

stack

To dump a stack trace of frames, use the **stack** command.

```
stack [-d | -m] [num]
```

Syntax Description	-d	(Optional) Dumps the ROM monitor stack.
	-m	(Optional) Specifies addresses to dump.
	num	(Optional) Number of frames.

Defaults The default for *num* is five frames.

Command Types ROM monitor command.

Command Modes Normal.

Usage Guidelines The frames are dumped from the kernel stack and the process stack (if one is available) of a booted image. Use the **frame** command to display an individual stack frame.

The minus sign (-) is required with the **-d** and **-m** options.

Examples This example shows how to use the **stack** command to dump a stack trace of eight frames:

```
rommon 5 > stack 8
Kernel Level Stack Trace:
Initial SP = 0x60276a98, Initial PC = 0x60033054, RA = 0x6006d380
Frame 0 : FP= 0x60276a98, PC= 0x60033054, 0 bytes
Frame 1 : FP= 0x60276a98, PC= 0x6006d380, 24 bytes
Frame 2 : FP= 0x60276ab0, PC= 0x600e5218, 40 bytes
Frame 3 : FP= 0x60276ad8, PC= 0x600dcd48, 32 bytes
Frame 4 : FP= 0x60276af8, PC= 0x60033fdc, 0 bytes

Process Level Stack Trace:
Initial SP = 0x80007ce8, Initial PC = 0x600dfd38, RA = 0x600dfd20
Frame 0 : FP= 0x80007ce8, PC= 0x600dfd38, 24 bytes
Frame 1 : FP= 0x80007d00, PC= 0x6005b260, 32 bytes
Frame 2 : FP= 0x80007d20, PC= 0x6005c05c, 192 bytes
Frame 3 : FP= 0x80007de0, PC= 0x6005b54c, 24 bytes
Frame 4 : FP= 0x80007df8, PC= 0x600e82e0, 56 bytes
Frame 5 : FP= 0x80007e30, PC= 0x600e9484, 40 bytes
Frame 6 : FP= 0x80007e58, PC= 0x600e8b28, 24 bytes
Frame 7 : FP= 0x80007e70, PC= 0x600de224, 72 bytes
```

Related Commands [frame](#)

switch

To switch the clock from the supervisor clock to the internal clock or from the active supervisor engine to the standby supervisor engine, use the **switch** command.

switch {clock | supervisor}

Syntax Description	clock	Switches the clock from the supervisor clock to the internal clock.
	supervisor	Switches from the active supervisor engine to the standby supervisor engine.

Defaults This command has no default settings.

Command Types Switch command.

Command Modes Privileged.

Examples This example shows how to switch the clock:

```
Console> (enable) switch clock
This command will reset system and force a clock switch-over.
Do you want to continue (y/n) [n]?
Console> (enable)
```

This example shows how to switch to the standby supervisor engine:

```
Console> (enable) switch supervisor
This command will force a switch-over to the standby Supervisor module.
Do you want to continue (y/n) [n]?
Console> (enable)
```

switch console

To switch the console connection physically to the MSFC on the active supervisor engine, use the **switch console** command.

switch console [*mNo*]

Syntax Description

mNo (Optional) Module number.

Defaults

The default is supervisor engine console.

Command Types

Switch command.

Command Modes

Privileged.

Usage Guidelines

This command is not supported on Telnet sessions.

The **switch console** command allows you to change to the MSFC that shares the slot with the active supervisor engine. To use this command, it is necessary to have active and redundant supervisor engine consoles. Otherwise, you cannot use the **switch console** command to switch to the console of the MSFC placed in the redundant supervisor engine slot.

If you place the MSFC on a supervisor engine installed in slot 1, the MSFC is recognized as module 15. If you install the supervisor engine in slot 2, the MSFC is recognized as module 16. If the optional argument *mNo* is excluded, the console will switch to MSFC on the active supervisor engine.

To exit from the router CLI back to the switch CLI, press **Ctrl-C** three times at the Router> prompt.

Examples

This example shows how to switch the console connection to the MSFC on the active supervisor engine:

```
Console> (enable) switch console 15
Trying Router-15...
Connected to Router-15.
Type ^C^C^C to switch back...
```

switch fabric

To reset the active Switch Fabric Module and allow the standby Switch Fabric Module to take over, use the **switch fabric** command.

switch fabric [*mNo*]

Syntax Description	<i>mNo</i> (Optional) Switch Fabric Module number.
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Defaults	This command has no default settings.
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Command Types	Switch command.
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Command Modes	Privileged.
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Usage Guidelines	This command is not supported on Telnet sessions.
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Examples	This example shows how to reset the active Switch Fabric Module:
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```
Console> (enable) switch fabric
This command will force a switch-over to the standby fabric module.
Do you want to continue (y/n) [n]?
Console> (enable)
```

sync

To write the working in-core copy of environment variables and the aliases out to NVRAM so they are read on the next reset, use the **sync** command.

sync

Syntax Description This command has no arguments or keywords.

Defaults This command has no default settings.

Command Types ROM monitor command.

Command Modes Normal.

Examples This example shows how to use the **sync** command:

```
rommon 10 > sync  
rommon 11 >
```

sysret

To display the return information from the last booted system image, use the **sysret** command.

sysret

Syntax Description This command has no arguments or keywords.

Defaults This command has no default settings.

Command Types ROM monitor command.

Command Modes Normal.

Usage Guidelines The stack dump information displayed has a maximum of eight frames.

Examples This example shows how to use the **sysret** command to display the return information from the last booted system image:

```
rommon 8 > sysret
System Return Info:
count: 19, reason: user break
pc:0x60043754, error address: 0x0
Stack Trace:
FP: 0x80007e78, PC: 0x60043754
FP: 0x80007ed8, PC: 0x6001540c
FP: 0x80007ef8, PC: 0x600087f0
FP: 0x80007f18, PC: 0x80008734
```

telnet

To start a Telnet connection to a remote host, use the **telnet** command.

```
telnet host [port]
```

Syntax Description	
<i>host</i>	Name or IP address of the remote host to which you want to connect.
<i>port</i>	(Optional) Specific port connection on the remote host.

Defaults This command has no default settings.

Command Types Switch command.

Command Modes Privileged.

Examples This example shows how to open and close a Telnet session with the host elvis:

```
Console> (enable) telnet elvis
Trying 192.122.174.11...
Connected to elvis.
Escape character is '^]'.

UNIX(r) System V Release 4.0 (elvis)

login: fred
Password:
Last login: Thu Oct 15 09:25:01 from forster.cisc.rum
Sun Microsystems Inc. SunOS 5.4 Generic July 1994
You have new mail.
% logout

Console> (enable)
```

Related Commands [disconnect](#)

test cable-diagnostics

To test the condition of 10-Gigabit Ethernet links or copper cables on 48-port 10/100/1000 BASE-T modules, use the **test cable-diagnostics** command.

```
test cable-diagnostics prbs {start | stop} mod/port
```

```
test cable-diagnostics tdr mod/port
```

Syntax Description

prbs	Specifies the Pseudo Random Binary Sequence (PRBS) test on a 10-Gigabit Ethernet link.
start	Activates the test.
stop	Deactivates the test.
<i>mod/port</i>	Number of the module and the port on the module.
tdr	Activates the Time Domain Reflectometer (TDR) test for copper cables on 48-port 10/100/1000 BASE-T modules.

Defaults

This command has no default settings.

Command Types

Switch command.

Command Modes

Privileged.

Usage Guidelines

The PRBS test is currently available only on the 1-port 10GBASE-E serial 10-Gigabit Ethernet module (WS-X6502-10GE).

To run the PRBS test properly between two devices, you must start it on both ends of the cable. If the cable is looped back, a single end can generate the test sequence (on the Tx) as well as verify it and count the errors (on the Rx).

Before the PRBS test starts, the port is automatically put in errdisable state. The errdisable timeout is disabled for the port so that the port is not automatically reenabled after the timeout interval concludes. The errdisable timeout is automatically reenabled on the port after the PRBS test finishes.

When the PRBS test is running, the system will not permit you to enter the **set port enable** and **set port disable** commands.

The TDR test is currently available only on the 48-port 10/100/1000 BASE-T modules (WS-X6148-GE-TX and WS-X6548-GE-TX).



Note

When you run the TDR test, we recommend that you do not make any configurations on the port that you are testing or enter the **show port** command for that port. If you make any port-related configurations or enter the **show port** command, the TDR test results might be inaccurate or the module might fail.

Examples

This example shows how to start the PRBS test on port 1 on module 5:

```
Console> (enable) test cable-diagnostics prbs start 5/1
PRBS cable-diagnostic test started on port 5/1.
Console> (enable)
```

This example shows how to stop the PRBS test on port 1 on module 5:

```
Console> (enable) test cable-diagnostics prbs stop 5/1
PRBS cable-diagnostic test stopped on port 5/1.
Console> (enable)
```

This example shows the message that displays when the PRBS test is not supported:

```
Console> (enable) test cable-diagnostics prbs start 6/1
Feature not supported on module 6.
Console> (enable)
```

This example shows how to start the TDR test on port 1 on module 8:

```
Console> (enable) test cable-diagnostics tdr 8/1
TDR test started on port 8/1. Use show port tdr <m/p> to see the results
Console> (enable)
```

Related Commands

[show port prbs](#)
[show port tdr](#)

test snmp trap

To send an SNMP trap message to the trap receivers, use the **test snmp trap** command.

```
test snmp trap trap_num [specific_num]
```

Syntax Description		
	<i>trap_num</i>	Number of the trap.
	<i>specific_num</i>	(Optional) Number of a predefined trap.

Defaults This command has no default settings.

Command Types Switch command.

Command Modes Privileged.

Examples This example shows how to run trap 0:

```
Console> (enable) test snmp trap 0
SNMP trap message sent. (4)
Console> (enable)
```

Related Commands [set snmp trap](#)
[show snmp](#)

traceroute

To display a hop-by-hop path through an IP network from the Catalyst 6500 series switch to a specific destination host, use the **traceroute** command.

```
traceroute [-n] [-w wait_time] [-i initial_ttl] [-m max_ttl] [-p dest_port] [-q nqueries] [-t tos]
             host [data_size]
```

Syntax Description	
-n	(Optional) Option that prevents traceroute from performing a DNS lookup for each hop on the path. Only numerical IP addresses are printed.
-w <i>wait_time</i>	(Optional) Option used to specify the amount of time (in seconds) that traceroute will wait for an ICMP response message. The allowed range for <i>wait_time</i> is from 1 to 300 seconds.
-i <i>initial_ttl</i>	(Optional) Option that causes traceroute to send ICMP datagrams with a TTL value equal to <i>initial_ttl</i> instead of the default TTL of 1. This causes traceroute to skip processing for hosts that are less than <i>initial_ttl</i> hops away.
-m <i>max_ttl</i>	(Optional) Option used to specify the maximum TTL value for outgoing ICMP datagrams. The allowed range for <i>max_ttl</i> is from 1 to 255.
-p <i>dest_port</i>	(Optional) Option used to specify the base UDP destination port number used in traceroute datagrams. This value is incremented each time a datagram is sent. The allowed range for <i>dest_port</i> is from 1 to 65535. Use this option in the unlikely event that the destination host is listening to a port in the default traceroute port range.
-q <i>nqueries</i>	(Optional) Option used to specify the number of datagrams to send for each TTL value. The allowed range for <i>nqueries</i> is from 1 to 1000.
-t <i>tos</i>	(Optional) Option used to specify the ToS to be set in the IP header of the outgoing datagrams. The allowed range for <i>tos</i> is from 0 to 255.
<i>host</i>	IP alias or IP address in dot notation (<i>a.b.c.d</i>) of the destination host.
<i>data_size</i>	(Optional) Number of bytes, in addition to the default of 40 bytes, of the outgoing datagrams. The allowed range is from 0 to 1420.

Defaults

Entering the **traceroute** *host* command without options sends three 40-byte ICMP datagrams with an initial TTL of 1, a maximum TTL of 30, a timeout period of 5 seconds, and a ToS specification of 0 to destination UDP port number 33434. For each host in the processed path, the initial TTL for each host and the destination UDP port number for each packet sent are incremented by one.

Command Types

Switch command.

Command Modes

Privileged.

Usage Guidelines

To interrupt **tracert** after the command has been issued, press **Ctrl-C**.

The **tracert** command uses the TTL field in the IP header to cause routers and servers to generate specific return messages. Tracert starts by sending a 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 ICMP “time-exceeded” message to the sender. The tracert 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, tracert again sends a UDP packet but this time 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 has reached its destination, tracert sets the UDP destination port in the datagram to a very large value that 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 tracert facility that it has reached the destination.

Catalyst 6500 series switches can participate as the source or destination of the **tracert** command. However, because they are Layer 2 devices, Catalyst 6500 series switches do not examine the TTL field in the IP header and do not decrement the TTL field or send ICMP time-exceeded messages. Thus, a Catalyst 6500 series switch does not appear as a hop in the **tracert** command output.

Use the *tos* option to see if different types of service cause routes to change.

Examples

This example shows how to use the **tracert** command to determine the path from the source to the destination host server10:

```

Console> (enable) tracert server10
tracert to server10.company.com (172.16.22.7), 30 hops max, 40 byte packets
 1 engineering-1.company.com (172.31.192.206)  2 ms  1 ms  1 ms
 2 engineering-2.company.com (172.31.196.204)  2 ms  3 ms  2 ms
 3 gateway_a.company.com (172.16.1.201)      6 ms  3 ms  3 ms
 4 server10.company.com (172.16.22.7)       3 ms  *  2 ms
Console> (enable)

```

Table 2-105 describes the fields in the **traceroute** command output.

Table 2-105 traceroute Command Output Fields

Field	Description
30 hops max, 40 byte packets	Maximum TTL value and the size of the ICMP datagrams being sent.
2 ms 1 ms 1 ms	Total time (in milliseconds) for each ICMP datagram to reach the router or host plus the time it took for the ICMP time-exceeded message to return to the host. An exclamation point following any of these values (for example, 20 ms !) indicates that the port-unreachable message returned by the destination had a TTL of 0 or 1. Typically, this occurs when the destination uses the TTL value from the arriving datagram as the TTL in its ICMP reply. The reply does not arrive at the source until the destination receives a traceroute datagram with a TTL equal to the number of hops between the source and destination.
3 ms * 2 ms	“*” indicates that the timeout period (default of 5 seconds) expired before an ICMP time-exceeded message was received for the datagram.

If **traceroute** receives an ICMP error message other than a time-exceeded or port-unreachable message, it prints one of the error codes shown in Table 2-106 instead of the round-trip time or an asterisk (*).

Table 2-106 traceroute Error Messages

ICMP Error Code	Meaning
!N	No route to host. The network is unreachable.
!H	No route to host. The host is unreachable.
!P	Connection refused. The protocol is unreachable.
!F	Fragmentation needed but do not fragment (DF) bit was set.
!S	Source route failed.
!A	Communication administratively prohibited.
?	Unknown error occurred.

Related Commands [ping](#)

unalias

To remove the alias name and associated value from the alias list, use the **unalias** command.

unalias *name*

Syntax Description

name Name of the alias.

Defaults

This command has no default settings.

Command Types

ROM monitor command.

Command Modes

Normal.

Usage Guidelines

You must issue a **sync** command to save your change. Otherwise, the change is not saved and the **reset—ROM monitor** command removes your change.

Examples

This example shows how to use the **unalias** command to remove the **s** alias and then check to ensure it was removed:

```
rommon 5 > alias
r=repeat
h=history
?=help
b=boot
ls=dir
i=reset
k=stack
s=set
rommon 6 > unalias s
rommon 7 > alias
r=repeat
h=history
?=help
b=boot
ls=dir
i=reset
k=stack
rommon 8 > s
monitor: command "s" not found
=====
```

Related Commands

alias

undelete

To recover a deleted file on a Flash memory device, use the **undelete** command. The deleted file can be recovered using its index (because there could be multiple deleted files with the same name).

```
undelete index [[m/]device:]
```

Syntax Description

<i>index</i>	Index number of the deleted file.
<i>m/</i>	(Optional) Module number of the supervisor engine containing the Flash device.
<i>device</i> :	(Optional) Device where the Flash resides.

Defaults

This command has no default settings.

Command Types

Switch command.

Command Modes

Privileged.

Usage Guidelines

A colon (:) is required after the specified device. See the **dir—switch** command to learn the index number of the file to be undeleted. A file cannot be undeleted if a valid file with the same name exists. You must delete the existing file before you can undelete the target file. A file can be deleted and undeleted up to 15 times. To delete all deleted files permanently on a device, use the **squeeze** command.

Examples

This example shows how to recover the deleted file with index 1 and use the **show flash** command to confirm:

```
Console> (enable) undelete 1 bootflash:
Console> (enable)
Console> (enable) show flash
-#- ED --type-- --crc--- -seek-- nlen -length- -----date/time----- name
  1 .. ffffffff fec05d7a 4b3a4c 25 4667849 Mar 03 2000 08:52:09 cat6000-sup.
5-3-4-CSX.bin
  2 .. ffffffff 4e5efc31 c0fadc 30 7716879 May 19 2000 06:50:55 cat6000-sup-
d.6-1-0.bin

3605796 bytes available (12384988 bytes used)
Console> (enable)
```

Related Commands

delete
show flash
squeeze

unset=varname

To remove a variable name from the variable list, use the **unset=varname** command.

unset=varname

Syntax Description	<i>varname</i> Name of the variable.
---------------------------	--------------------------------------

Defaults	This command has no default settings.
-----------------	---------------------------------------

Command Types	ROM monitor command.
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Command Modes	Normal.
----------------------	---------

Usage Guidelines	You must enter the sync command to save your change to NVRAM. Otherwise, the change is not saved and a reset removes your change.
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Examples	This example shows how to use the set command to display the variable list, remove a variable name from the variable list, and then display the variable list to verify:
-----------------	---

```
rommon 2 > set
PS1=rommon ! >
BOOT=
?=0
rommon 3 > unset=0
rommon 4 > set
PS1=rommon ! >
BOOT=
```

Related Commands	varname=
-------------------------	--------------------------

varname=

To set the variable *VARNAME* to *varvalue*, use the *varname=* command. Note that the syntax *varname=* sets the variable to a NULL string.

varname=value

Syntax Description

<i>varname=</i>	Name of the variable.
<i>value</i>	Any ROM monitor command.

Defaults

This command has no default settings.

Command Types

ROM monitor command.

Command Modes

Normal.

Usage Guidelines

Do not put a space before or after the equal (=) sign. If there are spaces, you must place the *value* in quotes. Spell out variable names in uppercase letters to make them conspicuous.

Examples

This example shows how to assign a variable name to a value:

```
rommon 1 > s=set
rommon 2 > s
PS1=rommon ! >
BOOT=
?=0
```

Related Commands

[unset=varname](#)

verify

To confirm the checksum of a file on a Flash device, use the **verify** command.

```
verify [[m/]device:] filename
```

Syntax Description	<i>m/</i>	(Optional) Module number of the supervisor engine containing the Flash device.
	<i>device:</i>	(Optional) Device where the Flash resides.
	<i>filename</i>	Name of the configuration file.

Defaults This command has no default settings.

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 **verify** command:

```
Console> verify cat6k_r47_1.cbi
.....
File cat6k_r47_1.cbi verified OK.
```

wait

To cause the CLI to pause for a specified number of seconds before executing the next command, use the **wait** command. This command might be included in a configuration file.

wait *seconds*

Syntax Description

<i>seconds</i>	Number of seconds for the CLI to wait before executing the next command.
----------------	--

Defaults

This command has no default settings.

Command Types

Switch command.

Command Modes

Normal.

Examples

This example shows how to pause the CLI for 5 seconds:

```
Console> wait 5  
Console>
```

whichboot

To determine which file booted, use the **whichboot** command.

whichboot

Syntax Description This command has no arguments or keywords.

Defaults This command has no default settings.

Command Types Switch command.

Command Modes Privileged.

Examples This example shows how to use the **whichboot** command:

```
Console> whichboot  
Boot image name is 'slot0:cat6000-sup.6-1-1.bin'.  
Console>
```

write

To upload the current configuration to the network or , use the **write** command.

write network [**all**]

write terminal [**all**]

write {*host file*} [**all**] [**rcp**]

write memory

Syntax Description		
network	Specifies interactive prompting for the IP address or IP alias of the host and the filename to upload.	
all	(Optional) Specifies default and nondefault configuration settings.	
terminal	Displays the nondefault configuration file on the terminal.	
<i>host</i>	IP address or IP alias of the host.	
<i>file</i>	Name of the configuration file.	
rcp	(Optional) Uploads a software image to a host using rcp.	
memory	Keyword that specifies to upload the current configuration to a specified location.	

Defaults

This command has no default settings.

Command Types

Switch command.

Command Modes

Privileged.

Usage Guidelines

The **write terminal** command is exactly the same as the **show config** command. The **write host file** command is a shorthand version of the **write network** command.

You cannot use the **write network** command to upload software to the ATM module.

With the **write network** command, the file must already exist on the host (use the UNIX **touch filename** command to create it).

Before you can enter the **write memory** command, you must enter text configuration mode. Enter text configuration mode by entering the **set config mode text** command.

Examples

This example shows how to upload the system5.cfg file to the mercury host:

```
Console> (enable) write network
IP address or name of host? mercury
Name of configuration file to write? system5.cfg
Upload configuration to system5.cfg on mercury (y/n) [y]? y
/
Done. Finished Network Upload. (9003 bytes)
Console> (enable)
```

This example shows how to upload the system5.cfg file to the mercury host:

```
Console> (enable) write mercury system5.cfg
Upload configuration to system5.cfg on mercury (y/n) [y]? y
/
Done. Finished Network Upload. (9003 bytes)
Console> (enable)
```

This example shows how to display the configuration file on the terminal (partial display):

```
Console> (enable) write terminal
!
....
.....

.....

.....

begin
!
#version 4.2(0.24)VAI58 set password $1$FMFQ$HfZR5DUszVHIRhrz4h6V70
set enablepass $1$FMFQ$HfZR5DUszVHIRhrz4h6V70
set prompt Console>
set length 24 default
set logout 20
set banner motd ^C^C
!
#system
set system baud 9600
set system modem disable
set system name
set system location
set system contact
!
#power
set power redundancy enable
!
#snmp
set snmp community read-only public
set snmp community read-write private
set snmp community read-write-all secret
set snmp rmon disable
set snmp trap disable module

...
<<<< output truncated >>>>
```

This example shows how to upload the running system configuration to a prespecified location:

```
Console> (enable) write memory  
Upload configuration to bootflash:switch.cfg  
7165844 bytes available on device bootflash, proceed (y/n) [n]? y  
Console> (enable)
```

Related Commands

[copy](#)
[set config mode](#)
[show config](#)

write tech-support

To generate a report that contains status information about your switch or upload the output of the command to a TFTP server, where you can send it to the Technical Assistance Center, use the **write tech-support** command.

```
write tech-support host file [module mod] [vlan vlan] [mistp-instance instance] [mst instance]
[memory] [config]
```

```
write tech-support host file [port mod/port] [vlan vlan] [mistp-instance instance] [mst instance]
[memory] [config]
```

Syntax Description

<i>host</i>	IP address or IP alias of the host.
<i>file</i>	Name of the configuration file.
module <i>mod</i>	(Optional) Specifies the module number.
vlan <i>vlan</i>	(Optional) Specifies the VLAN; valid values are from 1 to 1001 and from 1025 to 4094.
port <i>mod/port</i>	(Optional) Keyword and variables to specify the module and port on the module.
mistp-instance <i>instance</i>	(Optional) Specifies the MISTP instance number; valid values are from 1 to 16.
mst <i>instance</i>	(Optional) Specifies the MST instance number; valid values are from 0 to 15.
memory	(Optional) Specifies memory and processor state information.
config	(Optional) Specifies switch configuration information.

Defaults

By default, this command displays the output for technical-support-related **show** commands. Use keywords to specify the type of information to be displayed. If you do not specify any parameters, the system displays all configuration, memory, module, port, instance, and VLAN data.

Command Types

Switch command.

Command Modes

Privileged.

Usage Guidelines



Caution

Avoid running multiple **write tech-support** commands on a switch or multiple switches on the network segment. Doing so may cause spanning tree instability.



Note

If you press **Ctrl-C** while the **write tech-support** is outputting, the output file to the TFTP server might be incomplete.

**Note**

If you are uploading the information to a file, make sure the file already exists in the TFTP server, the file has appropriate permissions, and the network connections are good before you issue the **write tech-support** command.

If you specify the **config** keyword, the **write tech-support** command displays the output of these commands:

- **show config**
- **show flash**
- **show log**
- **show microcode**
- **show module**
- **show port**
- **show spantree active**
- **show spantree summary**
- **show system**
- **show test**
- **show trunk**
- **show version**
- **show vlan**

**Note**

If MISTP is running, the output from the **show spantree mistp-instance active** and **show spantree summary mistp-instance** commands are displayed instead of the output from the **show spantree active** and **show spantree summary** commands.

**Note**

If MST is running, the output from the **show spantree mst** and **show spantree summary mst** commands are displayed instead of the output from the **show spantree active** and **show spantree summary** commands.

If you specify the **memory** keyword, the **write tech-support** command displays the output of these commands:

- **ps**
- **ps -c**
- **show cam static**
- **show cam system**
- **show flash**
- **show memory buffers**
- **show microcode**
- **show module**
- **show proc**

write tech-support

- **show proc mem**
- **show proc cpu**
- **show system**
- **show spantree active**
- **show version**

If you specify a module, port, or VLAN number, the system displays general system information and information for the component you specified.

Examples

This example shows how to upload the technical report:

```
Console> (enable) write tech-support 172.20.32.10 tech.txt  
Upload tech-report to tech.txt on 172.20.32.10 (y/n) [n]? y  
/  
Finished network upload. (67784 bytes)  
Console> (enable)
```

Related Commands**[show tech-support](#)**

See the commands listed in the “Usage Guidelines” section.