

# ping

Use the **ping** command to send ICMP echo-request packets to another node on the network.

```
ping [-s] host [packet_size] [packet_count]
```

|                           |                     |   |
|---------------------------|---------------------|---|
| <b>Syntax Description</b> | <b>-s</b>           | (Optional) Keyword to cause <b>ping</b> to send one datagram per second, printing one line of output for every response received. |
|                           | <i>host</i>         | IP address or IP alias of the host.   |
|                           | <i>packet_size</i>  | (Optional) Number of bytes in a packet, from 56 to 1472 bytes.  |
|                           | <i>packet_count</i> | (Optional) Number of packets to send.   |

**Defaults** The default *packet\_size* is 56 bytes.

**Command Types** Switch command.

**Command Modes** Normal.

**Usage Guidelines** Press **Ctrl-C** to stop pinging.

Following are sample results of the **ping** command:

- Normal response—The normal response occurs in 1 to 10 seconds, depending on network traffic.
- Destination does not respond—If the host does not respond, a “no answer from host” appears in 10 seconds.
- Destination unreachable—The gateway for this destination indicates that the destination is unreachable.
- Network or host unreachable—The switch found no corresponding entry in the route table.

The actual packet size will be 8 bytes larger than the size you specify because the switch adds header information.

The **ping** command returns output only when a response is received.

**Examples** This example shows how to ping a host with IP alias elvis a single time:

```
Console> ping elvis
elvis is alive
Console>
```

This example shows how to ping a host with IP alias elvis once per second until you press **Ctrl-C** to stop pinging:

```
Console> ping -s elvis
ping elvis: 56 data bytes
64 bytes from elvis: icmp_seq=0. time=11 ms
64 bytes from elvis: icmp_seq=1. time=8 ms
64 bytes from elvis: icmp_seq=2. time=8 ms
64 bytes from elvis: icmp_seq=3. time=7 ms
64 bytes from elvis: icmp_seq=4. time=11 ms
64 bytes from elvis: icmp_seq=5. time=7 ms
64 bytes from elvis: icmp_seq=6. time=7 ms
^C

----elvis PING Statistics----
7 packets transmitted, 7 packets received, 0% packet loss
round-trip (ms)  min/avg/max = 7/8/11
Console>
```

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**Related Commands**

**set interface**  
**set ip route**  
**show interface**  
**show ip route**

# pwd

Use the **pwd** command to show the current setting of the **cd** command.

```
pwd [[m/device:]
```

|                           |                 |  |
|---------------------------|-----------------|--|
| <b>Syntax Description</b> | <i>m/</i>       | (Optional) Module number of the supervisor engine containing the Flash device. |
|                           | <i>device</i> : | (Optional) Device where the Flash resides.                                     |

**Defaults** If no module number or device is specified, **pwd** defaults to the first module of the active device.

**Command Types** Switch command.

**Command Modes** Privileged.

**Usage Guidelines** A colon (:) is required after the specified device.

**Examples** This example shows how to use the **pwd** command to display the current listing of the **cd** command:

```
Console> cd slot0:
Default flash device set to slot0.
Console> pwd
slot0
```

**Related Commands** **cd**

# quit

Use the **quit** command to exit a CLI session.

## quit

---

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

---

**Defaults** This command has no default setting.

---

**Command Types** Switch command.

---

**Command Modes** Normal.

---

**Usage Guidelines** The **exit** and **logout** commands perform the same function as the **quit** command.

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**Examples** This example shows how to quit a CLI session:

```
Console> quit
Connection closed by foreign host.
host%
download the acflash_1111.bbi file from the mercury host to the module:

Console> (enable) download mercury acflash_1111.bbi 3
This command will reset Module 3.
Download image acflash_1111.bbi from mercury to Module 3 FLASH (y/n) [n]? y
/
Done. Finished network download. (1964012 bytes)
Console> (enable)
```

# repeat

Use the **repeat** command to repeat a command.

**repeat** [*num* | *string*]

## Syntax Description

|               |                                   |
|---------------|-----------------------------------|
| <i>number</i> | (Optional) Number of the command. |
| <i>string</i> | (Optional) Command string.        |

## Defaults

If no argument is specified, the last command is repeated.

## Command Types

ROM monitor command.

## Command Modes

Normal.

## Usage Guidelines

The optional command number (from the history buffer list) or match string specifies which command to repeat.

In the match string, the most recent command to begin with the specified string is executed again.

If the string contains white space, you must use quotation marks.

This command is usually aliased to the letter “r.”

## Examples

These examples show how to use the **repeat** command. You use the **history** command to display the list of previously entered commands:

```
rommon 22 > history

8  dir
9  dir bootflash:
10 dis
11 dis 0xa0001000
12 dis 0xbe000000
13 history
14 meminfo
15 meminfo -1
16 meminfo
17 meminfo -1
18 meninfo
19 meminfo
20 meminfo -1
21 meminfo -1
22 history
```

repeat

```
rommon 23 > repeat dir
dir bootflash:
      File size      Checksum  File name
  1973032 bytes (0x1e1b28)  0xdadf5e24  llue
rommon 24 > repeat
dir bootflash:
      File size      Checksum  File name
  1973032 bytes (0x1e1b28)  0xdadf5e24  llue
rommon 25 > repeat 15
meminfo -l

Main memory size: 16 MB.
Packet memory size: 0 MB
Main memory size: 0x1000000
Available main memory starts at 0xa000e000, size 0xff2000
NVRAM size: 0x20000

Parity Map for the DRAM Banks
Socket 0 in Bank 0 Has No Parity
Socket 1 in Bank 0 Has No Parity
Socket 0 in Bank 1 Has No Parity
Socket 1 in Bank 1 Has No Parity
=====
```

## reset—ROM monitor

Use the **reset** ROM monitor command to perform a soft reset of the switch.

**reset** [-s]

|                           |  |
|---------------------------|--|
| <b>Syntax Description</b> | -s (Optional) Keyword to reset the entire switch.  |
| <b>Defaults</b>           | The default Flash device is slot0.   |
| <b>Command Types</b>      | ROM monitor command.   |
| <b>Command Modes</b>      | Normal.  |
| <b>Usage Guidelines</b>   | This command will not boot the MSFC if the PFC is not present in the Catalyst 6000 family switch.  |
| <b>Examples</b>           | <p>This example shows how to use the <b>reset</b> command:</p> <pre>rommon 26 &gt; <b>reset</b>  System Bootstrap, Version 3.1(1.69) Copyright (c) 1994-1997 by cisco Systems, Inc. Supervisor processor with 16384 Kbytes of main memory  rommon 1 &gt; =====</pre> |

