

Checking Port Status and Connectivity

This chapter describes how to check switch port status and connectivity on the Catalyst 5000, 4000, 2948G, 2926G, and 2926 series switches.

Note For complete syntax and usage information for the commands used in this chapter, refer to the *Command Reference* for your switch.

This chapter consists of these sections:

- Checking Module Status on page 13-1
- Checking Port Status on page 13-3
- Checking Port Capabilities on page 13-5
- Using Telnet on page 13-6
- Using Ping on page 13-7
- Using IP Traceroute on page 13-8

Checking Module Status

The Catalyst 5000, 4000, 2926G, or 2926 series switches are multimodule systems. You can see what modules are installed, as well as the MAC address ranges and version numbers for each module, using the **show module** [*mod_num*] command. Specify a particular module number to see detailed information on that module.

The Catalyst 4912G, 2948G, 2926G, and 2926 series switches are fixed-configuration switches, but are logically modular. You must apply configuration commands to the appropriate module. For example, on a Catalyst 2926G series switch, the 24 Fast Ethernet ports belong logically to module 2.

Note For detailed information on the output of the **show module** command, see the *Command Reference* for your switch.

Checking Module Status

This example shows how to check module status on a Catalyst 5000 series switch. The output shows that there are two supervisor engine modules (one in standby mode), six additional modules (including an RSM in slot 5 and a two-slot 10BaseT Ethernet module in slots 6 and 7), and a LightStream 1010 ATM ASP) installed in the chassis.

```
Console> (enable) show module
Mod Module-Name          Ports Module-Type          Model      Serial-Num Status
-----
1      10/100BaseTX Supervisor WS-X5530  009979082 ok
2      10/100BaseTX Supervisor WS-X5530  007451586 standby
3      10BaseT Ethernet      WS-X5012A 007879593 ok
4      Network Analysis/RMON WS-X5380  008175475 ok
5      Route Switch          WS-X5302  007460757 ok
6      10BaseT Ethernet Ext
7      10BaseT Ethernet      WS-X5014  007879658 ok
8      MM OC-3 ATM           WS-X5155  003414855 ok
9      UTP OC-3 Dual-Phy ATM WS-X5156  007646048 ok
13     ASP/SRP

Mod MAC-Address(es)          Hw      Fw      Sw
-----
1  00-e0-4f-ac-b0-00 to 00-e0-4f-ac-b3-ff 1.8    3.1.2   4.3(1a)
2  00-e0-4f-ac-b0-00 to 00-e0-4f-ac-b3-ff 1.3    3.1.2   4.3(1a)
3  00-10-7b-50-1b-00 to 00-10-7b-50-1b-2f 0.202  4.2(108) 4.3(1a)
4  00-e0-14-10-18-00          0.100  4.1.1   4.3(0.31)
5  00-e0-1e-91-d5-14 to 00-e0-1e-91-d5-15 5.0    20.7    11.3(3a)WA4(5)
7  00-10-7b-5d-30-40 to 00-10-7b-5d-30-6f 0.102  4.2(108) 4.3(1a)
8  00-e0-1e-a9-20-b9          1.2    1.3     3.2(7)
9  00-e0-1e-e5-07-27          2.1    1.3     51.1(1)

Mod Sub-Type Sub-Model Sub-Serial Sub-Hw
-----
1  NFFC      WS-F5521  0008936340 1.0
1  uplink    WS-U5537  0007288247 2.0
2  NFFC      WS-F5521  0011462777 1.1
2  uplink    WS-U5531  0007464204 1.1
Console> (enable)
```

This example shows how to check module status on a Catalyst 2926 series switch. The Catalyst 2926 series switches have two logical modules, a supervisor engine and a 24-port Fast Ethernet switching module.

```
Console> (enable) show module
Mod Module-Name          Ports Module-Type          Model      Serial-Num Status
-----
1      100BaseTX Supervisor  WS-X2926T 007475320 ok
2      10/100BaseTX Ethernet  WS-X2926L 007424148 ok

Mod MAC-Address(es)          Hw      Fw      Sw
-----
1  00-10-0d-40-34-00 to 00-10-0d-40-37-ff 2.1    2.4(1)   4.3(1a)
2  00-e0-1e-f5-9d-58 to 00-e0-1e-f5-9d-6f 1.1    2.4(1)   4.3(1a)

Mod Sub-Type Sub-Model Sub-Serial Sub-Hw
-----
1  EARL 1+   WS-F5511  0007472321 1.0
Console> (enable)
```

This example shows how to check module status on a Catalyst 2948G series switch. On the Catalyst 4912G and Catalyst 2948G series switches, there are two logical modules but both are in slot 1.

```

Console> (enable) show module
Mod Slot Ports Module-Type Model Status
-----
1 1 0 Switching Supervisor WS-X2948 ok
2 1 50 10/100/1000 Ethernet WS-X2948G ok

Mod Module-Name Serial-Num
-----
1 JAB023806JR
2 JAB0240004D

Mod MAC-Address(es) Hw Fw Sw
-----
1 00-10-7b-f4-ce-00 to 00-10-7b-f4-d1-ff 1.0 4.4(1) 4.4(1)
2 00-10-7b-f4-d1-9e to 00-10-7b-f4-d1-fd 1.0
Console> (enable)

```

This example shows how to check module status on a specific module:

```

Console> (enable) show module 3
Mod Module-Name Ports Module-Type Model Serial-Num Status
-----
3 48 10BaseT Ethernet WS-X5012A 007879593 ok

Mod MAC-Address(es) Hw Fw Sw
-----
3 00-10-7b-50-1b-00 to 00-10-7b-50-1b-2f 0.202 4.2(108) 4.3(1a)
Console> (enable)

```

Checking Port Status

You can see summary or detailed information on the switch ports using the **show port** [*mod_num*[/*port_num*]] command. To see summary information on all of the ports on the switch, enter the **show port** command with no arguments. Specify a particular module number to see information on the ports on that module only. Enter both the module number and the port number to see detailed information about the specified port.

The Catalyst 4912G, 2948G, 2926G, and 2926 series switches are fixed-configuration switches, but are logically modular. To apply configuration commands to a particular port, you must specify the appropriate logical module. For more information, see the “Checking Module Status” section on page 13-1.

Note For detailed information on the output of the **show port** command, see the *Command Reference* for your switch.

Checking Port Status

This example shows how to see information on the ports on a specific module only:

```

Console> (enable) show port 2
Port Name                Status      Vlan      Level Duplex Speed Type
-----
 2/1                    connected trunk      normal  full  1000 1000BaseSX
 2/2                    notconnect 1          normal  full  1000 1000BaseSX
 2/3                    notconnect 1          normal  full  1000 No GBIC
 2/4                    notconnect 1          normal  full  1000 No GBIC
 2/5                    notconnect 1          normal  full  1000 No GBIC
 2/6                    notconnect 1          normal  full  1000 No GBIC

Port Security Secure-Src-Addr Last-Src-Addr Shutdown Trap IfIndex
-----
 2/1 disabled
 2/2 disabled
 2/3 disabled
 2/4 disabled
 2/5 disabled
 2/6 disabled

Port Send FlowControl Receive FlowControl RxPause TxPause Unsupported
admin oper admin oper opcodes
-----
 2/1 desired off off off 0 0 0
 2/2 desired off off off 0 0 0
 2/3 desired off off off 0 0 0
 2/4 desired off off off 0 0 0
 2/5 desired off off off 0 0 0
 2/6 desired off off off 0 0 0

Port Status Channel Channel Neighbor Neighbor
mode status device port
-----
 2/1 connected auto not channel
 2/2 notconnect auto not channel
 2/3 notconnect auto not channel
 2/4 notconnect auto not channel
 2/5 notconnect auto not channel
 2/6 notconnect auto not channel

Port Align-Err FCS-Err Xmit-Err Rcv-Err UnderSize
-----
 2/1 - 0 0 0 0
 2/2 - 0 0 0 0
 2/3 - 0 0 0 0
 2/4 - 0 0 0 0
 2/5 - 0 0 0 0
 2/6 - 0 0 0 0

Port Single-Col Multi-Coll Late-Coll Excess-Col Carri-Sen Runts Giants
-----
 2/1 0 0 0 0 0 0 0
 2/2 0 0 0 0 0 0 0
 2/3 0 0 0 0 0 0 0
 2/4 0 0 0 0 0 0 0
 2/5 0 0 0 0 0 0 0
 2/6 0 0 0 0 0 0 0

Last-Time-Cleared
-----
Tue Dec 8 1998, 13:26:01
Console> (enable)

```

This example shows how to see information on an individual port:

```

Console> (enable) show port 2/1
-----
Port  Name                Status      Vlan      Level Duplex Speed Type
-----
 2/1                connected trunk      normal  full  1000 1000BaseSX

Port  Security Secure-Src-Addr  Last-Src-Addr  Shutdown Trap  IfIndex
-----
 2/1  disabled
-----

Port  Send FlowControl  Receive FlowControl  RxPause TxPause  Unsupported
-----
      admin  oper      admin  oper      -----
 2/1  desired off      off      off      0      0      0
      -----
      opcodes

Port  Status      Channel  Channel  Neighbor
-----
      mode      status  device
-----
 2/1  connected  auto    not channel
-----

Port  Align-Err  FCS-Err  Xmit-Err  Rcv-Err  UnderSize
-----
 2/1  -          0        0         0        0
-----

Port  Single-Col Multi-Coll  Late-Coll  Excess-Col  Carri-Sen  Runts  Giants
-----
 2/1  0          0         0         0         0      0      0
-----

Last-Time-Cleared
-----
Tue Dec 8 1998, 13:26:01
Console> (enable)

```

Checking Port Capabilities

You can display the capabilities of any port in a switch using the **show port capabilities** `[[mod_num]][/port_num]` command.

This example shows you how to display the port capabilities for switch ports:

```

Console> (enable) show port capabilities 1
Model                WS-X5509
Port                 1/1
Type                 100BaseTX
Speed                100
Duplex                half,full
Trunk encap type     ISL
Trunk mode            on,off,desirable,auto,nonegotiate
Channel              1/1-2
Broadcast suppression percentage(0-100)
Flow control         no
Security             yes
Membership            static,dynamic
Fast start           yes
Rewrite              no
-----
Model                WS-X5509
Port                 1/2
Type                 100BaseTX
Speed                100
Duplex                half,full
Trunk encap type     ISL

```

```

Trunk mode          on,off,desirable,auto,nonegotiate
Channel            1/1-2
Broadcast suppression percentage(0-100)
Flow control       no
Security           yes
Membership         static,dynamic
Fast start         yes
Rewrite           no
Console> (enable) show port capabilities 7/1
Model              WS-X5014
Port               7/1
Type               10BaseT
Speed              10
Duplex             half,full
Trunk encap type   no
Trunk mode         off
Channel            no
Broadcast suppression percentage(0-100)
Flow control       no
Security           yes
Membership         static,dynamic
Fast start         yes
Rewrite           no
Console> (enable) show port capabilities 8
Model              WS-X5155
Port               8/1
Type               OC3 MMF ATM
Speed              155
Duplex             full
Trunk encap type   LANE
Trunk mode         on
Channel            no
Broadcast suppression no
Flow control       no
Security           no
Membership         static
Fast start         no
Rewrite           no
Console> (enable)

```

Using Telnet

You can access the switch command-line interface (CLI) using Telnet. In addition, you can use Telnet from the switch to access other devices in the network. Up to eight simultaneous Telnet sessions are possible.

To Telnet to another device on the network from the switch, perform this task in privileged mode:

Task	Command
Open a Telnet session with a remote host.	telnet <i>host</i> [<i>port</i>]

This example shows how to Telnet from the switch to a remote host:

```

Console> (enable) telnet labsparc
Trying 172.16.10.3...
Connected to labsparc.
Escape character is '^'.

UNIX(r) System V Release 4.0 (labsparc)

login:

```

Using Ping

These sections describe how to use IP ping:

- Understanding How Ping Works on page 13-7
- Executing Ping on page 13-7

Understanding How Ping Works

You can use IP ping to test connectivity to remote hosts. If you attempt to ping a host in a different IP subnetwork, you must define a static route to the network or have a router configured to route between those subnets.

To stop a ping in progress, press **Ctrl-C**.

Ping will return one of the following responses:

- Normal response—The normal response (*hostname is alive*) occurs in 1 to 10 seconds, depending on network traffic.
- Destination does not respond—If the host does not respond, a no answer message is returned.
- Unknown host—If the host does not exist, an unknown host message is returned.
- Destination unreachable—If the default gateway cannot reach the specified network, a destination unreachable message is returned.
- Network or host unreachable—If there is no entry in the route table for the host or network, a network or host unreachable message is returned.

Executing Ping

To ping another device on the network from the switch, perform one of these tasks in privileged mode:

Task	Command
• Ping a remote host.	ping <i>host</i>
• Ping a remote host using ping options.	ping -s <i>host</i> [<i>packet_size</i>] [<i>packet_count</i>]

This example shows how to ping a remote host:

```

Console> (enable) ping labsparc
labsparc is alive
Console> (enable) ping 172.16.10.3
172.16.10.3 is alive
Console> (enable)

```

This example shows how to ping a remote host using the ping options:

```
Console> (enable) ping -s 172.16.10.3 1000 8
PING 172.20.52.3: 1000 data bytes
1008 bytes from 172.16.10.3: icmp_seq=0. time=6 ms
1008 bytes from 172.16.10.3: icmp_seq=1. time=5 ms
1008 bytes from 172.16.10.3: icmp_seq=2. time=6 ms
1008 bytes from 172.16.10.3: icmp_seq=3. time=6 ms
1008 bytes from 172.16.10.3: icmp_seq=4. time=6 ms
1008 bytes from 172.16.10.3: icmp_seq=5. time=5 ms
1008 bytes from 172.16.10.3: icmp_seq=6. time=6 ms
1008 bytes from 172.16.10.3: icmp_seq=7. time=5 ms

----172.16.10.3 PING Statistics----
8 packets transmitted, 8 packets received, 0% packet loss
round-trip (ms)  min/avg/max = 5/5/6
Console> (enable)
```

Using IP Traceroute

These sections describe how to use IP traceroute:

- [Understanding How IP Traceroute Works on page 13-8](#)
- [Executing IP Traceroute on page 13-9](#)

Understanding How IP Traceroute Works

You can use IP traceroute to identify the path that packets take through the network on a hop-by-hop basis. The command output displays all network layer (Layer 3) devices, such as routers, that the traffic passes through on the way to the destination.

Switches can participate as the source or destination of the **traceroute** command but will not appear as a hop in the **traceroute** command output.

The **traceroute** command uses the Time To Live (TTL) field in the IP header to cause routers and servers to generate specific return messages. Traceroute starts by sending a User Datagram Protocol (UDP) datagram to the destination host with the TTL field set to 1. If a router finds a TTL value of 1 or 0, it drops the datagram and sends back an Internet Control Message Protocol (ICMP) time-exceeded message to the sender. The traceroute facility determines the address of the first hop by examining the source address field of the ICMP time-exceeded message.

To identify the next hop, traceroute sends a UDP packet with a TTL value of 2. The first router decrements the TTL field by 1 and sends the datagram to the next router. The second router sees a TTL value of 1, discards the datagram, and returns the time-exceeded message to the source. This process continues until the TTL is incremented to a value large enough for the datagram to reach the destination host (or until the maximum TTL is reached).

To determine when a datagram reaches its destination, traceroute sets the UDP destination port in the datagram to a very large value which the destination host is unlikely to be using. When a host receives a datagram with an unrecognized port number, it sends an ICMP port unreachable error to the source. This message indicates to the traceroute facility that it has reached the destination.

Executing IP Traceroute

To trace the path that packets take through the network, perform this task in privileged mode:

Task	Command
Execute IP traceroute to trace the path packets take through the network.	traceroute [-n] [-w <i>wait_time</i>] [-i <i>initial_ttl</i>] [-m <i>max_ttl</i>] [-p <i>dest_port</i>] [-q <i>nqueries</i>] [-t <i>tos</i>] <i>host</i> [<i>data_size</i>]

This example shows the basic usage of the **traceroute** command:

```
Console> (enable) traceroute 10.1.1.100
traceroute to 10.1.1.100 (10.1.1.100), 30 hops max, 40 byte packets
 1 10.1.1.1 (10.1.1.1)  1 ms  2 ms  1 ms
 2 10.1.1.100 (10.1.1.100)  2 ms  2 ms  2 ms
Console> (enable)
```

This example shows how to perform a **traceroute** with six queries to each hop with packets of 1400 bytes each:

```
Console> (enable) traceroute -q 6 10.1.1.100 1400
traceroute to 10.1.1.100 (10.1.1.100), 30 hops max, 1440 byte packets
 1 10.1.1.1 (10.1.1.1)  2 ms  2 ms  2 ms  1 ms  2 ms  2 ms
 2 10.1.1.100 (10.1.1.100)  2 ms  4 ms  3 ms  3 ms  3 ms  3 ms
Console> (enable)
```

