

3 Global Commands

The following chapter contains information on Text-Based global commands. Topics include:

- Specifying system and administrative information
- Viewing basic switch information
- Using basic switch commands (e.g., rebooting the switch, pinging a network, etc)

Refer to the command task list below to find the page number for a specific task. If you would like to reference configuration tasks based on traditional UI commands, refer to Appendix A.

Command Tasks	
View or specify switch's administrative contact information	3-3
View or specify switch's user-defined name tag	3-4
View or specify switch's user-defined location	3-5
View or specify switch's user-defined description	3-6
View or specify switch's MAC aging timer value	3-7
View or set system time	3-8
View or set system date	3-9
Modify time zone	3-10
Enable summertime (a.k.a Daylight Savings Time)	3-13
Disable summertime (a.k.a Daylight Savings Time)	3-14
Modify start date and time for summertime	3-17
Modify end date and time for summertime	3-14
View all current system configuration parameters in a single screen output	3-17
Display basic switch, system, and CAM information as well as memory statistics	3-18
Display CAM information	3-20
Display MPM's memory statistics	3-21
View slot information	3-25
Change password for admin, diag, and user login sessions	3-28
View or specify allowable time for console inactivity before forced logout	3-29
Change format CLI prompt	3-30
Define aliases for CLI commands	3-31
Delete existing CLI command aliases	3-32
View existing CLI command aliases	3-33

Delete all stored prefix information	3-34
Reboot the switch	3-35
Schedule switch to automatically reboot at specified time	3-36
Schedule switch to automatically reboot after specified amount of time has passed	3-37
Check whether there is a pending reboot at or reboot in session scheduled	3-38
Cancel any pending reboot at or reboot in command	3-39
Initiate a remote login session via Telnet	3-40
Transfer files to and from an FTP server	3-41
Ping IP network destinations	3-43
View or alter swap state of the chassis	3-44
Initiate soft reset on network interface module in specified slot	3-45
Change switch's current system directory	3-46
Display summary list of all files located in flash or SIMM directories	3-47
Remove specified file from switch's flash or SIMM directory	3-48
View contents of files located in switch's flash or SIMM directory	3-49
View the current status of Mammoth-based 10/100 ports	3-50
Configure 10/100 Ethernet port parameters	3-52
Enable auto-negotiation for 10/100 Ethernet ports	3-53
Restart GateD routing software without rebooting switch	3-54
Reload gated.conf file	3-55

system admin-contact

Command Usage

View or specify the switch's administrative contact information.

Syntax Options

system admin-contact [*text-string*]

Definitions:

text-string = the department or network administrator for the switch (e.g., "**Jane Doe (jane.doe@netcorp.com)**")

♦ Syntax Notes ♦

If you do not specify a new system contact in the command line, the current contact information will be displayed.

If you want to use spaces between words, be sure to include quotation marks (" ") around the text string when entering the admin-contact description.

Command Examples:

system admin-contact

system admin-contact NetworkingCorp_CustomerService(800-555-6000)

system admin-contact "Networking Corp Customer Service (800-555-6000)"

Corresponding UI Command

syscfg

Remarks

Contact information should include a department or network administrator who can provide additional information on the switch or the network to which the switch is connected.

system name

Command Usage

View or specify the switch's user-defined name.

Syntax Options

system name [*text-string*]

Definitions:

text-string = the desired name for the switch (e.g., **Gigabit-Ethernet**)

♦ Syntax Notes ♦

If you do not specify a new system name in the command line, the current name information will be displayed.

The system name must be a single-word or hyphenated text string. Do not use spaces, quotation marks (“ ”) or underscores (_).

Command Examples:

system name

system name Gigabit-Ethernet

system name Sales

Corresponding UI Command

syscfg

system location

Command Usage

View or specify the switch's user-defined location.

Syntax Options

system location [*text-string*]

Definitions:

text-string = the physical location of the switch (e.g., "Engr Lab #6")

♦ **Syntax Notes** ♦

If you do not specify a new system location in the command line, the current location information will be displayed.

If you want to use spaces between words, be sure to include quotation marks (" ") around the text string when entering the system location.

Command Examples:

system location

system location "RaleighTest Lab"

Corresponding UI Command

syscfg

system description

Command Usage

View or specify the switch's user-defined description.

Syntax Options

system description [*text-string*]

Definitions:

text-string = the desired textual description for the switch (e.g., "Engineering #2")

♦ **Syntax Notes** ♦

If you do not specify a new system description in the command line, the current description be displayed.

If you want to use spaces between words, be sure to include quotation marks (" ") around the text string when entering the system description.

Command Examples:

system description

system description Engineering_#2

system description "Engineering #2"

Corresponding UI Command

syscfg

system dup-mac-timer

Command Usage

View or specify the switch's MAC aging timer value.

Syntax Options

system dup-mac-timer [*timer-value*]

Definitions:

timer-value = specifies a MAC aging timer value, in seconds (value may range from 10 to 1000000—or you may enter 0 to use the Group aging timer)

◆ **Syntax Notes** ◆

If you do not specify a new MAC aging timer value in the command line, the current MAC aging parameters will be displayed.

Do not use commas when entering a MAC aging timer value (for example, **63,000** will return a syntax error message).

Switch Default:

timer-value = **0**

Command Examples:

system dup-mac-timer
system dup-mac-timer 5000
system dup-mac-timer 0

Corresponding UI Command

syscfg

Remarks

The MAC aging timer indicates the number of seconds that any duplicate MACs can remain in the switch's content-addressable memory (CAM) if there is no traffic from those MACs. After the specified time has expired, inactive MACs age out of the CAM.

system time

Command Usage

View or modify the current system time.

Syntax Options

system time [*hh:mm:ss*]

Definitions:

hh:mm:ss = the local, current system time (*hh* is the hour based on a 24 hour military clock, *mm* is the minutes, *ss* is the seconds)

♦ **Syntax Note** ♦

If you do not specify a new system time in the command line,
the current system time will be displayed.

Command Examples:

system time
system time 17:30:00

Corresponding UI Command

dt

system date

Command Usage

View or modify the current system date.

Syntax Options

system date [*mm ldd lyyyy*]

Definitions:

mmlddlyyyy = the current, local system date (*mm* is the month, *dd* is the day, and *yyyy* is the year)

♦ Syntax Note ♦

If you do not specify a new system date in the command line,
the current system date will be displayed.

Command Examples:

system date
system date 04/20/2000

Corresponding UI Command

dt

Remarks

For more information on setting time zone parameters (e.g., Daylight Savings Time), refer to *system timezone* on page 3-10.

system timezone

Command Usage

View or modify the time zone for the switch.

Syntax Options

system timezone {*timezone-abbreviation* | *offset-value* | *non-integer-value*}

Definitions:

timezone-abbreviation = specifies a time zone for the switch and sets the system clock to run on UTC (refer to pages 3-11 and 3-12 for a list of supported time zone abbreviations)

offset-value = specifies the number of hours offset from UTC (value must be from -13 to +12)

non-integer-value = specifies a non-integer offset for areas that are offset from UTC by increments of 15, 30, or 45 minutes (e.g., **05:30**)

♦ Syntax Notes ♦

If you do not specify a new system time zone in the command line, the current system time zone will be displayed.

If you specify a *timezone-abbreviation* value, the hours offset from UTC will be automatically calculated by the switch.

Command Examples:

system timezone mst

system timezone -7

system timezone 05:30

Corresponding UI Command

dt

Remarks

The switch automatically enables UTC. However, if you do not want your system clock to run on UTC, simply enter the offset **+0** for the system timezone. This sets UTC to run on local time.

When summertime (a.k.a. Daylight Savings Time or DST) is enabled via the **system summertime enable** command on page 3-13, the clock automatically sets up default summertime parameters for the local time zone.

Although the software will automatically configure summertime values for a specified time zone, the user can also change them manually using the **system summertime start** and **system summertime end** commands.

Timezone and DST Parameters

Abbr.	Name	Hours from UTC	DST Start	DST End	DST Change
nzst	New Zealand	+12:00	1st Sunday in Oct. at 2:00 a.m.	3rd Sunday in March at 3:00 a.m.	1:00
zp11	No standard name	+11:00	No default	No default	No default
aest	Australia East	+10:00	Last Sunday in Oct. at 2:00 a.m.	Last Sunday in March at 3:00 a.m.	1:00
gst	Guam	+10:00	No default	No default	No default
acst	Australia Central Time	+9:30	Last Sunday in Oct. at 2:00 a.m.	Last Sunday in March at 3:00 a.m.	1:00
jst	Japan	+9:00	No default	No default	No default
kst	Korea	+9:00	No default	No default	No default
awst	Australia West Time	+8:00	No default	No default	No default
zp8	China, Manila, Philippines	+8:00	No default	No default	No default
zp7	Bangkok	+7:00	No default	No default	No default
zp6	No standard name	+6:00	No default	No default	No default
zp5	No standard name	+5:00	No default	No default	No default
zp4	No standard name	+4:00	No default	No default	No default
msk	Moscow	+3:00	Last Sunday in March at 2:00 a.m.	Last Sunday in Oct. at 3:00 a.m.	1:00
eet	Eastern Europe	+2:00	Last Sunday in March at 2:00 a.m.	Last Sunday in Oct. at 3:00 a.m.	1:00
cet	Central Europe	+1:00	Last Sunday in March at 2:00 a.m.	Last Sunday in Oct. at 3:00 a.m.	1:00
met	Middle European Time	+1:00	Last Sunday in March at 2:00 a.m.	Last Sunday in Oct. at 3:00 a.m.	1:00
bst	British Standard Time	+0:00	Last Sunday in March at 1:00 a.m.	Last Sunday in Oct. at 3:00 a.m.	1:00
wet	Western Europe	+0:00	Last Sunday in March at 1:00 a.m.	Last Sunday in Oct. at 3:00 a.m.	1:00

Timezone and DST Parameters, continued

Abbr.	Name	Hours from UTC	DST Start	DST End	DST Change
gmt	Greenwich Mean Time	+0:00	No default	No default	No default
wat	West Africa	-1:00	No default	No default	No default
zm2	No standard name	-2:00	No default	No default	No default
zm3	No standard name	-3:00	No default	No default	No default
nst	Newfound-land	-3:30	1st Sunday in April at 2:00 a.m.	Last Sunday in Oct. at 2:00 a.m.	1:00
ast	Atlantic Standard Time	-4:00	1st Sunday in April at 2:00 a.m.	Last Sunday in Oct. at 2:00 a.m.	1:00
est	Eastern Standard Time	-5:00	1st Sunday in April at 2:00 a.m.	Last Sunday in Oct. at 2:00 a.m.	1:00
cst	Central Standard Time	-6:00	1st Sunday in April at 2:00 a.m.	Last Sunday in Oct. at 2:00 a.m.	1:00
mst	Mountain Standard Time	-7:00	1st Sunday in April at 2:00 a.m.	Last Sunday in Oct. at 2:00 a.m.	1:00
pst	Pacific Standard Time	-8:00	1st Sunday in April at 2:00 a.m.	Last Sunday in Oct. at 2:00 a.m.	1:00
akst	Alaska	-9:00	1st Sunday in April at 2:00 a.m.	Last Sunday in Oct. at 2:00 a.m.	1:00
hst	Hawaii	-10:00	No default	No default	No default
zm11	No standard name	-11:00	No default	No default	No default

system summertime

Command Usage

Enable summertime (a.k.a Daylight Savings Time).

Syntax Options

system summertime (No additional syntax options are used.)

Corresponding UI Command

dt

system no summertime**Command Usage**

Disables summertime (a.k.a Daylight Savings Time).

Syntax Options

system no summertime (No additional syntax options are used.)

Corresponding UI Command

dt

system summertime start

Command Usage

Specify the start date and time for summertime.

Syntax Options

```
system summertime start { first | second | third | fourth | last } <weekday> in <month> at <hh:mm>
```

Definitions:

first, second, third, fourth, last = specifies which sequential week in the month that summertime starts

weekday = specifies which day of the week summertime starts (e.g., **sunday**)

month = specifies the month summertime starts (e.g., **march**)

hh:mm = the time of day (local time) that summertime starts (*hh* is the clock hour of the 24-hour military clock and *mm* is the clock minute that summertime should start)

Command Example:

```
system summertime start first sunday in april at 02:00
```

Corresponding UI Command

dt

system summertime end

Command Usage

Specify the end date and time for summertime.

Syntax Options

```
system summertime end { first | second | third | fourth | last } <weekday> in <month> at <hh:mm>
```

Definitions:

first, second, third, fourth, last = specifies which sequential week in the month that summertime ends

weekday = specifies which day of the week summertime ends (e.g., **sunday**)

month = specifies the month summertime ends (e.g., **march**)

hh:mm = the time of day (local time) that summertime ends (*hh* is the clock hour of the 24-hour military clock and *mm* is the clock minute that summertime should end)

Command Example:

```
system summertime end last sunday in october at 2:00
```

Corresponding UI Command

dt

view system

Command Usage

View *all* current system configuration parameters (date, time, description, contact, name, location, and duplicate MAC aging time) in a single screen output.

Syntax Options

view system (No additional syntax options are used.)

Corresponding UI Command

syscfg

Screen Output

A screen similar to the following will be displayed:

```
system date 08/15/1999
system time 05:12:27
system description DESCRIPTION NOT SET.
system contact Unset
system location Unset
system name no-name
system dup-mac-timer 0
```

status system

Command Usage

Display basic switch information, as well as statistics related to system, power, and environment.

Syntax Options

status system (No additional syntax options are used.)

Corresponding UI Commands

info, systat

Screen Output

A screen similar to the following will be displayed:

```
System Make: Alcatel OmniSwitch
System Type: 3-slot OmniSwitch
Description: DESCRIPTION NOT SET.

Backplane:  3 CELL WIDE           Bus Speed:  960           Cell Capacity:

Physical changes to the system since power-up or reset: 1
Logical changes to the system since power-up or reset:  0
Number of Resets to this system:                        36

The attached MPM, slot 1, is the Primary
Automatic configuration synchronization is enabled

System base MAC Address:   00:20:da:95:43:90
Number of Free Slots:      0
Action on Cold Start:      Load & go
Action on Reset:           Restart

Script File:    /flash/mpm.cmd
Boot File:      /flash/mpm.img
Ni Image Suffix: img

System Uptime                7 days, 23:07:17.31
MPM Transmit Overruns        : 0
MPM Receive Overruns         : 0
MPM total memory              : 32 MB
MPM free memory               : 11591080 bytes
MPM CPU Utilization ( 5 sec)  : 10% ( 0% intr 2% kernel 6% task 90% idle)
MPM CPU Utilization ( 60 sec) : 11% ( 0% intr 2% kernel 7% task 89% idle)
Power Supply 1 State          : OK
Power Supply 2 State          : Not Present
Temperature Sensor            : OK - Under Threshold

Temperature:  27.50c 81.50f
Temperature Alarm Masking     : Disabled
```

Table Description

System Make. The description of the specific type of chassis or device.

System Type. The switch type.

Description. A user-defined description of the chassis and product.

Backplane. The style of backplane (3-slot, 5-slot, 9-slot, or fixed) used in this chassis.

Bus Speed. The speed of backplane, in Mbs, used in this chassis. This will be 640 Mbs unless you are using an MPM 1G or MPM 1GW, in which case it may be 960 Mbs.

Physical Changes to the system since power-up or reset. The number of physical changes that has occurred since the last reset or power-on.

Logical Changes to the system since power-up or reset. The number of logical changes that has occurred since the last reset or power-on.

System Uptime. The time since the last boot that the system has been running, displayed in days, hours, minutes, and seconds (to the nearest hundredth).

MPM Transmit Overruns. The number of times a VSE transmit buffer could not be allocated by a task on the MPM.

MPM Receive Overruns. The number of times packets were dropped because the bus had more packets to deliver than the MPM could handle. This is a “receive overrun” condition which can happen when a storm occurs or when the switch is first powered up and many unknown MAC frames are being forwarded to the MPM.

MPM total memory. The amount of total memory installed on the MPM.

MPM free memory. The amount of free, or unused, memory available in the MPM.

MPM CPU Utilization (5 seconds). The amount of time, by percent, the MPM processor actually worked during the last 5 seconds.

MPM CPU Utilization (60 sec). The amount of time, by percent, that the MPM processor actually did work during the last minute.

Power Supply 1 State. Valid states are **OK**, **Not Present**, and **Bad**. A power supply that has been turned off will be in the **Bad** state. If not installed, it will be in the **Not Present** state.

Power Supply 2 State. Valid states are **OK**, **Not Present**, and **Bad**. A power supply that has been turned off will be in the **Bad** state. If not installed, it will be in the **Not Present** state.

Temperature Sensor. Indicates whether the MPM temperature sensor detects overheating. Valid states are **Under Threshold**, **Over Threshold**, and **Not Present**.

Temperature Alarm Masking. Indicates whether temperature alarm masking is Enabled or Disabled.

status cam

Command Usage

Display information about the content-addressable memory (CAM) on each switching module in the chassis.

Syntax Options

status cam (No additional syntax options are used.)

Corresponding UI Command

camstat

Screen Output

A screen similar to the following will be displayed:

Slot	# of CAMs	Cfg Usage	Max Avail	Actual Usage
2	1	1024	1022	0
3	1	1024	1024	0
4	1	1024	1014	18
5	1	256	248	0

Table Description

Slot. The slot number of the switching module for which CAM information is provided.

of CAMs. The number of CAM chips installed on the switching module.

Cfg Usage. The number of CAM entries this module is configured to support. By default a module will use the maximum amount of entries supported by on-board CAM.

Max Avail. The number of CAM entries available. This number will be less than the number of CAM entries configured because some entries will be used by learned MAC addresses (shown in the **Actual Usage** column) and others are used internally by the switch.

Actual Usage. The number of MAC addresses learned by the module in this slot.

status memory

Command Usage

Display the MPM's memory statistics.

Syntax Options

status memory (No additional syntax options are used.)

Corresponding UI Command

memstat

Remarks

CAM statistics will tell you how memory is currently being used and help you to determine if memory problems (such as low memory) exist on the MPM.

Screen Output

A screen similar to the following will be displayed:

Summary of Memory Usage

status	bytes	blocks	avg block	max block
-----	-----	-----	-----	-----
current				
free	4761672	64	74401	4719704
alloc	6429088	9114	705	-
cumulative				
alloc	24942880	148235	168	-
MPM total memory			: 16MB	

Table Description

status. The statistics appear in two groups: **current** and **cumulative**. The current status shows free and allocated memory. The cumulative status shows only allocated memory. Cumulative memory is the total amount of memory that has been allocated since the switch was started up. This value increases each time a memory allocation takes place. It can never decrease.

bytes. The number of bytes for free and allocated memory.

blocks. Block size is dynamic and depends upon memory usage and the amount of fragmentation.

avg block. The average block indicates the average size of all the memory blocks.

max block. The maximum block indicates the largest free memory block available. When this value drops to around 10K it usually indicates that the free memory is highly fragmented and probably near exhaustion.

MPM total memory. The total number of megabytes available in the MPM's memory.

status

Command Usage

View basic switch information, as well as current system, CAM, and memory statistics in a single screen output. In other words, the **status** command is a combination of the three preceding commands (**status system**, **status cam**, and **status memory**).

Syntax Options

status (No additional syntax options are used.)

Corresponding UI Commands

systat, camstat, memstat

Screen Output

A screen similar to the following will be displayed:

```
System Make: Alcatel OmniSwitch
System Type: 3-slot OmniSwitch
Description: DESCRIPTION NOT SET.

Backplane:  3 CELL WIDE           Bus Speed:  960           Cell Capacity:

Physical changes to the system since power-up or reset: 1
Logical changes to the system since power-up or reset:  0
Number of Resets to this system:                        36

The attached MPM, slot 1, is the Primary
Automatic configuration synchronization is enabled

System base MAC Address:  00:20:da:95:43:90
Number of Free Slots:     0
Action on Cold Start:     Load & go
Action on Reset:          Restart

Script File:      /flash/mpm.cmd
Boot File:        /flash/mpm.img
Ni Image Suffix:  img

System Uptime                7 days, 23:07:17.31
MPM Transmit Overruns        : 0
MPM Receive Overruns         : 0
MPM total memory              : 32 MB
MPM free memory               : 11591080 bytes
MPM CPU Utilization ( 5 sec)  : 10% ( 0% intr 2% kernel 6% task 90% idle)
MPM CPU Utilization ( 60 sec) : 11% ( 0% intr 2% kernel 7% task 89% idle)
Power Supply 1 State          : OK
Power Supply 2 State          : Not Present
Temperature Sensor             : OK - Under Threshold

Temperature:  27.50c 81.50f
Temperature Alarm Masking      : Disabled
```

(Screen output continued on next page)

Summary of Memory Usage

status	bytes	blocks	avg block	max block	
current					
free	11591904	56	206998	4441256	
alloc	14629400	32224	453	-	
cumulative					
alloc	3145561584	2425545	1296	-	
MPM total memory			: 16MB		
Slot	# of CAMs	Cfg Usage	Adj Usage	Max Avail	Actual Usage
MPM	1	NA	NA	NA	NA
2	4 (2 + 2)	0	3968	3961	44

Table Description

System Make. The description of the specific type of chassis or device.

System Type. The switch type.

Description. A user-defined description of the chassis and product.

Backplane. The style of backplane (3-slot, 5-slot, 9-slot, or fixed) used in this chassis.

Bus Speed. The speed of backplane, in Mbs, used in this chassis. This will be 640 Mbs unless you are using an MPM 1G or MPM 1GW, in which case it may be 960 Mbs.

Physical Changes to the system since power-up or reset. The number of physical changes that has occurred since the last reset or power-on.

Logical Changes to the system since power-up or reset. The number of logical changes that has occurred since the last reset or power-on.

System Uptime. The time since the last boot that the system has been running, displayed in days, hours, minutes, and seconds (to the nearest hundredth).

MPM Transmit Overruns. The number of times a VSE transmit buffer could not be allocated by a task on the MPM.

MPM Receive Overruns. The number of times packets were dropped because the bus had more packets to deliver than the MPM could handle. This is a "receive overrun" condition which can happen when a storm occurs or when the switch is first powered up and many unknown MAC frames are being forwarded to the MPM.

MPM total memory. The amount of total memory installed on the MPM.

MPM free memory. The amount of free, or unused, memory available in the MPM.

MPM CPU Utilization (5 seconds). The amount of time, by percent, the MPM processor actually worked during the last 5 seconds.

MPM CPU Utilization (60 sec). The amount of time, by percent, that the MPM processor actually did work during the last minute.

Power Supply 1 State. Valid states are **OK**, **Not Present**, and **Bad**. A power supply that has been turned off will be in the **Bad** state. If not installed, it will be in the **Not Present** state.

Power Supply 2 State. Valid states are **OK**, **Not Present**, and **Bad**. A power supply that has been turned off will be in the **Bad** state. If not installed, it will be in the **Not Present** state.

Temperature Sensor. Indicates whether the MPM temperature sensor detects overheating. Valid states are **Under Threshold**, **Over Threshold**, and **Not Present**.

Temperature Alarm Masking. Indicates whether temperature alarm masking is Enabled or Disabled.

status. The statistics appear in two groups: **current** and **cumulative**. The current status shows free and allocated memory. The cumulative status shows only allocated memory. Cumulative memory is the total amount of memory that has been allocated since the switch was started up. This value increases each time a memory allocation takes place. It can never decrease.

bytes. The number of bytes for free and allocated memory.

blocks. Block size is dynamic and depends upon memory usage and the amount of fragmentation.

avg block. The average block indicates the average size of all the memory blocks.

max block. The maximum block indicates the largest free memory block available. When this value drops to around 10K it usually indicates that the free memory is highly fragmented and probably near exhaustion.

MPM total memory. The total number of megabytes available in the MPM's memory.

Slot. The slot number of the switching module for which CAM information is provided.

of CAMs. The number of CAM chips installed on the switching module.

Cfg Usage. The number of CAM entries this module is configured to support. By default a module will use the maximum amount of entries supported by on-board CAM. Up to 16K of CAM is supported over all modules in the switch.

Max Avail. The number of CAM entries available. This number will be less than the number of CAM entries configured because some entries will be used by learned MAC addresses (shown in the **Actual Usage** column) and others are used internally by the switch.

Actual Usage. The number of MAC addresses learned by the module in this slot.

slot

Command Usage

View slot information for the switch. You can view information for *all* slots in the switch, or you can view information for a *specific* slot.

In addition, this command can be used to check a specified module type against the switch's hardware configuration.

Syntax Options

slot [*slot-number*] [*module-name*]

Definitions:

slot-number = specifies a slot on the switch (e.g., **2**)

module-name = specifies a hardware module type (e.g., **Ether/12**)

◆ Syntax Note ◆

Enter *module-name* information only if you want to check a specific module type against the switch's hardware configuration. For a list of valid hardware module types, refer to the table on page 3-27.

Command Default:

slot-number = All

Command Examples:

slot

slot 3

slot 1 MPM-II

Corresponding UI Command

slot

Screen Output

If a specific slot number is *not* entered in the command line, information for all slots will be displayed. For example:

Slot	Module-Type Part-Number	Adm-Status Oper-Status	HW Rev	Board Serial #	Mfg Date	Firmware-Version Base-MAC-Address
1*	MPM 1G 05014313	Enabled Operational	B27	91430321	04/16/99	4.1.2 GA 00:20:da:db:d4:a0
2	ESM 100C 32 05026208	Enabled Operational	A	92580790	06/21/99	4.1.2 GA 00:20:da:dc:65:30 00:20:da:06:65:40
3	CSM-OC3-M 05011369	Enabled Operational	H1	80555832	02/01/98	4.1.2 GA None
4	FCSM-II 05018168	Enabled Operational	A4	93120235	08/08/99	4.1.2 GA 00:d0:95:0d:df:a0
5	CSM-OC12-M 05013373	Enabled Operational	C10	80650773	02/04/98	4.1.2 GA None

If a specific slot is entered in the command line, information for the corresponding slot only will be displayed. For example:

Slot	Module-Type Part-Number	Adm-Status Oper-Status	HW Rev	Board Serial #	Mfg Date	Firmware-Version Base-MAC-Address
4	FCSM-II 05018168	Enabled Operational	A4	93120235	08/08/99	4.1.2 GA 00:d0:95:0d:df:a0

Table Description

Slot. The slot number for the MPM or switching module.

Module-Type. The type of module in this slot.

Part-Number. The factory-assigned part number.

Adm-Status. The administration status.

Oper-Status. The operational status. Whether the port is Up (Operational), Down, or Unknown. (Unknown means uninitialized or that the module is in a transitional state.)

HW Rev. The revision number for this module. This number may be helpful when troubleshooting.

Board Serial #. Serial number for this module.

Mfg Date. The manufacturing date for this module.

Firmware-Version. The version of the module's firmware. All modules should use the same version of software.

Base-MAC-Address. The base MAC address(es) of this module.

If slot and hardware module type information are entered in the command line, a screen similar to the following will be displayed:

SLOT 1 NI MPM-II match ok

Hardware Module Types

◆ Note ◆

Be sure to enter the module names exactly as they appear in the table.

The **slot** command currently supports the following hardware modules:

100BaseTx	ATM2_UTP_U	CSM 8C	E100C-4	MPM 2016
ASX RFM622 1	ATM2_155FSL_U	CSM-A12-2	E100-2 FM	MPM 2032
ASX RFS622 1	ATM2_155M_U	CSM-A25-12	E100-2 FS	MPM 3032
ATM	ATM2_155S_U	CSM-A25-24	Ether/Unv6	MPM 4016
ATM DS3	ATM/Ux	CSM-OC3-M	Ether/8	MPM 4024C
ATM DS3/Ux	CAB-CE-E1	CSM-OC3-S	Ether/12	MPM 4024CF
ATM E1/Ux	CAB-CE-T1	CSM-OC12-M	Ether/12T	MPM 4024F
ATM E3/Ux	CAB-CE-4SP	CSM-OC12-S	FCSM	MPM 4024G
ATM FSH	CAB-CM	CSM_U	FCSM-II	MPM 5024
ATM FSH_E	CAB-DS1	Empty	FDDI	MPM 5032
ATM SM	CAB-DS3	ESM Fiber	FDDI SM	MPM 6032
ATM SM/Ux	CAB-E1	ESM 100C 32	FDDI SM C2	M-Ether/12
ATM SM/Ux2M	CAB-E3	ESM 12F	F-Ether/M	M-Tok/12
ATM SM 2Meg	CAB-IMA4-E1	ESM 12O	F-Ether/S	MPM-C
ATM T1/Ux	CAB-IMA4-T1	Ether 10	GSX/FM-1	MPM-OS
ATM UTP	CAB-IMA8-E1	Ether 10R	GSX/FM_2	MPM-II
ATM UTP/Ux	CAB-IMA8-T1	Ether 10/100	GSX/FM_4	MPX
ATM Ux 2M	CAB-155	Ether 10/100R	GSX/FS_2	PE10M
ATM 2Meg	CAB-155C	Ether 10/100(c)	GSX/FS_4	PFE
ATMCES-T1-2	CAB-155FSL	Ether 3032X	GSX/FSH_2	PIZPRT
ATMCES-E1-2	CAB-155S	Ether 32H	GSX/FSH_4	PIZZA
ATME3	CABT-DS3-1	Ether 6032X	G2-Ether/FM	PIZZA BASE
ATM2IMA_T1_U	CABT-DS3-2	ESM-C-16	G2-Ether/FMS	PIZZA ODS
ATM2IMA_E1_U	CABT-E3-1	ESM-C-32	G-Ether FM 2	PSX155_FM2
ATM2155-RFM	CABT-E3-2	ESM-F8	G-Ether FS 2	PSX155_FS2
ATM2155-RFS	CABT-155-1	ESM-F16	G-Ether/FM	Tok Fiber
ATM2622-FM	CABT-155-2	ESM-T24	G-Ether/FS	Token-Ring
ATM2622-FS	CABT-155C-1	ESX-C12	G-Ether/FSL	TSM-CD-6
ATM2622-FSL	CABT-155C-2	ESX-C16	HRE	TSM-CD-16
ATM2622-RFM	CABT-155L-1	ESX-C32	HSM	TSM-CD-32
ATM2622-RFS	CABT-155L-2	ESX-F16	HSM2	TSM-1G
ATM2622RFSH	CABT-155S-1	ESX-FM12	HSM3	TSX-C-32
ATM2-155	CABT-155S-2	ESX-FM24	HSX	TSX-CD-16
ATM2-155S	CDDI	ESX-FM-24	MPM	WSM
ATM2-155SL	CE-2S2E	ESX-100FM-12	MPM T16	WSX M013 2
ATM2_DS3	CE-2S2T	ESX-100FS-12	MPM T32	WSMBRI
ATM2_DS3_U	CSM OC3 SL	E10M	MPM 1G	WSMPRI_E1
ATM2_E1_U	CSM OC12 SL	E100 FM FD	MPM 1032	WSMPRI_T1
ATM2_E3	CSM 6M 2SL	E100 FS FD	MPM 1032CF	WSM2S
ATM2_E3_U	CSM 6M2S	E100 TX FD	MPM 1032F	WSM2S-NC
ATM2_T1_U				

password

Command Usage

Change the password for **admin**, **diag** and **user** login sessions.

Syntax Options

```
password {admin | diag | user} <current-password> <new-password>
```

Definitions:

admin = specifies that the new password will be used for **admin** login sessions

diag = specifies that the new password will be used for **diag** login sessions

user = specifies that the new password will be used for **user** login sessions

current-password = the current login password for the specified login session (e.g., **switch**)

new-password = the new login password for the specified login session

Command Examples:

```
password admin oldpasswd newpasswd
```

```
password diag switch stack
```

```
password user switch 12345
```

Corresponding UI Command

pw

Remarks

All new passwords take effect at the user's next login session.

The factory default password for all three login sessions is **switch**.

If, at any time, you remove the **mpm.cnf** file and reboot the switch, your login password will be automatically reset to the factory default.

timeout

Command Usage

View or specify the amount of time the switch will allow console inactivity before forcing a logout.

Syntax Options

timeout [*timeout-value*]

Definitions:

timeout-value = specifies the amount of time in minutes that the switch will allow console inactivity before forcing a logout. Value may be between 1 and 35,791,394 minutes (e.g., **3000**)

♦ Syntax Notes ♦

If you do not specify a new timeout value in the command line, the current timeout value will be displayed.

Do not use commas when entering a timeout value (for example, **3,000** will return a syntax error message).

Switch Default:

timeout-value = four (4) minutes

Command Examples:

timeout
timeout 30

Corresponding UI Command

timeout

Remarks

When the switch detects that no user activity has taken place on the UI or CLI for a certain period of time, the session times out and the user is automatically logged out.

prompt

Command Usage

Change the format of the CLI prompt. You can select from multiple reference tags, including user name, time, date, prefix, and user-defined string.

Syntax Options

prompt [user] [time] [date] [prefix] [none] [string *string*]

Definitions:

user = displays the user privileges for the current session (e.g., **Admin**)
time = displays the current system time in extended format (**hh:mm:ss**)
date = displays the current system date (**mm/dd/yy**)
prefix = displays the current configuration item being edited or viewed (e.g., **Group 3**)
none = displays a blank user prompt
string = displays a user-defined prompt string (e.g., **"Remote Switch ->"**)

♦ Syntax Notes ♦

Multiple prompt tags may be displayed at once. For example, the command syntax **prompt user date time** will display a prompt similar to the following: **Admin 02/09/00 23:37:46**. However, the prompt tag **none** *cannot* be combined with other tags.

Entering only **prompt** at the command line without selecting a reference tag gives the same result as entering **prompt none**.

If you want to use spaces between words or characters, be sure to include quotation marks (" ") around the text string (e.g., **"NMS Engr ->"**).

Switch Default:

->

Command Examples:

prompt user
prompt time
prompt date
prompt prefix
prompt none
prompt string "Remote Switch ->"
prompt string :
prompt prefix time
prompt user date time

define

Command Usage

Define aliases for CLI command words.

Syntax Options

define *<alias>* *<command-name>*

Definitions:

alias = the new alias for the specified command (e.g., **gp**)

command-name = the existing CLI command that will correspond with the new alias (e.g., **group**)

♦ Syntax Note ♦

You cannot define a single alias for multiple words in the command line. For example, **reboot** cannot be defined as an alias for **reboot now**.

Command Examples:

define boot reboot

define contact admin-contact

define watchdog watchdog-spoof

Remarks

By defining command aliases, you can reduce typing by reducing the number of characters used for a command. You can also change CLI commands to reflect mnemonic or familiar text patterns, such as traditional UI commands. For example, the **group** command can be defined as **gp**.

After an alias has been defined, both the alias and the original command word will be supported in the CLI. In other words, if **gp** is defined as an alias, both **gp** and **group** will be supported.

no define

Command Usage

Delete existing CLI command aliases. You can choose to delete either a single command alias or *all* aliases currently defined.

Syntax Options

no define {<i>alias</i> all}
<p><u>Definitions:</u></p> <p><i>alias</i> = only the specified command alias will be deleted (e.g., gp)</p> <p>all = all currently-defined command aliases will be deleted</p> <p><u>Command Examples:</u></p> <p>no define gp</p> <p>no define boot</p> <p>no define all</p>

define view

Command Usage

View existing CLI command aliases. You can choose to view either a single command alias or *all* aliases currently defined.

Syntax Options

define view {<i>alias</i> all}
<u>Definitions:</u> <i>alias</i> = only the specified command alias will be displayed (e.g., boot) all = all currently-defined command aliases will be displayed <u>Command Examples:</u> define view boot define view all

Definitions:

alias = only the specified command alias will be displayed (e.g., **boot**)

all = all currently-defined command aliases will be displayed

Command Examples:

define view boot

define view all

Screen Output

If command aliases have been defined, a screen similar to the following will be displayed:

```
boot: reboot
watchdog: watchdog-spoof
contact: admin-contact
```

prefix clear

Command Usage

Delete all stored prefix information.

Syntax Options

prefix clear (No additional syntax options are used.)

Remarks

For more information on stored prefix information, refer to *Command Prefix Recognition* on page 1-3 of this Reference Guide.

reboot now**Command Usage**

Reboot the switch. (Reboot occurs at the time the command is entered.)

Syntax Options

reboot now (No additional syntax options are used.)

Corresponding UI Command

reboot

reboot at

Command Usage

Schedule the switch to automatically reboot at a specified time.

Syntax Options

reboot at <*hh:mm:ss*>

Definitions:

hh:mm:ss = specifies the time the switch will reboot (e.g., **12:35:00**)

♦ **Syntax Notes** ♦

The time must be entered in full standard notation (i.e., *hh:mm:ss*). For example, if you want the switch to reboot at exactly 12:35 pm, enter

reboot at 12:35:00.

Command Example:

reboot at 12:35:00

reboot in

Command Usage

Schedule the switch to automatically reboot after a specified amount of time has passed. (The switch will begin counting down from the time the command is entered.)

Syntax Options

reboot in <*hh:mm:ss*>

Definitions:

hh:mm:ss = the amount of time that will pass before the switch reboots (e.g., **01:15:00**)

♦ Syntax Notes ♦

The time must be entered in full standard notation (i.e., *hh:mm:ss*). For example, if you want the switch to reboot in exactly two hours and thirty minutes, you would enter

reboot in 02:30:00.

Command Example:

reboot in 12:00:00

reboot status

Command Usage

Check the status of a pending **reboot at** or **reboot in** session, if any.

Syntax Options

reboot status (No additional syntax options are used.)

reboot cancel

Command Usage

Cancel a pending **reboot at** or **reboot in** session.

Syntax Options

reboot cancel (No additional syntax options are used.)

telnet

Command Usage

Initiate a remote login session via Telnet.

Syntax Options

telnet < <i>ip-address</i> >
<u>Definitions:</u> <i>ip-address</i> = specifies the IP address for the login session <u>Command Example:</u> telnet 198.23.9.101

Definitions:

ip-address = specifies the IP address for the login session

Command Example:

telnet 198.23.9.101

Corresponding UI Command

telnet

ftp

Command Usage

Transfer files to and from an FTP server.

Syntax Options

ftp <*ip-address*>

Definitions:

ip-address = specifies the IP address (or host) for the FTP session

Command Example:

ftp 198.23.9.101

Corresponding UI Command

ftp

Remarks

After you enter **ftp** followed by a host name or IP address, the following screen displays:

```
Resolving name/address...
Connecting to [198.23.9.101]...connected
220 cosmo FTP server (UNIX(r) Ststem V Release 4.1) ready
Name (d) : Jsmith
331 Password required for Jsmith
Password: *****
230 User Jsmith logged in.
```

After logging onto the system, you will receive the **ftp>** prompt. You can enter a question mark (?) at the **ftp>** prompt to view available FTP commands:

Supported commands:

ascii	binary	bye	cd	delete
dir	get	help	hash	ls
put	pwd	quit	remotehelp	user
lpwd				

ascii	Set transfer type to ASCII (7-bit).
binary	Set transfer type to binary (8-bit).
bye	Close session gracefully.
cd	Change to a new directory on the remote machine.
delete	Delete a file on the remote machine.
dir	Obtain a long listing on the remote machine.
get	Retrieve a file from the remote machine.
hash	Print the hash symbol (#) for every block of data transferred. (This command toggles hash enabling and disabling.)
ls	Display summary listing of the current directory on the remote host.

put	Send a file to the remote machine.
pwd	Display the current working directory on the remote host.
quit	Close session gracefully.
remotehelp	List the commands that the remote FTP server supports.
user	Send new user information.
lpwd	Display the current working directory on the local host.
?	Display list of available FTP commands.

ping

Command Usage

Test the reachability of IP network destinations.

Syntax Options

ping <*ip-address*> [**retry** *retry-value*] [**size** *packet-size*]

Definitions:

ip-address = specifies the IP address of the host you want to ping

retry *retry-value* = specifies the number of frames to be transmitted (enter **0** for “infinite”; to cancel an infinite transmission, press <Enter>)

size *packet-size* = the size of the data portion for the packet(s) being sent (value can be between 0 and 8148)

♦ Syntax Notes ♦

If the retry value is greater than 8148, the count will reset from 0 and continue until the total number of frames specified by the retry value has been reached.

If **0** is entered for the packet size, the switch will increment the packet size of each transmitted frame (with an increment value of 1).

Command Defaults:

retry *retry-value* = 5

size *packet-size* = 64

Command Examples:

ping 172.16.9.120

ping 168.22.110.0 **retry** 0

ping 172.16.17.1 **size** 128

ping 1.1.1.1 **retry** 8000 **size** 32

Corresponding UI Command

ping

Remarks

The command sends an ICMP echo request to a destination and then waits for a reply to the request.

Screen Output

A screen similar to the following will be displayed:

```
Ping starting, hit <RETURN> to stop
PING 198.206.184.18: 64 data bytes
```

```
[0          ] . . . . .
```

```
----198.206.184.18 PING Statistics----
```

```
5 packets transmitted, 5 packets received, 0% packet loss
```

swap

Command Usage

Specify the swap state of the chassis.

Syntax Options

swap {on | off} [*timer-value*]

Definitions:

on = turns swap state to *on*

off = turns swap state to *off*

timer-value = specifies the amount of time the swap state will be enabled after **swap on** has been issued

Switch Default:

on | off = off

Command Default:

timer-value = five (5) minutes

Command Examples:

swap on

swap off

swap on 15

swap off 2

Corresponding UI Command

swap

Remarks

The **swap** command is not supported on OmniStack switches.

The swap state must be turned *on* if you want to change or add hardware modules while the switch is active. (This process is known as hot-swapping.) Otherwise, the switch may hang or be forced into a reboot.

While the swap state is on, performance may decrease. Therefore, the swap state should only be turned on when a module hot-swap is required.

reset

Command Usage

Initiate a soft reset on a network interface module in a specified slot.

Syntax Options

reset < <i>slot-number</i> >
<u>Definitions:</u> <i>slot-number</i> = specifies a slot number for the NI module to be reset (e.g., 4)
<u>Command Examples:</u> reset 4

Definitions:

slot-number = specifies a slot number for the NI module to be reset (e.g., 4)

Command Examples:

reset 4

Corresponding UI Command

reset

Remarks

Conceptually, resetting a switching module with this command is similar to switching off power to the module; the module will be in the same state after a reset as it is after a power on.

The **reset** command is not supported on OmniStack switches.

The **reset** command cannot be used to reset the primary MPM module.

cd

Command Usage

Change the switch's current system directory.

Syntax Options

cd < <i>directory-name</i> >

Definitions:

directory-name = specifies a file directory (i.e., **/flash** or **/sim**)

Switch Default:

directory-name = **/flash**

Command Examples:

cd /sim

Corresponding UI Command

cd

Remarks

Directory choices include **/flash** and **/sim**. You can use the **cd** command to change the current directory from **/flash** to **/sim** and vice-versa.

The **cd** command does not apply to OmniStack switches as they do not support SIMM file directories.

ls

Command Usage

Display a summary list of all files located in the **/flash** or **/simm** directories.

Syntax Options

ls [*file-directory*]

Definitions:

file-directory = specifies a directory containing the files you want to view (i.e., **/flash** or **/simm**)

♦ Syntax Notes ♦

Be sure to include a forward slash (/) when specifying a file directory. Refer to the command examples below.

If you do not specify a file directory in the command line, the contents of the current directory will be displayed.

Command Default:

file-directory = the current working directory

Command Examples:

ls

ls /simm

ls /flash

Corresponding UI Command

ls

Screen Output

A screen similar to the following will be displayed:

mpm.cnf	32768	01/01/70	00:00
mpm.cfg	1024	01/01/70	00:00
mpm.log	18072	12/10/97	13:06
mpm.img	1511337	02/02/98	15:05
mesm.img	23659	02/02/98	15:06
fsm.img	252268	02/02/98	15:07
esm.img	26350	02/02/98	15:08
diag.img	220201	02/02/98	15:11

604875 bytes free.

Table Description

The **ls** command lists all files in the current or specified directory, followed by its size (in bytes), creation date, and creation time. The directory's total unused memory (in bytes) is also displayed at the bottom of the screen.

The three-letter file name suffix indicates file type. Types include configuration (**cnf** and **cfg**), command (**cmd**), and image (**img**).

rm

Command Usage

Remove a specified file from the switch's **/flash** or **/sim** directory.

Syntax Options

rm <*file-name*>

Definitions:

file-name = specifies the name of the file you want to remove (e.g., **mpm.cnf**)

◆ Syntax Notes ◆

Only one file can be removed per command line entry (for example, **rm mpm.cnf mpm.cfg** will return a syntax error message).

In addition, wildcards (*) are not supported.

Command Examples:

rm asc.3.snap

Corresponding UI Command

rm

view file

Command Usage

View the contents of a file in the current file directory.

Syntax Options

view file <*file-name*>

Definitions:

file-name = the name of the file you want to view (e.g., **asc.2.snap**)

Command Examples:

view file asc.2.snap

view file mpm.cmd

Corresponding UI Command

view

Remarks

The **view file** command is intended for viewing ASCII-formatted files only.

Screen Output

After entering the command and pressing <Enter>, the contents of the specified file will be displayed. For example:

```
cmDoDump=1
cmInit
```

view interface fastethernet

Command Usage

View the current status of Mammoth-based 10/100 ports.

Syntax Options

view interface fastethernet (No additional syntax options are used.)

Corresponding UI Command

10/100vc

Screen Output

A screen similar to the following will be displayed:

10/100 Configure Values for all slots

Slot/ Intf	Auto- negotiate	DETECTED		SET	
		Line Speed	Duplex Mode	Line Speed	Duplex Mode
5/ 1	enabled	?	?	auto	half-d
5/ 2	enabled	10	HALF-D	auto	half-d
5/ 3	enabled	100	HALF-D	auto	half-d
5/ 4	enabled	100	HALF-D	auto	half-d
5/ 5	enabled	?	?	auto	half-d
5/ 6	enabled	10	HALF-D	auto	half-d
5/ 7	enabled	100	HALF-D	auto	half-d
5/ 8	enabled	?	?	auto	half-d

Table Description

Slot/Intf. The slot and port number (Intf) where this Ethernet port is located.

Auto-negotiate. Indicates whether auto-negotiation is enabled on a 10/100 port. If enabled, the port will automatically sense whether the attached device operates at 10 Mbps or 100 Mbps and adjust accordingly. If disabled, the port does not automatically detect the connection speed and uses the line speed you have configured. A value of **n/a** in this column means the port does not support auto-sensing and the line speed defaults to either 10 or 100 Mbps.

The next set of columns are divided into DETECTED and SET. The columns under DETECTED are the current operational **Line Speed** or **Duplex Mode**. The columns under SET are the configured values; these configured values will either be the defaults or the values you have configured.

Line Speed. Indicates the speed (in Mbps) at which the port is currently operating (DETECTED) or configured to operate (SET).

DETECTED values will be **10** (Mbps), **100** (Mbps), or a question mark (?). A question mark (?) in this column indicates the port is not connected to a device.

SET values will be **auto**, **10** (Mbps,) or **100** (Mbps). The **auto** setting means auto-sensing is enabled and the Line Speed will equal the speed for which the attached device is configured.

Duplex Mode. Indicates whether the port is operating (DETECTED) or configured (SET) for half- or full-duplex mode.

DETECTED values will be half-duplex (**HALF-D**), full-duplex (**FULL-D**), or a question mark (**?**). A question mark (**?**) in this column indicates the port is not connected to a device.

SET values will be auto-sensing (**auto**), half-duplex (**half-d**), or full-duplex (**full-d**). If this value is **auto**, then the switch automatically sets the duplex mode to the network device's setting. If this value is **half-d**, then the port will always run in half-duplex mode. If this value is **full-d**, then the port will always run in full-duplex mode. Note that you can only configure a 10/100 port for full-duplex if you disable auto-sensing.

ethernet

Command Usage

Configure 10/100 Ethernet port parameters.

Syntax Options

```
ethernet <slot/port> [speed {auto | 10 | 100}] duplex {auto | half | full}
```

Definitions:

slot/port = the port to be configured

speed auto = sets the port to 10/100 auto-sensing

speed 10 = sets the port to 10 Mbps

speed 100 = sets the port to 100 Mbps

duplex auto = sets the port to duplex mode auto-sensing

duplex half = sets the port to half duplex mode

duplex full = sets the port to full duplex mode

Command Default:

auto | 10 | 100 = auto

Switch Defaults:

auto | 10 | 100 = auto

auto | half | full = half

Command Examples:

ethernet 4/2 speed 10 duplex full

ethernet 3/12 speed 100

ethernet 5/5 duplex auto

ethernet 3/17 speed duplex

ethernet 4/4 speed 10 duplex

ethernet 5/2 speed duplex half

Corresponding UI Command

10/100cfg

ethernet auto negotiation

Command Usage

Enable auto-negotiation for 10/100 Ethernet ports.

Syntax Options

ethernet <slot/port> auto negotiation {on off}

Definitions:

slot/port = the port on which 10/100 auto-negotiation will be configured

on = enables 10/100 auto-negotiation on the specified port

off = disables 10/100 auto-negotiation on the specified port

Command Examples:

ethernet 4/2 auto negotiation on

ethernet 3/24 auto negotiation off

Corresponding UI Command

10/100cfg

gated restart

Command Usage

Restart GateD routing software without rebooting the switch.

Syntax Options

gated restart (No additional syntax options are used.)

Corresponding UI Command

gated restart

Remarks

Previously an event such as a configuration file error would shut down GateD and a hard reboot would be required to recover. Now, for any error that stops GateD, you can issue the **gated restart** command to recover.

When GateD restarts it reclaims the memory space used by the previous session and reloads the **gated.conf** file.

gated reconfig

Command Usage

Reload the **gated.conf** file (e.g., after you make changes to routing parameters).

Syntax Options

gated reconfig (No additional syntax options are used.)

Corresponding UI Command

gated reconfig

Remarks

As with the **gated restart** command, a reboot is not required after using this command. The **gated.conf** file will be reloaded automatically after the command is issued.

