration file will be loaded to overwrite current start up configuration file.

#### *2.5.3.2 FTP/TFTP Configuration*

The configurations of switch as FTP and TFTP clients are almost the same, so the configuration procedures for FTP and TFTP are described together in this manual.

##### 2.5.3.2.1 *FTP/TFTP Configuration Task List*

1. FTP/TFTP client configuration

- Upload/download the configuration file or system file.
- For FTP client, server file list can be checked.

2. FTP server configuration

- Start FTP server
- Configure FTP login username and password
- Modify FTP server connection idle time
- Shut down FTP server

3. TFTP server configuration

- Start TFTP server
- Configure TFTP server connection idle time
- Configure retransmission times before timeout for packets without acknowledgement
- Shut down TFTP server

**1. FTP/TFTP client configuration**

FTP/TFTP client upload/download file

| Command | Explanation |
|---|---|
| Admin Mode | |
| `copy <source-url> <destination-url> [ascii \| binary]` | FTP/TFTP client upload/download file. |

For FTP client, server file list can be checked.

| Admin Mode | |
|---|---|
| `ftp-dir <ftpServerUrl>` | For FTP client, server file list can be checked. FtpServerUrl format looks like: ftp: //user: password@IPv4\|IPv6 Address. |

**2. FTP server configuration**

Start FTP server

| Command | Explanation |
|---|---|
| Global Mode | |
| `ftp-server enable`<br>`no ftp-server enable` | Start FTP server, the no command shuts down FTP server and prevents FTP user from logging in. |

Configure FTP login username and password

| Command | Explanation |
|---|---|

| Global Mode | |
|---|---|
| `ip ftp username <username> password [0 \| 7] <password>`<br>`no ip ftp username<username>` | Configure FTP login username and password; this no command will delete the username and password. |

Modify FTP server connection idle time

| Command | Explanation |
|---|---|
| Global Mode | |
| `ftp-server timeout <seconds>` | Set connection idle time. |

**3. TFTP server configuration**

Start TFTP server

| Command | Explanation |
|---|---|
| Global Mode | |
| `tftp-server enable`<br>`no tftp-server enable` | Start TFTP server, the no command shuts down TFTP server and prevents TFTP user from logging in. |

Modify TFTP server connection idle time

| Command | Explanation |
|---|---|
| Global Mode | |
| `tftp-server retransmission-timeout <seconds>` | Set maximum retransmission time within timeout interval. |

Modify TFTP server connection retransmission time

| Command | Explanation |
|---|---|
| Global Mode | |
| `tftp-server retransmission-number <number>` | Set the retransmission time for TFTP server. |

### *2.5.3.3 FTP/TFTP Configuration Examples*

The configuration is same for IPv4 address or IPv6 address. The example only for IPv4 address.

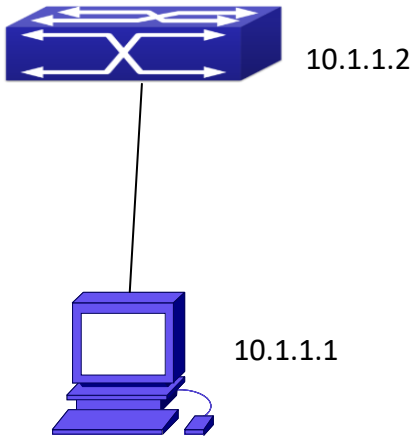



Fig 2-3 Download nos.img file as FTP/TFTP client

- **Scenario 1:** The switch is used as FTP/TFTP client. The switch connects from one of its ports to a computer, which is a FTP/TFTP server with an IP address of 10.1.1.1; the switch acts as a FTP/TFTP client, the IP address of the switch management VLAN is 10.1.1.2. Download “nos.img” file in the computer to the switch.

➢ FTP Configuration

Computer side configuration:

Start the FTP server software on the computer and set the username “Switch”, and the password “superuser”. Place the “12_30_nos.img” file to the appropriate FTP server directory on the computer.

The configuration procedures of the switch are listed below:

```
Switch(config)#interface vlan 1
Switch(Config-if-Vlan1)#ip address 10.1.1.2 255.255.255.0
Switch(Config-if-Vlan1)#no shut
Switch(Config-if-Vlan1)#exit
Switch(config)#exit
Switch#copy ftp: //Switch:switch@10.1.1.1/12_30_nos.img nos.img
```

With the above commands, the switch will have the “nos.img” file in the computer downloaded to the FLASH.

➢ TFTP Configuration

Computer side configuration:

Start TFTP server software on the computer and place the “12_30_nos.img” file to the appropriate TFTP server directory on the computer.

The configuration procedures of the switch are listed below:

```
Switch(config)#interface vlan 1
Switch(Config-if-Vlan1)#ip address 10.1.1.2 255.255.255.0
Switch(Config-if-Vlan1)#no shut
Switch(Config-if-Vlan1)#exit
Switch(config)#exit
Switch#copy tftp: //10.1.1.1/12_30_nos.img nos.img
```

- **Scenario 2:** The switch is used as FTP server. The switch operates as the FTP server and connects from one of its ports to a computer, which is a FTP client. Transfer the “nos.img” file in the switch to the computer and save as 12_25_nos.img.

The configuration procedures of the switch are listed below:

```
Switch(config)#interface vlan 1
Switch(Config-if-Vlan1)#ip address 10.1.1.2 255.255.255.0
Switch(Config-if-Vlan1)#no shut
Switch(Config-if-Vlan1)#exit
Switch(config)#ftp-server enable
Switch(config)# username Admin password 0 superuser
```

Computer side configuration:

Login to the switch with any FTP client software, with the username “Switch” and password “superuser”, use the command “get nos.img 12_25_nos.img” to download “nos.img” file from the switch to the computer.

- **Scenario 3:** The switch is used as TFTP server. The switch operates as the TFTP server and connects from one of its ports to a computer, which is a TFTP client. Transfer the “nos.img” file in the switch to the computer.

The configuration procedures of the switch are listed below:

```
Switch(config)#interface vlan 1
Switch(Config-if-Vlan1)#ip address 10.1.1.2 255.255.255.0
Switch(Config-if-Vlan1)#no shut
Switch(Config-if-Vlan1)#exit
Switch(config)#tftp-server enable
```

Computer side configuration:

Login to the switch with any TFTP client software, use the “tftp” command to download “nos.img” file from the switch to the computer.

- **Scenario 4:** Switch acts as FTP client to view file list on the FTP server. Synchronization conditions: The switch connects to a computer by an Ethernet port, the computer is a FTP server with an IP address of 10.1.1.1; the switch acts as a FTP client, and the IP address of the switch management VLAN1 interface is 10.1.1.2.

FTP Configuration:

PC side:

Start the FTP server software on the PC and set the username “Switch”, and the password “superuser”.

```
Switch(config)#interface vlan 1
Switch(Config-if-Vlan1)#ip address 10.1.1.2 255.255.255.0
Switch(Config-if-Vlan1)#no shut
Switch(Config-if-Vlan1)#exit
Switch#copy ftp: //Switch: superuser@10.1.1.1
220 Serv-U FTP-Server v2.5 build 6 for WinSock ready...
331 User name okay, need password.
230 User logged in, proceed.
200 PORT Command successful.
150 Opening ASCII mode data connection for /bin/ls.
recv total = 480
nos.img
nos.rom
parsecommandline.cpp
position.doc
qmdict.zip
…(some display omitted here)
show.txt
snmp.TXT
226 Transfer complete.
```

### *2.5.3.4 FTP/TFTP Troubleshooting*

#### 2.5.3.4.1 *FTP Troubleshooting*

When upload/download system file with FTP protocol, the connectivity of the link must be ensured, i.e., use the “Ping” command to verify the connectivity between the FTP client and server before running the FTP program. If ping fails, you will need to check for appropriate troubleshooting information to recover the link connectivity.

- The following is what the message displays when files are successfully transferred.

Otherwise, please verify link connectivity and retry “copy” command again.

```
220 Serv-U FTP-Server v2.5 build 6 for WinSock ready...
331 User name okay, need password.
230 User logged in, proceed.
200 PORT Command successful.
nos.img file length = 1526021
read file ok
send file
150 Opening ASCII mode data connection for nos.img.
226 Transfer complete.
close ftp client.
```

- The following is the message displays when files are successfully received. Otherwise, please verify link connectivity and retry “copy” command again.

```
220 Serv-U FTP-Server v2.5 build 6 for WinSock ready...
331 User name okay, need password.
230 User logged in, proceed.
200 PORT Command successful.
recv total = 1526037
**********************
write ok
150 Opening ASCII mode data connection for nos.img (1526037 bytes).
226 Transfer complete.
```

- If the switch is upgrading system file or system start up file through FTP, the switch must not be restarted until “close ftp client” or “226 Transfer complete.” is displayed, indicating upgrade is successful, otherwise the switch may be rendered unable to start. If the system file and system start up file upgrade through FTP fails, please try to upgrade again or use the BootROM mode to upgrade.

#### 2.5.3.4.2 *TFTP Troubleshooting*

When upload/download system file with TFTP protocol, the connectivity of the link must be ensured, i.e., use the “**Ping**” command to verify the connectivity between the TFTP client and server before running the TFTP program. If ping fails, you will need to check for appropriate troubleshooting information to recover the link connectivity.

- The following is the message displays when files are successfully transferred. Otherwise, please verify link connectivity and retry “copy” command again.

```
nos.img file length = 1526021
read file ok
begin to send file, wait...
```

```
file transfers complete.
Close tftp client.
```

- The following is the message displays when files are successfully received. Otherwise, please verify link connectivity and retry “copy” command again.

```
begin to receive file, wait...
recv 1526037
**********************
write ok
transfer complete
close tftp client.
```

If the switch is upgrading system file or system start up file through TFTP, the switch must not be restarted until “close tftp client” is displayed, indicating upgrade is successful, otherwise the switch may be rendered unable to start. If the system file and system start up file upgrade through TFTP fails, please try upgrade again or use the BootROM mode to upgrade.

# 3. FILE SYSTEM OPERATIONS

## 3.1 Introduction to File Storage Devices

File storage devices used in switches mainly include FLASH cards. As the most common storage device, FLASH is usually used to store system image files (IMG files), system boot files (ROM files) and system configuration files (CFG files).

Flash can copy, delete, or rename files under Shell or Bootrom mode.

## 3.2 File System Operation Configuration Task list

1. The formatting operation of storage devices
2. The creation of sub-directories
3. The deletion of sub-directory
4. Changing the current working directory of the storage device
5. The display operation of the current working directory
6. The display operation of information about a designated file or directory
7. The deletion of a designated file in the file system
8. The renaming operation of files
9. The copying operation of files

**1. The formatting operation of storage devices**

| Command | Explanation |
|---|---|
| Admin Configuration Mode | |
| `format <device>` | Format the storage device. |

**2. The creation of sub-directories**

| Command | Explanation |
|---|---|
| Admin Configuration Mode | |
| `mkdir <directory>` | Create a sub-directory in a designated directory on a certain device. |

**3. The deletion of sub-directory**

| Command | Explanation |
|---|---|
| Admin Configuration Mode | |
| `rmdir <directory>` | Delete a sub-directory in a designated directory on a certain device. |

**4. Changing the current working directory of the storage device**

| Command | Explanation |
|---|---|
| Admin Configuration Mode | |
| `cd <directory>` | Change the current working directory of the storage device. |

**5. The display operation of the current working directory**

| Command | Explanation |
|---|---|
| Admin Configuration Mode | |
| `pwd` | Display the current working directory. |

**6. The display operation of information about a designated file or directory**

| Command | Explanation |
|---|---|
| Admin Configuration Mode | |
| `dir [WORD]` | Display information about a designated file or directory on the storage device. |

**7. The deletion of a designated file in the file system**

| Command | Explanation |
|---|---|
| Admin Configuration Mode | |
| `delete <file-url>` | Delete the designated file in the file system. |

**8. The renaming operation of files**

| Command | Explanation |
|---|---|
| Admin Configuration Mode | |
| `rename <source-file-url> <dest-file>` | Change the name of a designated file on the switch to a new one. |

**9. The copy operation of files**

| Command | Explanation |
|---|---|
| Admin Configuration Mode | |
| `copy <source-file-url > <dest-file-url>` | Copy a designated file one the switch and store it as a new one. |

## 3.3 Typical Applications

Copy an IMG file flash:/nos.img stored in the FLASH on the boardcard, to cf:/nos-6.1.11.0.img.

The configuration of the switch is as follows:

```
Switch#copy flash:/nos.img flash:/nos-6.1.11.0.img
Copy flash:/nos.img to flash:/nos-6.1.11.0.img? [Y:N] y
Copyed file flash:/nos.img to flash:/nos-6.1.11.0.img.
```

## 3.4 Troubleshooting

If errors occur when users try to implement file system operations, please check whether they are caused by the following reasons

- Whether file names or paths are entered correctly.
- When renaming a file, whether it is in use or the new file name is already used by an existing file or directory.