



## Working with System Software Images

This chapter describes how to work with system software image files on the Catalyst 6500 series switches.



### Note

For complete syntax and usage information for the commands used in this chapter, refer to the *Catalyst 6500 Series Switch Command Reference* publication.

This chapter consists of these sections:

- [Software Image Naming Conventions, page 25-1](#)
- [Upgrading EPLD Images, page 25-2](#)
- [Downloading Software Images to the Switch With TFTP, page 25-4](#)
- [Uploading System Software Images to a TFTP Server, page 25-10](#)
- [Downloading System Software Images Using rcp, page 25-11](#)
- [Uploading System Software Images to an rcp Server, page 25-17](#)
- [Downloading Software Images Over a Serial Connection on the Console Port, page 25-18](#)
- [Downloading a System Image Using Xmodem or Ymodem, page 25-23](#)

## Software Image Naming Conventions

The software images on the Catalyst 6500 series switches use the following naming conventions (software release 7.3(1) is used in the examples):

- 7.3(1) Flash image (standard)—`cat6000-sup2k8.7-3-1.bin`
- 7.3(1) Flash image (CiscoView)—`cat6000-sup2cvk8.7-3-1.bin`
- 7.3(1) Flash image (Secure Shell)—`cat6000-sup2k9.7-3-1.bin`
- 7.3(1) Flash image (Secure Shell and CiscoView)—`cat6000-sup2cvk9.7-3-1.bin`



### Note

The `sup2cvk8`, `sup2k9`, and `sup2cvk9` designations are as follows: `sup2cvk8` is a CiscoView image, `sup2k9` is a Secure Shell image, and `sup2cvk9` is a Secure Shell and CiscoView image.

# Upgrading EPLD Images


**Note**

Supervisor engine EPLD upgrades are supported only on Supervisor Engine 2. Nonsupervisor engine module (switching modules and service modules) EPLD upgrades are supported using Supervisor Engine 1 or Supervisor Engine 2.

The EPLD image for Supervisor Engine 2 is included in the Catalyst supervisor engine software image. The EPLD image for nonsupervisor engine modules is provided in a separate downloadable image.

## Upgrading the Supervisor Engine EPLD Image

The supervisor engine EPLD upgrade is performed automatically when the switch is reset or power cycled. You can use the **set system supervisor-update** command to modify the EPLD upgrade process. By default, the supervisor engine EPLD upgrade is disabled. In the **automatic** mode, the system checks the version level of the bundled EPLD image and performs the upgrade if the bundled EPLD image version is greater than the existing version. If you specify the **force** keyword, the system upgrades the existing EPLD image with the bundled EPLD image regardless of the version level. After a forced upgrade, the configuration reverts back to the **automatic** default setting. The **disable** keyword disables the automatic EPLD upgrade process.

To upgrade the supervisor engine EPLD image, perform this task in privileged mode:

	Task	Command
Step 1	Upgrade the supervisor engine EPLD image.	<b>set system supervisor-update { automatic   disable   force }</b>
Step 2	Verify the supervisor engine EPLD image upgrade.	<b>show system supervisor-update</b>

This example shows how to specify the **automatic** option for EPLD upgrades:

```
Console> (enable) set system supervisor-update automatic
Down-rev supervisor EPLD's will be re-programmed next reset.
Console> (enable)
```

This example shows how to specify the **force** option for EPLD upgrades:

```
Console> (enable) set system supervisor-update force
Supervisor EPLD's will synchronize to the image bundle during the next reset.
Console> (enable)
```

This example shows how to disable EPLD upgrades:

```
Console> (enable) set system supervisor-update disable
Supervisor EPLD update during reset is disabled.
Console> (enable)
```

This example shows how to display the EPLD upgrade configuration:

```
Console> (enable) show system supervisor-update
Supervisor EPLD update: disabled
Console> (enable)
```

## Upgrading Nonsupervisor Engine Module EPLD Images



### Caution

Do not power off or reset the switch or module during the upgrade process. Failure to do so could leave the module in an unusable state.



### Note

Before you begin the procedures in this chapter, make sure that you have downloaded the new EPLD upgrade image to the supervisor engine Flash memory (bootflash: or slot0:).

You can upgrade the nonsupervisor engine module EPLD image by using the **download** command with the **epld** keyword. If you enter the **download epld file** command without specifying a module, the new EPLD image is downloaded to all compatible modules where the new EPLD image version is greater than the existing version on the module. If you use the **download epld file mod** command with the **force** keyword, the existing EPLD image on a module is upgraded with the new EPLD image regardless of the existing version level.

To upgrade the EPLD on the nonsupervisor engine modules (switching modules and service modules), perform this task in privileged mode:

	Task	Command
Step 1	Upgrade the nonsupervisor engine EPLD image.	<b>download epld file</b> <b>download epld file mod [force]</b>
Step 2	Verify the EPLD upgrade process configuration.	<b>show version epld mod</b>

This example shows how to upgrade the EPLD image on the module in slot 5:

```
Console> (enable) download epld aq_cr128_art.bin 5 force
CCCCC
Device found requiring upgrade in slot 5.
```

```
#####
#                W A R N I N G                #
#                                                                 #
# Any disruptions to the module during programming may #
# leave the module or system in an inconsistent state. #
# Please ensure that the system or module does not get #
# switched off or reset during the programming process.#
# Programming may take a minute or two, depending on #
# the number of devices updated. Please wait for the #
# module to come back online before continuing.        #
#                                                                 #
#                W A R N I N G                #
#####
```

This command may reset module 5.

Updating fabric modules may significantly affect system performance while the update is occurring.

```
Do you wish to update the devices in slot 5 (y/n) [n]? y
```

```
Updating programmable devices in slot 5. This may take a minute...
```

```
Programming successful, updating EPLD revisions.
```

```
2002 Aug 09 06:32:22 %SYS-4-NVLOG:EpLdUpdate:Module 5 EPLD A updated from rev 1 to rev 1
```

```
Waiting for module to come online.
```

```
.....2002 Aug 09 06:32:33 %SYS-5-MOD_OK:Module 5 is online
```

```

.

#####
                E P L D   P R O G R A M M I N G   C O M P L E T E

    Found 1 devices requiring upgrades, 1 attempted, 1 updated, 0 failed

#####
Console> (enable) 2002 Aug 09 06:32:34 %SYS-4-NVLOG:EpldUpdate:Module 5 EPLD A s
prom updated to rev 1
Console> (enable)

```

## Downloading Software Images to the Switch With TFTP

These sections describe how to download system software images to the switch supervisor engine and to intelligent modules:

- [Understanding How TFTP Software Image Downloads Work, page 25-4](#)
- [Preparing to Download an Image Using TFTP, page 25-5](#)
- [Downloading Supervisor Engine Images Using TFTP, page 25-5](#)
- [Downloading Switching Module Images Using TFTP, page 25-6](#)
- [TFTP Download Procedures Example, page 25-7](#)

## Understanding How TFTP Software Image Downloads Work

You can download system software images to the switch using the Trivial File Transfer Protocol (TFTP). TFTP allows you to download system image files over the network from a TFTP server.

Some modules, such as ATM modules, have their own onboard Flash memory. When you download a software image file, the switch checks the header of the image file to determine the type of software image.

Depending on the type of software image you are downloading, one of the following occurs:

- Supervisor engine software image—The image file is downloaded to the supervisor engine Flash memory. You can store multiple image files on the Flash memory system devices (such as boot Flash and Flash PC cards).
- Intelligent module software images—If you specified a module number, the image file is downloaded to the specified module only (provided the image file is designed for the specified module type). If you do not specify a module number, the image file is downloaded to every module of the appropriate type. The file is relayed packet by packet to the appropriate modules using the Inter-Process Communications protocol internal to the system, with communication taking place across the switching bus. Downloading a software image to multiple modules significantly speeds up the process of updating the software on multiple modules of the same type.



### Note

For more information on working with system software image files on the Flash file system, see [Chapter 24, “Working With the Flash File System.”](#)

## Preparing to Download an Image Using TFTP

Before you begin downloading a software image using TFTP, make sure of the following:

- Ensure that the workstation acting as the TFTP server is configured properly. On a Sun workstation, make sure that the `/etc/inetd.conf` file contains the following line:

```
tftp dgram udp wait root /usr/etc/in.tftpd in.tftpd -p -s /tftpboot
```

Make sure that the `/etc/services` file contains this line:

```
tftp 69/udp
```



---

**Note** You must restart the `inetd` daemon after modifying the `/etc/inetd.conf` and `/etc/services` files. To restart the daemon, either stop the `inetd` process and restart it, or enter a **fastboot** command (on the SunOS 4.x) or a **reboot** command (on Solaris 2.x or SunOS 5.x). Refer to the documentation for your workstation for more information on using the TFTP daemon.

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- Ensure that the switch has a route to the TFTP server. The switch and the TFTP server must be in the same subnetwork if you do not have a router to route traffic between subnets. Check connectivity to the TFTP server using the **ping** command.
- Ensure that the software image to be downloaded is in the correct directory on the TFTP server (usually `/tftpboot` on a UNIX workstation).
- Ensure that the permissions on the file are set correctly. Permissions on the file should be world-read.
- A power interruption (or other problem) during the download procedure can corrupt the Flash code. If the Flash code is corrupted, you can connect to the switch through the console port and boot from an uncorrupted system image on a Flash PC card.

## Downloading Supervisor Engine Images Using TFTP



**Note**

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If you have a redundant supervisor engine, you cannot download a system image directly from a TFTP server to the Flash memory on the standby supervisor engine. When you download the image to the active supervisor engine, the standby supervisor engine synchronizes automatically with the new image. In addition, you cannot copy an image from the standby supervisor engine to the active supervisor engine.

---

To download a supervisor engine software image to the switch from a TFTP server, perform these steps:

- 
- Step 1** Copy the software image file to the appropriate TFTP directory on the workstation.
- Step 2** Log into the switch through the console port or through a Telnet session. If you log in using Telnet, your Telnet session disconnects when you reset the switch to run the new software.

- Step 3** Enter the **copy tftp flash** command. When prompted, enter the IP address or host name of the TFTP server and the name of the file to download. On those platforms that support the Flash file system, you are also prompted for the Flash device to which to copy the file and the destination filename.

The switch downloads the image file from the TFTP server to the specified Flash device.




---

**Note** The switch remains operational while the image downloads.

---

- Step 4** Modify the BOOT environment variable using the **set boot system flash device:filename prepend** command, so that the new image boots when you reset the switch. Specify the Flash device (*device:*) and the filename of the downloaded image (*filename*).

- Step 5** Reset the switch using the **reset system** command. If you are connected to the switch through Telnet, your Telnet session disconnects.

During startup, the Flash memory on the supervisor engine is reprogrammed with the new Flash code.

- Step 6** When the switch reboots, enter the **show version** command to check the version of the code on the switch.
- 




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**Note** For examples that show complete TFTP download procedures for the various supervisor engine and switch types, see the [“TFTP Download Procedures Example” section on page 25-7](#).

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## Downloading Switching Module Images Using TFTP

To download a software image to an intelligent module, perform these steps:

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- Step 1** Copy the software image file to the appropriate TFTP directory on the workstation.
- Step 2** Log into the switch through the console port or a Telnet session. If you log in using Telnet, your Telnet session might disconnect when you reset modules to run the new software.
- Step 3** If there is only one module of the type appropriate for the image, or if there are multiple modules of the same type and you want to update the image on all of them, enter the **copy tftp flash** command. When prompted, enter the IP address or host name of the TFTP server, the name of the file to download, the Flash device to which to copy the file, and the destination filename.
- Step 4** If there are multiple modules of the type appropriate for the image but you only want to update a single module, enter the **copy tftp m/bootflash:** command, where *m* is the number of the module to which to download the software image.




---

**Note** If you do not specify a module number, the switch examines the header of the image file to determine to which modules the software is downloaded. The image is then downloaded to all the modules of that type.

---

The switch downloads the image file, erases the Flash memory on the appropriate modules, and reprograms the Flash memory with the downloaded Flash code.




---

**Note** All modules in the switch remain operational while the image downloads.

---

- Step 5** Reset the appropriate modules using the **reset mod** command. If you are connected through Telnet, your Telnet session disconnects if you reset the module through which your connection was made.
- Step 6** When the upgraded modules come online, enter the **show version [mod]** command to check the version of the code on the switch.

**Note**

For examples that show complete procedures for TFTP downloads to intelligent modules, see the [“Single Module Image TFTP Download Example”](#) section on page 25-8 and the [“Multiple Module Image TFTP Download Example”](#) section on page 25-9.

## TFTP Download Procedures Example

These sections show example TFTP download procedures:

- [Supervisor Engine Image TFTP Download Example, page 25-7](#)
- [Single Module Image TFTP Download Example, page 25-8](#)
- [Multiple Module Image TFTP Download Example, page 25-9](#)

## Supervisor Engine Image TFTP Download Example

**Note**

For a step-by-step procedure for downloading a supervisor engine software image from a TFTP server, see the [“Downloading Supervisor Engine Images Using TFTP”](#) section on page 25-5.

This example shows a complete TFTP download procedure of a supervisor engine software image to a Catalyst 6500 series switch:

```

Console> (enable) copy tftp flash
IP address or name of remote host []? 172.20.52.3
Name of file to copy from []? cat6000-sup.5-2-1-CSX.bin
Flash device [bootflash]?
Name of file to copy to [cat6000-sup.5-2-1-CSX.bin]?

4369664 bytes available on device bootflash, proceed (y/n) [n]? y
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
CCCCCCCCCCCCCCCCCCCC
File has been copied successfully.

Console> (enable) set boot system flash bootflash:cat6000-sup.5-2-1-CSX.bin
BOOT variable = bootflash:cat6000-sup.5-2-1-CSX.bin,1;
Console> (enable) reset system
This command will reset the system.
Do you want to continue (y/n) [n]? y
Console> (enable) 07/21/1998,13:51:39:SYS-5:System reset from Console//

System Bootstrap, Version 4.2
Copyright (c) 1994-1998 by cisco Systems, Inc.
c6k_sup1 processor with 32768 Kbytes of main memory

Autoboot executing command: "boot bootflash:cat6000-sup.5-2-1-CSX.bin"
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
CCCCCCCCCCCCCCCCCCCC

```



This example shows a complete TFTP download procedure of an ATM software image to a single ATM module:

```

Console> (enable) show version 4
Mod Port Model      Serial #  Versions
-----
4   1   WS-X6101   003414855 Hw : 1.2
                               Fw : 1.3
                               Sw : 3.2(6)

Console> (enable) copy tftp 4/flash
IP address or name of remote host []? 172.20.52.3
Name of file to copy from []? cat6000-atm.3-2-7.bin
Download image tftp:cat6000-atm.3-2-7.bin to Module 4 FLASH (y/n) [n]? y
This command will reset Download Module(s) you selected.

Do you wish to continue download flash (y/n) [n]? y
-
Download done for module 4, please wait for it to come online

File has been copied successfully.
Console> (enable) 07/21/1998,13:13:54:SYS-5:Module 4 is online

Console> (enable) show version 4
Mod Port Model      Serial #  Versions
-----
4   1   WS-X6101   003414855 Hw : 1.2
                               Fw : 1.3
                               Sw : 3.2(7)

Console> (enable)

```

## Multiple Module Image TFTP Download Example



### Note

For a step-by-step procedure for downloading software images to intelligent modules, see the [“Downloading Switching Module Images Using TFTP”](#) section on page 25-6.

This example shows a complete TFTP download procedure of an ATM software image to multiple ATM modules:

```

Console> (enable) show version 4
Mod Port Model      Serial #  Versions
-----
4   1   WS-X6101   003414855 Hw : 1.2
                               Fw : 1.3
                               Sw : 3.2(6)

Console> (enable) show version 5
Mod Port Model      Serial #  Versions
-----
5   1   WS-X6101   003414463 Hw : 1.2
                               Fw : 1.3
                               Sw : 3.2(6)

Console> (enable) copy tftp flash
IP address or name of remote host []? 172.20.52.3
Name of file to copy from []? cat6000-atm.3-2-7.bin
Download image tftp:cat6000-atm.3-2-7.bin to Module 4 FLASH (y/n) [n]? y
Download image tftp:cat6000-atm.3-2-7.bin to Module 5 FLASH (y/n) [n]? y
This command will reset Download Module(s) you selected.

```

```

Do you wish to continue download flash (y/n) [n]? y
-
Download done for module 4, please wait for it to come online

Download done for module 5, please wait for it to come online

File has been copied successfully.
Console> (enable) 07/21/1998,12:25:10:SYS-5:Module 4 is online
07/21/1998,12:25:10:SYS-5:Module 5 is online

Console> (enable) show version 4
Mod Port Model      Serial #  Versions
-----
4   1   WS-X6101   003414855 Hw : 1.2
                               Fw : 1.3
                               Sw : 3.2(7)

Console> (enable) show version 5
Mod Port Model      Serial #  Versions
-----
5   1   WS-X6101   003414463 Hw : 1.2
                               Fw : 1.3
                               Sw : 3.2(7)

Console> (enable)

```

## Uploading System Software Images to a TFTP Server

These sections describe how to upload system software images from a switch to a TFTP server:

- [Preparing to Upload an Image to a TFTP Server, page 25-10](#)
- [Uploading Software Images to a TFTP Server, page 25-11](#)



### Note

For more information on working with system software image files on the Flash file system, see [Chapter 24, “Working With the Flash File System.”](#)

## Preparing to Upload an Image to a TFTP Server

Before you attempt to upload a software image to a TFTP server, do the following:

- Ensure that the workstation acting as the TFTP server is configured properly. On a Sun workstation, make sure that the `/etc/inetd.conf` file contains this line:

```
tftp dgram udp wait root /usr/etc/in.tftpd in.tftpd -p -s /tftpboot
```

Make sure that the `/etc/services` file contains this line:

```
tftp 69/udp
```



### Note

You must restart the `inetd` daemon after modifying the `/etc/inetd.conf` and `/etc/services` files. To restart the daemon, either stop the `inetd` process and restart it, or enter a **fastboot** command (on the SunOS 4.x) or a **reboot** command (on Solaris 2.x or SunOS 5.x). Refer to the documentation for your workstation for more information on using the TFTP daemon.



## Preparing to Download an Image Using rcp

Before you begin downloading a software image using rcp, make sure of the following:

- Ensure that the workstation acting as the rcp server supports the remote shell (rsh).
- Ensure that the switch has a route to the rcp server. The switch and the rcp server must be in the same subnetwork if you do not have a router to route traffic between subnets. Check connectivity to the rcp server using the **ping** command.
- If you are accessing the switch through the console or a Telnet session without a valid username, make sure that the current rcp username is the one you want to use for the rcp download. You can enter the **show users** command to view the current valid username. If you do not want to use the current username, create a new rcp username using the **set rcp username** command. The new username will be stored in NVRAM. If you are accessing the switch through a Telnet session with a valid username, this username will be used and there is no need to set the rcp username.
- A power interruption (or other problem) during the download procedure can corrupt the Flash code. If the Flash code is corrupted, you can connect to the switch through the console port and boot from an uncorrupted system image on a Flash PC card.

## Downloading Supervisor Engine Images Using rcp

To download a supervisor engine software image to the switch from an rcp server, perform these steps:

- 
- Step 1** Copy the software image file to the appropriate rcp directory on the workstation.
- Step 2** Log into the switch through the console port or through a Telnet session. If you log in using Telnet, your Telnet session disconnects when you reset the switch to run the new software.
- Step 3** Download the software image from the rcp server by entering the **copy rcp flash** command. When prompted, enter the IP address or host name of the rcp server and the name of the file to download. On those platforms that support the Flash file system, you are also prompted for the Flash device to which to copy the file and the destination filename.

The switch downloads the image file from the rcp server.




---

**Note** The switch remains operational while the image downloads.

---

- Step 4** Modify the BOOT environment variable by entering the **set boot system flash device:filename prepend** command, so that the new image boots when you reset the switch. Specify the Flash device (*device:*) and the filename of the downloaded image (*filename*).
- Step 5** Reset the switch by entering the **reset system** command. If you are connected to the switch through Telnet, your Telnet session disconnects.
- During startup, the Flash memory on the supervisor engine is reprogrammed with the new Flash code.
- Step 6** When the switch reboots, enter the **show version** command to check the version of the code on the switch.
-

## Downloading Switching Module Images Using rcp

To download a software image to an intelligent module on a Catalyst 6500 series switch, perform these steps:

- 
- Step 1** Copy the software image file to the appropriate rcp directory on the workstation.
- Step 2** Log into the switch through the console port or a Telnet session. If you log in using Telnet, your Telnet session might disconnect when you reset modules to run the new software.
- Step 3** Enter the command appropriate for your switch and supervisor engine to download the software image from the rcp server:
- If there is only one module of the type appropriate for the image, or if there are multiple modules of the same type and you want to update the image on all of them, enter the **copy rcp flash** command. When prompted, enter the IP address or host name of the rcp server, the name of the file to download, the Flash device to which to copy the file, and the destination filename.
  - If there are multiple modules of the type appropriate for the image but you only want to update a single module, enter the **copy rcp | m/bootflash:** command, where *m* is the number of the module to which to download the software image. If you do not specify the module, all modules of the same type will be updated.



---

**Note** If you do not specify a module number, the switch examines the header of the image file to determine to which modules the software is downloaded. The image is then downloaded to all the modules of that type.

---

The switch downloads the image file, erases the Flash memory on the appropriate modules, and reprograms the Flash memory with the downloaded Flash code.



---

**Note** All modules in the switch remain operational while the image downloads.

---

- Step 4** Reset the appropriate modules using the **reset mod** command. If you are connected through Telnet, your Telnet session disconnects if you reset the module through which your connection was made.
- Step 5** When the upgraded modules come online, enter the **show version [mod]** command to check the version of the code on the switch.
- 

## Example rcp Download Procedures

These sections show example rcp download procedures:

- [Supervisor Engine Image rcp Download Example, page 25-14](#)
- [Single Module Image rcp Download Example, page 25-15](#)
- [Multiple Module Image rcp Download Example, page 25-16](#)



```

EOBC link up

Boot image: bootflash:cat6000-sup.5-2-1-CSX.bin
Flash Size = 0X1000000, num_flash_sectors = 64
readCafe2Version: 0x00000001
RIn Local Test Mode, Pinnacle Synch Retries: 2
Running System Diagnostics from this Supervisor (Module 1)
This may take up to 2 minutes....please wait

Cisco Systems Console

Enter password:
09/2/1999,13:52:51:SYS-5:Module 1 is online
09/2/1999,13:53:11:SYS-5:Module 4 is online
09/2/1999,13:53:11:SYS-5:Module 5 is online
09/2/1999,13:53:14:PAGP-5:Port 1/1 joined bridge port 1/1.
09/2/1999,13:53:14:PAGP-5:Port 1/2 joined bridge port 1/2.
09/2/1999,13:53:40:SYS-5:Module 2 is online
09/2/1999,13:53:45:SYS-5:Module 3 is online
Console> (enable)

```

## Single Module Image rcp Download Example



### Note

For a step-by-step procedure for downloading software images to intelligent modules, see the [“Downloading Switching Module Images Using rcp”](#) section on page 25-13.

This example shows a complete rcp download procedure of an ATM software image to a single ATM module:

```

Console> (enable) show version 4
Mod Port Model      Serial #  Versions
-----
4   1   WS-X6101   003414855 Hw : 1.2
                               Fw : 1.3
                               Sw : 3.2(6)

Console> (enable) copy rcp 4/flash
IP address or name of remote host []? 172.20.52.3
Name of file to copy from []? cat6000-atm.3-2-7.bin
Download image rcp:cat6000-atm.3-2-7.bin to Module 4 FLASH (y/n) [n]? y
This command will reset Download Module(s) you selected.

Do you wish to continue download flash (y/n) [n]? y

Download done for module 4, please wait for it to come online

File has been copied successfully.
Console> (enable) 09/2/1999,13:13:54:SYS-5:Module 4 is online

Console> (enable) show version 4
Mod Port Model      Serial #  Versions
-----
4   1   WS-X6101   003414855 Hw : 1.2
                               Fw : 1.3
                               Sw : 3.2(7)

Console> (enable)

```

## Multiple Module Image rcp Download Example



### Note

For a step-by-step procedure for downloading software images to intelligent modules, see the [“Downloading Switching Module Images Using rcp”](#) section on page 25-13.

This example shows a complete rcp download procedure of an ATM software image to multiple ATM modules:

```

Console> (enable) show version 4
Mod Port Model      Serial #  Versions
-----
4  1    WS-X6101    003414855 Hw : 1.2
                               Fw : 1.3
                               Sw : 3.2(6)

Console> (enable) show version 5
Mod Port Model      Serial #  Versions
-----
5  1    WS-X6101    003414463 Hw : 1.2
                               Fw : 1.3
                               Sw : 3.2(6)

Console> (enable) copy rcp flash
IP address or name of remote host []? 172.20.52.3
Name of file to copy from []? cat6000-atm.3-2-7.bin
Download image rcp:cat6000-atm.3-2-7.bin to Module 4 FLASH (y/n) [n]? y
Download image rcp:cat6000-atm.3-2-7.bin to Module 5 FLASH (y/n) [n]? y
This command will reset Download Module(s) you selected.

Do you wish to continue download flash (y/n) [n]? y
-
Download done for module 4, please wait for it to come online
Download done for module 5, please wait for it to come online

File has been copied successfully.
Console> (enable) 09/2/1999,12:25:10:SYS-5:Module 4 is online
09/2/1999,12:25:10:SYS-5:Module 5 is online

Console> (enable) show version 4
Mod Port Model      Serial #  Versions
-----
4  1    WS-X6101    003414855 Hw : 1.2
                               Fw : 1.3
                               Sw : 3.2(7)

Console> (enable) show version 5
Mod Port Model      Serial #  Versions
-----
5  1    WS-X6101    003414463 Hw : 1.2
                               Fw : 1.3
                               Sw : 3.2(7)

Console> (enable)

```



# Downloading Software Images Over a Serial Connection on the Console Port

These sections describe how to perform a serial download of software images over the supervisor engine console port using Kermit, which is a popular file-transfer and terminal-emulation software program:

- [Preparing to Download an Image Using Kermit](#), page 25-18
- [Downloading Software Images Using Kermit \(PC Procedure\)](#), page 25-18
- [Downloading Software Images Using Kermit \(UNIX Procedure\)](#), page 25-20
- [Example Serial Software Image Download Procedures](#), page 25-21

## Preparing to Download an Image Using Kermit

Before you begin a serial download of a software image using Kermit, make sure of the following:

- On a UNIX workstation, make sure that your shell window is local (not an **rlogin** window to a different workstation).
- Ensure that the supervisor engine console port is connected to a serial port on your PC or workstation with a serial cable.
- Ensure that the Kermit software is installed on your PC or workstation.
- Ensure that the line speed settings are the same on the PC or workstation and on the switch:
  - On the switch, you can change the console port speed by entering the **set system baud rate** command. The default baud rate is 9600 baud.
  - On the PC or workstation, you can change the baud rate of the serial port by entering the **set speed rate** command at the Kermit> prompt.



### Caution

To prevent communication problems, do not use a speed greater than 19,200 baud.

- Ensure that Kermit is using the proper serial port.
  - On a PC, specify the serial port using the **set port comx** command, where *x* is the PC serial port number (1 through 8) that you connected to the switch.
  - On a UNIX workstation, specify the serial port using the **set port /dev/ttyx** command, where *x* is the serial port (a or b) that you connected to the switch.

## Downloading Software Images Using Kermit (PC Procedure)



### Note

This procedure applies to PC serial downloads only. For information on performing a serial download on a UNIX workstation, see the [“Downloading Software Images Using Kermit \(UNIX Procedure\)”](#) section on page 25-20.

To perform a serial download of a software image over the supervisor engine console port, perform these steps:

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**Step 1** Copy the software image file to the directory where Kermit is loaded.

**Step 2** Start Kermit on the PC.



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**Note** Before continuing, ensure that the line speed is correct and that you have selected the proper serial line, as described in the [“Preparing to Download an Image Using Kermit” section on page 25-18](#).

---

**Step 3** At the Kermit> prompt, enter the **connect** command to connect to the switch. If your line and speed are set correctly, the switch Console> prompt appears.

**Step 4** Enter the **enable** command to enter privileged mode.

**Step 5** Enter the **download serial** command. The file is downloaded to module 1 by default.

**Step 6** When prompted, confirm the download.

**Step 7** Enter the escape sequence **Ctrl-]-c** by holding down the **Ctrl** key while you press **]**, and then press **c**.

**Step 8** At the Kermit> prompt, enter the **send filename** command to send the file to the switch.

The switch downloads the image file, erases the Flash memory on the supervisor engine or the appropriate module, and reprograms the Flash memory with the downloaded Flash code.



---

**Note** The switch remains operational while the image downloads.

---

**Step 9** When the Kermit> prompt reappears, enter the **connect** command to return to the switch Console> prompt. You will see status information as the switch erases and reprograms the Flash memory.



---

**Note** If you enter the **connect** command more than 2 minutes after the Kermit> prompt reappears, you might see only a Console> prompt instead of the status information about erasing and programming Flash code.

---

**Step 10** Reset the switch using the **reset system** command.

**Step 11** When the switch reboots, enter the **show version [mod]** command to check the version of the code on the switch.

---



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**Note** For an example that shows a complete serial download procedure using Kermit on a PC, see the [“PC Serial Download Procedure Example” section on page 25-21](#).

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## Downloading Software Images Using Kermit (UNIX Procedure)


**Note**

This procedure applies to UNIX serial downloads only. For information on performing a serial download on a PC, see the [“Downloading Software Images Using Kermit \(PC Procedure\)”](#) section on page 25-18.

Use this procedure to perform a serial download of a software image over the supervisor engine console port.

To copy the software to the workstation, log in as root, and perform these steps:

- 
- Step 1** Copy the software image file to your home directory.
- Step 2** At the UNIX command prompt, start Kermit by entering the **kermit** command (make sure that the directory where Kermit is installed is included in the \$PATH environment variable on the workstation).


**Note**

Before continuing, ensure that the line speed is correct and that you have selected the proper serial line, as described in the [“Preparing to Download an Image Using Kermit”](#) section on page 25-18.

- Step 3** At the C-Kermit> prompt, enter the **connect** command to connect to the switch. If your line and speed are set correctly, the switch Console> prompt appears.
- Step 4** Enter the **enable** command to enter privileged mode.
- Step 5** Enter the **download serial** command. The file downloads to module 1 by default.
- Step 6** When prompted, confirm the download.
- Step 7** Enter the escape sequence **Ctrl-\-c** by holding down the **Ctrl** key while you press **\**, and then press **c**.
- Step 8** At the Kermit> prompt, enter the **send filename** command to send the file to the switch.

You can monitor the progress of the download by pressing the **a** key at any time during the Kermit download. A dot appears onscreen for every four packets that are transferred. If there is a problem transferring the file, one or more of the following letter codes appear:

- T—Kermit timed out.
- N—Kermit is not acknowledging the switch download process.
- E—Kermit detected an error in the progress of the transaction.

The switch downloads the image file, erases the Flash memory on the supervisor engine or the appropriate module, and reprograms the Flash memory with the downloaded Flash code.


**Note**

The switch remains operational while the image downloads.

- Step 9** Press **Return** to return to the C-Kermit> prompt. When the Kermit> prompt reappears, enter the **connect** command to return to the switch Console> prompt. You will see status information as the switch erases and reprograms the Flash memory.


**Note**

If you enter the **connect** command more than 2 minutes after the Kermit> prompt reappears, you might see only a Console> prompt instead of the status information about erasing and programming Flash code.

- Step 10** Reset the switch using the **reset system** command.
- Step 11** When the switch reboots, enter the **show version** [*mod*] command to check the version of the code on the switch.

**Note**

For an example that shows a complete serial download procedure using Kermit on a UNIX workstation, see the “[UNIX Workstation Serial Download Procedure Example](#)” section on [page 25-22](#).

## Example Serial Software Image Download Procedures

These sections show example serial download procedures over the supervisor engine console port using Kermit:

- [PC Serial Download Procedure Example, page 25-21](#)
- [UNIX Workstation Serial Download Procedure Example, page 25-22](#)

### PC Serial Download Procedure Example

This screen output shows an example of a complete serial download procedure on a PC:

```
C:\ copy A:\*.*
copying c6509_xx.bin
C:\ kermit
Kermit, 4C(057) 06 Apr 98, 4.2 BSD
Type ? for help
Kermit> set port com1
Kermit> set speed 9600
Kermit> connect
Connecting to com1,speed 9600.
The escape character is ^] (ASCII 29).
Type the escape character followed by C to get back,
or followed by ? to see other options

Console> enable
Console> (enable) download serial
Download CBI image via console port (y/n) [n]? y

Waiting for DOWNLOAD!
Return to your local Machine by typing its escape sequence
Issue Kermit send command from there[ Send `Filename`]

<CONTROL-] c to return to Local Machine>

Kermit> send c6509_xx.bin

          File name: c6509_xx.bin
    KBytes transferred: xxxx
Percent transferred: 100%
          Sending: Complete

    Number of Packets: xxxx
    Number of retries: None
          Last error: None
```

```

Last warning: None
Kermit> connect

Finished network download. (1136844 bytes)
Flash erase in progress ... Erase done
Programming Flash: Flash Programming Complete
Flash erase in progress ... Erase done
Programming Flash: Flash Programming Complete
Flash erase in progress ... Erase done
Programming Flash: Flash Programming Complete
Flash erase in progress ... Erase done
Programming Flash: Flash Programming Complete
Flash erase in progress ... Erase done
Programming Flash: Flash Programming Complete
Flash erase in progress ... Erase done
Programming Flash: Flash Programming Complete
Flash erase in progress ... Erase done
Programming Flash: Flash Programming Complete
Flash erase in progress ... Erase done
Programming Flash: Flash Programming Complete
Flash erase in progress ... Erase done
Programming Flash: Flash Programming Complete
The system needs to be reset to run the new image.

Cisco Systems Console
Enter password:
Mon Apr 06, 1998, 14:35:08
Console>

```

## UNIX Workstation Serial Download Procedure Example

This screen output shows an example of a complete serial download procedure on a UNIX workstation:

```

workstation% cd /tmp
workstation% tar -xvfp /dev/rfd0
c5009_xx.bin, 1156046 bytes, 2258 tape blocks
workstation% ls -la
total 1150
drwxrwsrwt  5 bin          512 Sep 28 04:15 .
drwxr-xr-x 18 root        1536 Sep 27 15:41 ..
-r--r--r--  1 60000       1156046 Jul 18 10:32 c5009_xx.bin
workstation% kermit
C-Kermit, 4E(072) 06 Apr 98, SUNOS 4.x
Type ? for help
C-Kermit> set line /dev/ttya
C-Kermit> set speed 9600
/dev/ttya: 9600 baud
C-Kermit> connect
Connecting thru /dev/ttya, speed 9600.
The escape character is CTRL-\ (28).

Type the escape character followed by C to get back,
or followed by ? to see other options.

Console> enable
Console> (enable) download serial c5009_XX.bin

Download CBI image via console port (y/n) [n]? y

Waiting for DOWNLOAD!
Return to your local Machine by typing its escape sequence
Issue Kermit send command from there[ Send `Filename` ]
[Back at Local System]
C-Kermit> send c5009_XX.bin
SF
c5009_xx.bin => c5009_xx.bin, Size: 1156046

```

```
CTRL-F to cancel file, CTRL-R to resend current packet
CTRL-B to cancel batch, CTRL-A for status report:
```

```
.....
.....
```

```
*** Display Truncated ***
```

```
.....
..... [OK]
```

```
ZB?
```

```
C-Kermit> connect
```

```
Connecting thru /dev/ttya, speed 9600.
```

```
The escape character is CTRL-\ (28).
```

```
Type the escape character followed by C to get back,
or followed by ? to see other options.
```

```
Download OK
```

```
Initializing Flash
```

```
Programming Flash
```

```
Base....Code....Length....Time....Done
```

```
Cisco Systems Console
```

```
Enter password:
```

```
Mon Apr 06, 1998, 17:35:08
```

```
Console>
```

## Downloading a System Image Using Xmodem or Ymodem

When you need a system image on the switch, but the switch does not have network access and you do not have a software image on a Flash PC card, you can download an image from a local or remote computer (such as a PC, UNIX workstation, or Macintosh) through the console port using the Xmodem or Ymodem protocol.

Xmodem and Ymodem are common protocols that are used to transfer files and are included in applications such as Windows 3.1 (TERMINAL.EXE), Windows 95 (HyperTerminal), Windows NT 3.5x (TERMINAL.EXE), Windows NT 4.0 (HyperTerminal), and Linux UNIX freeware (minicom).

Xmodem and Ymodem downloads are slow. Use them only when the switch does not have network access. You can speed up the transfer by setting the console port speed to 38400 bps.

Xmodem and Ymodem file transfers are performed from the ROM monitor with the following command:

```
xmodem [-y] [-c] [-s data-rate]
```

In the example, the **-y** option uses the Ymodem protocol, **-c** provides CRC-16 checksumming, and **-s** sets the console port data rate.



### Note

See the “ROM Monitor Command-Line Interface” section in the “Command-Line Interfaces” chapter for more information about the ROM monitor.

The computer from which you transfer the supervisor engine software image must run terminal emulation software that supports the Xmodem or Ymodem protocol.

The following procedure shows a file transfer using the Xmodem protocol. To use the Ymodem protocol, include the **-y** option with the **xmodem** command.

**Caution**

A modem connection from the telephone network to your console port introduces security issues that you should consider before enabling the connection. For example, remote users can dial into your modem and access the switch configuration settings.

**Caution**

If you have redundant supervisor engines, you must remove the second (redundant) supervisor engine before you perform this procedure. The image that is downloaded through Xmodem is not saved to memory; therefore, after the download if you have two supervisor engines installed and attempt to reboot the active supervisor engine with the downloaded image, the redundant supervisor engine will take over and synchronize with the active supervisor engine. The downloaded image will not be booted.

**Step 1**

Place a supervisor engine software image on the computer's hard drive. You can download an image from Cisco.com (see the "Preface" section for details).

**Step 2**

To download from a local computer, connect the console port (port mode switch in the *in* position) to a serial port on the computer using a null-modem cable. The console port speed must match the speed that is configured on the local computer.

**Note**

If you are transferring from a local computer, you may need to configure the terminal emulation program to ignore RTS/DTR signals.

**Step 3**

To download from a remote computer, do the following:

- a. Connect a modem to the console port and to the telephone network.
- b. Note that the modem and console port must communicate at the same speed, which can be from 1200 to 38400 bps, depending on the speed that is supported by your modem. Enter the **confreg** ROM monitor command to configure the console port transmission speed.
- c. Connect a modem to the remote computer and to the telephone network and configure it for the same speed as the supervisor engine.
- d. Dial the number of the supervisor engine modem from the remote computer.

**Step 4**

Enter the **xmodem** command at the ROM-monitor prompt in the terminal emulation window:

```
rommon > xmodem -s 38400 -c
```

**Step 5**

Start an Xmodem or Ymodem send operation with the computer's terminal emulation software. The computer downloads the system image to the supervisor engine. See your terminal emulation software application manual for instructions on how to execute a Xmodem or Ymodem file transfer.

After the new image is completely downloaded, the ROM monitor boots it.

**Note**

Downloading an image through the console port does not create an image file on any of the Flash devices. The downloaded image resides only in memory. You cannot save the image in memory as a file.

- Step 6** After the download, the console port returns to 9600, which is the default baud rate. If the download took place at other than 9600 baud, you must change the remote computer's baud rate back to 9600 baud.
- Step 7** Establish network connectivity to the switch to copy an image file from a TFTP server to one of the Flash devices.
-

