



Configuring Standard-Compliant IEEE MST

This chapter describes how to configure the standard-compliant IEEE Multiple Spanning Tree (MST) protocol on Catalyst 6500 series switches.



Note

- The IEEE MST protocol has transitioned from a prestandard state to a released state. This chapter describes the standard-compliant MST implementation supported in Release 12.2(18)SXF and later releases. [Chapter 20, “Configuring STP and Prestandard IEEE 802.1s MST,”](#) describes the prestandard MST implementation supported in releases earlier than Release 12.2(18)SXF.
- For complete syntax and usage information for the commands used in this chapter, refer to the *Cisco IOS Master Command List*, Release 12.2SX at this URL:
http://www.cisco.com/en/US/docs/ios/mcl/122sxmcl/12_2sx_mcl_book.html

This chapter consists of these sections:

- [Understanding MST, page 19-1](#)
- [Understanding RSTP, page 19-9](#)
- [Configuring MST, page 19-15](#)
- [Displaying the MST Configuration and Status, page 19-28](#)

Understanding MST

These sections describe MST:

- [MST Overview, page 19-2](#)
- [MST Regions, page 19-2](#)
- [IST, CIST, and CST, page 19-3](#)
- [Hop Count, page 19-6](#)
- [Boundary Ports, page 19-6](#)
- [Standard-Compliant MST Implementation, page 19-7](#)
- [Interoperability with IEEE 802.1D-1998 STP, page 19-9](#)

MST Overview

MST maps multiple VLANs into a spanning tree instance, with each instance having a spanning tree topology independent of other spanning tree instances. This architecture provides multiple forwarding paths for data traffic, enables load balancing, and reduces the number of spanning tree instances required to support a large number of VLANs. MST improves the fault tolerance of the network because a failure in one instance (forwarding path) does not affect other instances (forwarding paths).

The most common initial deployment of MST is in the backbone and distribution layers of a Layer 2 switched network. This deployment provides the kind of highly available network that is required in a service-provider environment.

MST provides rapid spanning tree convergence through explicit handshaking, which eliminates the 802.1D forwarding delay and quickly transitions root bridge ports and designated ports to the forwarding state.

MST improves spanning tree operation and maintains backward compatibility with these STP versions:

- Original 802.1D spanning tree
- Existing Cisco-proprietary Multiple Instance STP (MISTP)
- Existing Cisco per-VLAN spanning tree plus (PVST+)
- Rapid per-VLAN spanning tree plus (rapid PVST+)

For information about PVST+ and rapid PVST+, see [Chapter 20, “Configuring STP and Prestandard IEEE 802.1s MST.”](#) For information about other spanning tree features such as Port Fast, UplinkFast, root guard, and so forth, see [Chapter 21, “Configuring Optional STP Features.”](#)

**Note**

- IEEE 802.1w defined the Rapid Spanning Tree Protocol (RSTP) and was incorporated into IEEE 802.1D.
- IEEE 802.1s defined MST and was incorporated into IEEE 802.1Q.

MST Regions

For switches to participate in MST instances, you must consistently configure the switches with the same MST configuration information. A collection of interconnected switches that have the same MST configuration comprises an MST region as shown in [Figure 19-1 on page 19-5](#).

The MST configuration controls to which MST region each switch belongs. The configuration includes the name of the region, the revision number, and the MST VLAN-to-instance assignment map.

A region can have one or multiple members with the same MST configuration; each member must be capable of processing RSTP bridge protocol data units (BPDUs). There is no limit to the number of MST regions in a network, but each region can support up to 65 spanning tree instances. Instances can be identified by any number in the range from 0 to 4094. You can assign a VLAN to only one spanning tree instance at a time.

IST, CIST, and CST

These sections describe internal spanning tree (IST), common and internal spanning tree (CIST), and common spanning tree (CST):

- [IST, CIST, and CST Overview, page 19-3](#)
- [Spanning Tree Operation Within an MST Region, page 19-3](#)
- [Spanning Tree Operations Between MST Regions, page 19-4](#)
- [IEEE 802.1s Terminology, page 19-5](#)

IST, CIST, and CST Overview

Unlike other spanning tree protocols, in which all the spanning tree instances are independent, MST establishes and maintains IST, CIST, and CST spanning trees:

- An IST is the spanning tree that runs in an MST region.

Within each MST region, MST maintains multiple spanning tree instances. Instance 0 is a special instance for a region, known as the IST. All other MST instances are numbered from 1 to 4094.

The IST is the only spanning tree instance that sends and receives BPDUs. All of the other spanning tree instance information is contained in MSTP records (M-records), which are encapsulated within MST BPDUs. Because the MST BPDU carries information for all instances, the number of BPDUs that need to be processed to support multiple spanning tree instances is significantly reduced.

All MST instances within the same region share the same protocol timers, but each MST instance has its own topology parameters, such as root bridge ID, root path cost, and so forth. By default, all VLANs are assigned to the IST.

An MST instance is local to the region; for example, MST instance 1 in region A is independent of MST instance 1 in region B, even if regions A and B are interconnected.

- A CIST is a collection of the ISTs in each MST region.
- The CST interconnects the MST regions and single spanning trees.

The spanning tree computed in a region appears as a subtree in the CST that encompasses the entire switched domain. The CIST is formed by the spanning tree algorithm running among switches that support the 802.1w, 802.1s, and 802.1D standards. The CIST inside an MST region is the same as the CST outside a region.

For more information, see the [“Spanning Tree Operation Within an MST Region” section on page 19-3](#) and the [“Spanning Tree Operations Between MST Regions” section on page 19-4](#).

Spanning Tree Operation Within an MST Region

The IST connects all the MST switches in a region. When the IST converges, the root of the IST becomes the CIST regional root (called the *IST master* before the implementation of the 802.1s standard) as shown in [Figure 19-1 on page 19-5](#). The CIST regional root is also the CIST root if there is only one region in the network. If the CIST root is outside the region, one of the MST switches at the boundary of the region is selected as the CIST regional root.

When an MST switch initializes, it sends BPDUs that identify itself as the root of the CIST and the CIST regional root, with both of the path costs to the CIST root and to the CIST regional root set to zero. The switch also initializes all of its MST instances and claims to be the root for all of them. If the switch receives superior MST root information (lower switch ID, lower path cost, and so forth) than currently stored for the port, it relinquishes its claim as the CIST regional root.

During initialization, a region might have many subregions, each with its own CIST regional root. As switches receive superior IST information from a neighbor in the same region, they leave their old subregions and join the new subregion that contains the true CIST regional root, which causes all subregions to shrink except for the one that contains the true CIST regional root.

For correct operation, all switches in the MST region must agree on the same CIST regional root. Therefore, any two switches in the region only synchronize their port roles for an MST instance if they converge to a common CIST regional root.

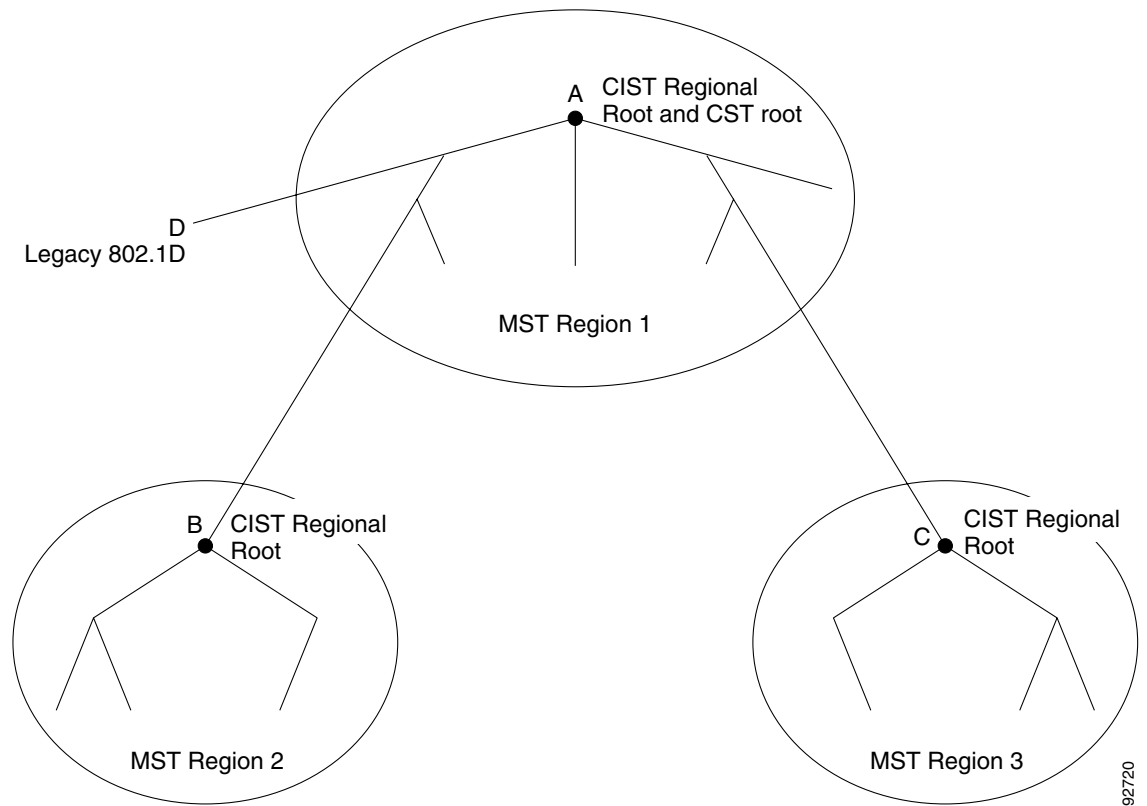
Spanning Tree Operations Between MST Regions

If there are multiple regions or 802.1D switches within the network, MST establishes and maintains the CST, which includes all MST regions and all 802.1D STP switches in the network. The MST instances combine with the IST at the boundary of the region to become the CST.

The IST connects all the MST switches in the region and appears as a subtree in the CIST that encompasses the entire switched domain. The root of the subtree is the CIST regional root. The MST region appears as a virtual switch to adjacent STP switches and MST regions.

Figure 19-1 shows a network with three MST regions and an 802.1D switch (D). The CIST regional root for region 1 (A) is also the CIST root. The CIST regional root for region 2 (B) and the CIST regional root for region 3 (C) are the roots for their respective subtrees within the CIST.

Figure 19-1 MST Regions, CIST Regional Roots, and CST Root



Only the CIST instance sends and receives BPDUs, and MST instances add their spanning tree information into the BPDUs to interact with neighboring switches and compute the final spanning tree topology. Because of this, the spanning tree parameters related to BPDU transmission (for example, hello time, forward time, max-age, and max-hops) are configured only on the CIST instance but affect all MST instances. Parameters related to the spanning tree topology (for example, switch priority, port VLAN cost, and port VLAN priority) can be configured on both the CIST instance and the MST instance.

MST switches use Version 3 BPDUs or 802.1D STP BPDUs to communicate with 802.1D switches. MST switches use MST BPDUs to communicate with MST switches.

IEEE 802.1s Terminology

Some MST naming conventions used in the prestandard implementation have been changed to include identification of some *internal* and *regional* parameters. These parameters are used only within an MST region, compared to external parameters that are used throughout the whole network. Because the CIST is the only spanning tree instance that spans the whole network, only the CIST parameters require the external qualifiers and not the internal or regional qualifiers.

- The CIST root is the root bridge for the the CIST, which is the unique instance that spans the whole network.
- The CIST external root path cost is the cost to the CIST root. This cost is left unchanged within an MST region. Remember that an MST region looks like a single switch to the CIST. The CIST external root path cost is the root path cost calculated between these virtual switches and switches that do not belong to any region.

- The CIST regional root was called the IST master in the prestandard implementation. If the CIST root is in the region, the CIST regional root is the CIST root. Otherwise, the CIST regional root is the closest switch to the CIST root in the region. The CIST regional root acts as a root bridge for the IST.
- The CIST internal root path cost is the cost to the CIST regional root in a region. This cost is only relevant to the IST, instance 0.

Table 19-1 compares the IEEE standard and the Cisco prestandard terminology.

Table 19-1 Prestandard and Standard Terminology

IEEE Standard Definition	Cisco Prestandard Implementation	Cisco Standard Implementation
CIST regional root	IST master	CIST regional root
CIST internal root path cost	IST master path cost	CIST internal path cost
CIST external root path cost	Root path cost	Root path cost
MSTI regional root	Instance root	Instance root
MSTI internal root path cost	Root path cost	Root path cost

Hop Count

MST does not use the message-age and maximum-age information in the configuration BPDU to compute the spanning tree topology. Instead, they use the path cost to the root and a hop-count mechanism similar to the IP time-to-live (TTL) mechanism.

By using the **spanning-tree mst max-hops** global configuration command, you can configure the maximum hops inside the region and apply it to the IST and all MST instances in that region. The hop count achieves the same result as the message-age information (triggers a reconfiguration). The root bridge of the instance always sends a BPDU (or M-record) with a cost of 0 and the hop count set to the maximum value. When a switch receives this BPDU, it decrements the received remaining hop count by one and propagates this value as the remaining hop count in the BPDUs it generates. When the count reaches zero, the switch discards the BPDU and ages the information held for the port.

The message-age and maximum-age information in the RSTP portion of the BPDU remain the same throughout the region, and the same values are propagated by the region-designated ports at the boundary.

Boundary Ports

In the Cisco prestandard implementation, a boundary port connects an MST region to one of these STP regions:

- A single spanning tree region running RSTP
- A single spanning tree region running PVST+ or rapid PVST+
- Another MST region with a different MST configuration

A boundary port also connects to a LAN, the designated switch of which is either a single spanning tree switch or a switch with a different MST configuration.

There is no definition of a boundary port in the 802.1s standard. The 802.1Q-2002 standard identifies two kinds of messages that a port can receive: internal (coming from the same region) and external. When a message is external, it is received only by the CIST. If the CIST role is root or alternate, or if

the external BPDU is a topology change, it could have an impact on the MST instances. When a message is internal, the CIST part is received by the CIST, and each MST instance receives its respective M-record. The Cisco prestandard implementation treats a port that receives an external message as a boundary port, which means a port cannot receive a mix of internal and external messages.

An MST region includes both switches and LANs. A segment belongs to the region of its designated port. Therefore, a port in a different region from the designated port for a segment is a boundary port. This definition allows two ports internal to a region to share a segment with a port belonging to a different region, creating the possibility of receiving both internal and external messages on a port.

The primary change from the Cisco prestandard implementation is that a designated port is not defined as boundary unless it is running in an STP-compatible mode.

**Note**

If there is an 802.1D STP switch on the segment, messages are always considered external.

The other change from the prestandard implementation is that the CIST regional root bridge ID field is now inserted where an RSTP or legacy 802.1s switch has the sender switch ID. The whole region performs like a single virtual switch by sending a consistent sender switch ID to neighboring switches. In this example, switch C would receive a BPDU with the same consistent sender switch ID of root, whether or not A or B is designated for the segment.

Standard-Compliant MST Implementation

The standard-compliant MST implementation includes features required to meet the standard, as well as some of the desirable prestandard functionality that is not yet incorporated into the published standard. These sections describe the standard-compliant MST implementation:

- [Changes in Port-Role Naming, page 19-7](#)
- [Spanning Tree Interoperation Between Legacy and Standard-Compliant Switches, page 19-8](#)
- [Detecting Unidirectional Link Failure, page 19-8](#)

Changes in Port-Role Naming

The boundary role was deleted from the final MST standard, but this boundary concept is maintained in the standard-compliant implementation. However, an MST instance (MSTI) port at a boundary of the region might not follow the state of the corresponding CIST port. The following two situations currently exist:

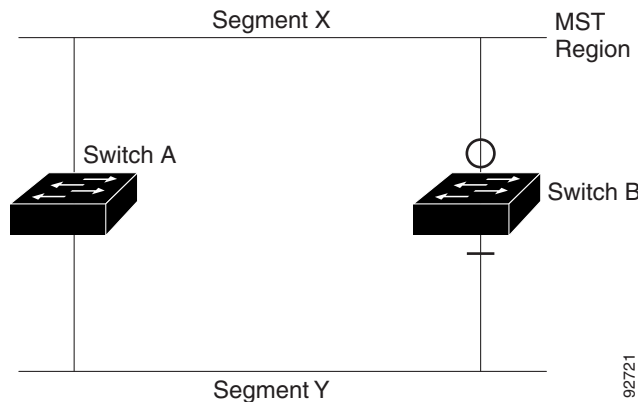
- The boundary port is the root port of the CIST regional root—When the CIST instance port is proposed and is synchronized, it can send back an agreement and move to the forwarding state only after all the corresponding MSTI ports are synchronized (and thus forwarding). The MSTI ports now have a special *master* role.
- The boundary port is not the root port of the CIST regional root—The MSTI ports follow the state and role of the CIST port. The standard provides less information, and it might be difficult to understand why an MSTI port can be alternately blocking when it receives no BPDUs (M-records). In this situation, although the boundary role no longer exists, when you enter the **show** commands, they identify a port as boundary in the *type* column of the output.

Spanning Tree Interoperation Between Legacy and Standard-Compliant Switches

Because automatic detection of prestandard switches can fail, you can use an interface configuration command to identify prestandard ports. A region cannot be formed between a standard and a prestandard switch, but they can interoperate before using the CIST. Only the capability of load balancing over different instances is lost in this specific situation. The CLI displays different flags depending on the port configuration when the port receives prestandard BPDUs. A syslog message also appears the first time a switch receives a prestandard BPDU on a port that has not been configured for prestandard BPDU transmission.

Figure 19-2 illustrates a standard-compliant switch connected to a prestandard switch. Assume that A is the standard-compliant switch and B is a prestandard switch, both configured to be in the same region. A is the root bridge for the CIST, and so B has a root port (BX) on segment X and an alternate port (BY) on segment Y. If segment Y flaps, and the port on BY becomes the alternate before sending out a single prestandard BPDU, AY cannot detect that a prestandard switch is connected to Y and continues to send standard BPDUs. The port BY is fixed in a boundary, and no load balancing is possible between A and B. The same problem exists on segment X, but B might transmit topology changes.

Figure 19-2 Standard-Compliant and Prestandard Switch Interoperation



Note

We recommend that you minimize the interaction between standard and prestandard MST implementations.

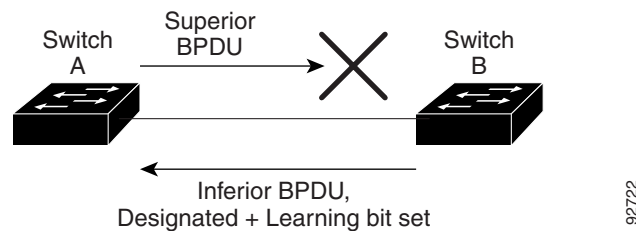
Detecting Unidirectional Link Failure

This feature is not yet present in the IEEE MST standard, but it is included in the standard-compliant implementation. The software checks the consistency of the port role and state in the received BPDUs to detect unidirectional link failures that could cause bridging loops.

When a designated port detects a conflict, it keeps its role, but reverts to a discarding state because disrupting connectivity in case of inconsistency is preferable to opening a bridging loop.

Figure 19-3 illustrates a unidirectional link failure that typically creates a bridging loop. Switch A is the root bridge, and its BPDUs are lost on the link leading to switch B. RSTP and MST BPDUs include the role and state of the sending port. With this information, switch A can detect that switch B does not react to the superior BPDUs it sends and that switch B is the designated, not root bridge. As a result, switch A blocks (or keeps blocking) its port, thus preventing the bridging loop.

Figure 19-3 Detecting Unidirectional Link Failure



Interoperability with IEEE 802.1D-1998 STP

A switch running MST supports a built-in protocol migration feature that enables it to interoperate with 802.1D switches. If this switch receives an 802.1D configuration BPDU (a BPDU with the protocol version set to 0), it sends only 802.1D BPDUs on that port. An MST switch also can detect that a port is at the boundary of a region when it receives an 802.1D BPDU, an MST BPDU (Version 3) associated with a different region, or an RSTP BPDU (Version 2).

However, the switch does not automatically revert to the MST mode if it no longer receives 802.1D BPDUs because it cannot detect whether the 802.1D switch has been removed from the link unless the 802.1D switch is the designated switch. A switch might also continue to assign a boundary role to a port when the switch to which this switch is connected has joined the region. To restart the protocol migration process (force the renegotiation with neighboring switches), use the **clear spanning-tree detected-protocols** privileged EXEC command.

If all the 802.1D switches on the link are RSTP switches, they can process MST BPDUs as if they are RSTP BPDUs. Therefore, MST switches send either a Version 0 configuration and topology change notification (TCN) BPDUs or Version 3 MST BPDUs on a boundary port. A boundary port connects to a LAN, the designated switch of which is either a single spanning tree switch or a switch with a different MST configuration.

Understanding RSTP

RSTP takes advantage of point-to-point wiring and provides rapid convergence of the spanning tree. Reconfiguration of the spanning tree can occur in less than 1 second (in contrast to 50 seconds with the default settings in the 802.1D spanning tree).

This section describes how the RSTP works:

- [Port Roles and the Active Topology, page 19-10](#)
- [Rapid Convergence, page 19-11](#)
- [Synchronization of Port Roles, page 19-12](#)
- [Bridge Protocol Data Unit Format and Processing, page 19-13](#)

Port Roles and the Active Topology

The RSTP provides rapid convergence of the spanning tree by assigning port roles and by learning the active topology. The RSTP builds upon the 802.1D STP to select the switch with the highest switch priority (lowest numerical priority value) as the root bridge as described in the [“Election of the Root Bridge” section on page 20-4](#). The RSTP then assigns one of these port roles to individual ports:

- Root port—Provides the best path (lowest cost) when the switch forwards packets to the root bridge.
- Designated port—Connects to the designated switch, which incurs the lowest path cost when forwarding packets from that LAN to the root bridge. The port through which the designated switch is attached to the LAN is called the designated port.
- Alternate port—Offers an alternate path toward the root bridge to that provided by the current root port.
- Backup port—Acts as a backup for the path provided by a designated port toward the leaves of the spanning tree. A backup port can exist only when two ports are connected in a loopback by a point-to-point link or when a switch has two or more connections to a shared LAN segment.
- Disabled port—Has no role within the operation of the spanning tree.

A port with the root or a designated port role is included in the active topology. A port with the alternate or backup port role is excluded from the active topology.

In a stable topology with consistent port roles throughout the network, the RSTP ensures that every root port and designated port immediately transition to the forwarding state while all alternate and backup ports are always in the discarding state (equivalent to blocking in 802.1D). The port state controls the operation of the forwarding and learning processes. [Table 19-2](#) provides a comparison of 802.1D and RSTP port states.

Table 19-2 Port State Comparison

Operational Status	STP Port State (IEEE 802.1D)	RSTP Port State	Is Port Included in the Active Topology?
Enabled	Blocking	Discarding	No
Enabled	Listening	Discarding	No
Enabled	Learning	Learning	Yes
Enabled	Forwarding	Forwarding	Yes
Disabled	Disabled	Discarding	No

To be consistent with Cisco STP implementations, this guide defines the port state as *blocking* instead of *discarding*. Designated ports start in the listening state.

Rapid Convergence

The RSTP provides for rapid recovery of connectivity following the failure of a switch, a switch port, or a LAN. It provides rapid convergence for edge ports, new root ports, and ports connected through point-to-point links as follows:

- **Edge ports**—If you configure a port as an edge port on an RSTP switch by using the **spanning-tree portfast** interface configuration command, the edge port immediately transitions to the forwarding state. An edge port is the same as a Port Fast-enabled port, and you should enable it only on ports that connect to a single end station.
- **Root ports**—If the RSTP selects a new root port, it blocks the old root port and immediately transitions the new root port to the forwarding state.
- **Point-to-point links**—If you connect a port to another port through a point-to-point link and the local port becomes a designated port, it negotiates a rapid transition with the other port by using the proposal-agreement handshake to ensure a loop-free topology.

As shown in [Figure 19-4](#), switch A is connected to switch B through a point-to-point link, and all of the ports are in the blocking state. Assume that the priority of switch A is a smaller numerical value than the priority of switch B. Switch A sends a proposal message (a configuration BPDU with the proposal flag set) to switch B, proposing itself as the designated switch.

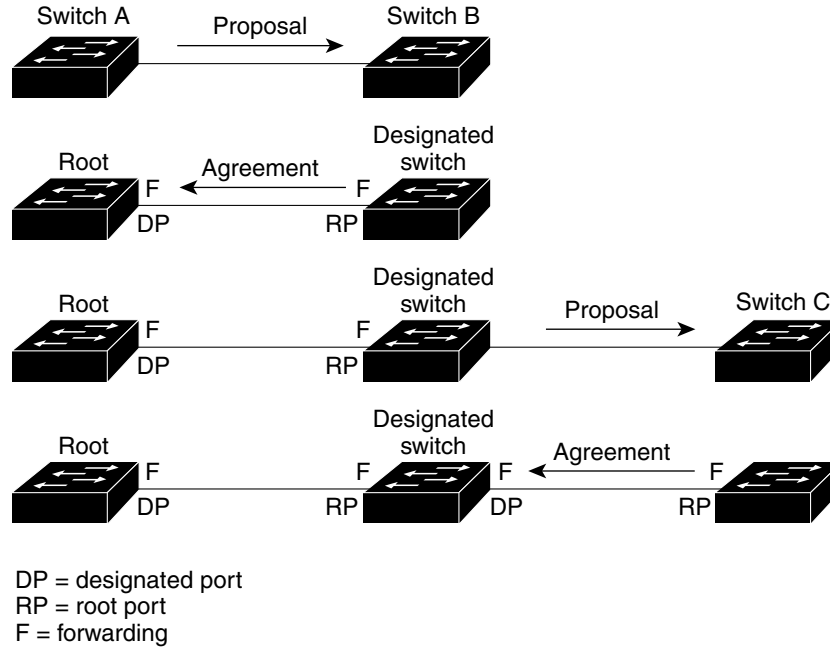
After receiving the proposal message, switch B selects as its new root port the port from which the proposal message was received, forces all nonedge ports to the blocking state, and sends an agreement message (a BPDU with the agreement flag set) through its new root port.

After receiving switch B's agreement message, switch A also immediately transitions its designated port to the forwarding state. No loops in the network are formed because switch B blocked all of its nonedge ports and because there is a point-to-point link between switches A and B.

When switch C is connected to switch B, a similar set of handshaking messages are exchanged. Switch C selects the port connected to switch B as its root port, and both ends immediately transition to the forwarding state. With each iteration of this handshaking process, one more switch joins the active topology. As the network converges, this proposal-agreement handshaking progresses from the root toward the leaves of the spanning tree.

The switch learns the link type from the port duplex mode: a full-duplex port is considered to have a point-to-point connection and a half-duplex port is considered to have a shared connection. You can override the default setting that is controlled by the duplex setting by using the **spanning-tree link-type** interface configuration command.

Figure 19-4 Proposal and Agreement Handshaking for Rapid Convergence



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Synchronization of Port Roles

When the switch receives a proposal message on one of its ports and that port is selected as the new root port, the RSTP forces all other ports to synchronize with the new root information.

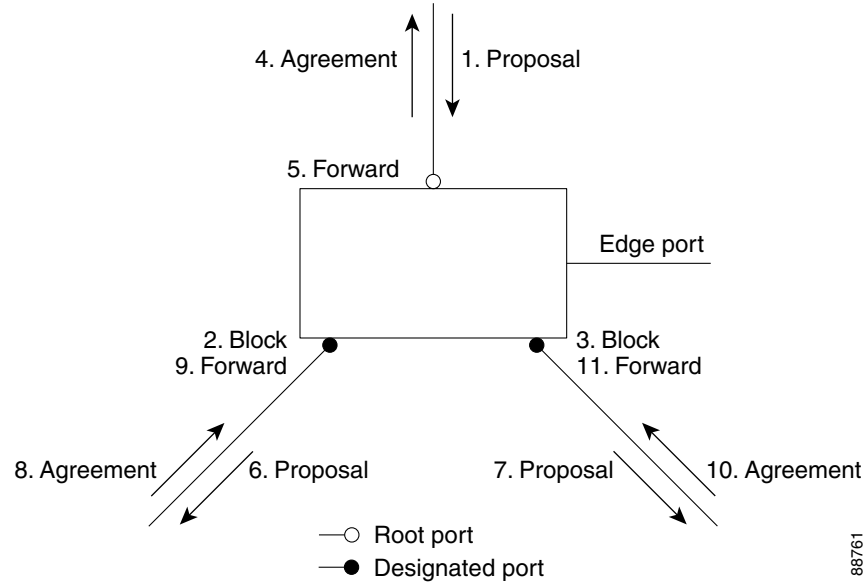
The switch is synchronized with superior root information received on the root port if all other ports are synchronized. An individual port on the switch is synchronized if:

- That port is in the blocking state.
- It is an edge port (a port configured to be at the edge of the network).

If a designated port is in the forwarding state and is not configured as an edge port, it transitions to the blocking state when the RSTP forces it to synchronize with new root information. In general, when the RSTP forces a port to synchronize with root information and the port does not satisfy any of the above conditions, its port state is set to blocking.

After ensuring that all of the ports are synchronized, the switch sends an agreement message to the designated switch corresponding to its root port. When the switches connected by a point-to-point link are in agreement about their port roles, the RSTP immediately transitions the port states to forwarding. The sequence of events is shown in [Figure 19-5](#).

Figure 19-5 Sequence of Events During Rapid Convergence



Bridge Protocol Data Unit Format and Processing

These sections describe bridge protocol data unit (BPDU) format and processing:

- [BPDU Format and Processing Overview, page 19-13](#)
- [Processing Superior BPDU Information, page 19-14](#)
- [Processing Inferior BPDU Information, page 19-14](#)

BPDU Format and Processing Overview

The RSTP BPDU format is the same as the 802.1D BPDU format except that the protocol version is set to 2. A new 1-byte Version 1 Length field is set to zero, which means that no Version 1 protocol information is present. [Table 19-3](#) describes the RSTP flag fields.

Table 19-3 RSTP BPDU Flags

Bit	Function
0	Topology change (TC)
1	Proposal
2–3:	Port role:
00	Unknown
01	Alternate port or backup port
10	Root port
11	Designated port
4	Learning
5	Forwarding

Table 19-3 RSTP BPDU Flags (continued)

Bit	Function
6	Agreement
7	Topology change acknowledgement (TCA)

The sending switch sets the proposal flag in the RSTP BPDU to propose itself as the designated switch on that LAN. The port role in the proposal message is always set to the designated port.

The sending switch sets the agreement flag in the RSTP BPDU to accept the previous proposal. The port role in the agreement message is always set to the root port.

The RSTP does not have a separate TCN BPDU. It uses the topology change (TC) flag to show the topology changes. However, for interoperability with 802.1D switches, the RSTP switch processes and generates TCN BPDUs.

The learning and forwarding flags are set according to the state of the sending port.

Processing Superior BPDU Information

A superior BPDU is a BPDU with root information (such as lower switch ID or lower path cost) that is superior to what is currently stored for the port.

If a port receives a superior BPDU, the RSTP triggers a reconfiguration. If the port is proposed and is selected as the new root port, RSTP forces all the other ports to synchronize.

If the BPDU received is an RSTP BPDU with the proposal flag set, the switch sends an agreement message after all of the other ports are synchronized. If the BPDU is an 802.1D BPDU, the switch does not set the proposal flag and starts the forward-delay timer for the port. The new root port requires twice the forward-delay time to transition to the forwarding state.

If the superior information received on the port causes the port to become a backup port or an alternate port, RSTP sets the port to the blocking state and sends an agreement message. The designated port continues sending BPDUs with the proposal flag set until the forward-delay timer expires, at which time the port transitions to the forwarding state.

Processing Inferior BPDU Information

An inferior BPDU is a BPDU with root information (such as higher switch ID or higher path cost) that is inferior to what is currently stored for the port.

If a designated port receives an inferior BPDU, it immediately replies with its own information.

Topology Changes

These are the differences between the RSTP and the 802.1D in handling spanning tree topology changes:

- **Detection**—Unlike 802.1D in which *any* transition between the blocking and the forwarding state causes a topology change, *only* transitions from the blocking to the forwarding state cause a topology change with RSTP (only an increase in connectivity is considered a topology change). State changes on an edge port do not cause a topology change. When an RSTP switch detects a topology change, it deletes the learned information on all of its nonedge ports except on those from which it received the TC notification.
- **Notification**—The RSTP does not use TCN BPDUs, unlike 802.1D. However, for 802.1D interoperability, an RSTP switch processes and generates TCN BPDUs.
- **Acknowledgement**—When an RSTP switch receives a TCN message on a designated port from an 802.1D switch, it replies with an 802.1D configuration BPDU with the TCA bit set. However, if the TC-while timer (the same as the TC timer in 802.1D) is active on a root port connected to an 802.1D switch and a configuration BPDU with the TCA set is received, the TC-while timer is reset.

This method of operation is only required to support 802.1D switches. The RSTP BPDUs never have the TCA bit set.

- **Propagation**—When an RSTP switch receives a TC message from another switch through a designated or root port, it propagates the change to all of its nonedge, designated ports and to the root port (excluding the port on which it is received). The switch starts the TC-while timer for all such ports and flushes the information learned on them.
- **Protocol migration**—For backward compatibility with 802.1D switches, RSTP selectively sends 802.1D configuration BPDUs and TCN BPDUs on a per-port basis.

When a port is initialized, the migrate-delay timer is started (specifies the minimum time during which RSTP BPDUs are sent), and RSTP BPDUs are sent. While this timer is active, the switch processes all BPDUs received on that port and ignores the protocol type.

If the switch receives an 802.1D BPDU after the port migration-delay timer has expired, it assumes that it is connected to an 802.1D switch and starts using only 802.1D BPDUs. However, if the RSTP switch is using 802.1D BPDUs on a port and receives an RSTP BPDU after the timer has expired, it restarts the timer and starts using RSTP BPDUs on that port.

Configuring MST

These sections describe how to configure MST:

- [Default MST Configuration, page 19-16](#)
- [MST Configuration Guidelines and Restrictions, page 19-16](#)
- [Specifying the MST Region Configuration and Enabling MST, page 19-17](#) (required)
- [Configuring the Root Bridge, page 19-19](#) (optional)
- [Configuring a Secondary Root Bridge, page 19-20](#) (optional)
- [Configuring Port Priority, page 19-21](#) (optional)
- [Configuring Path Cost, page 19-22](#) (optional)
- [Configuring the Switch Priority, page 19-23](#) (optional)
- [Configuring the Hello Time, page 19-24](#) (optional)

- [Configuring the Transmit Hold Count, page 19-25](#) (optional)
- [Configuring the Maximum-Aging Time, page 19-26](#) (optional)
- [Configuring the Maximum-Hop Count, page 19-26](#) (optional)
- [Specifying the Link Type to Ensure Rapid Transitions, page 19-26](#) (optional)
- [Designating the Neighbor Type, page 19-27](#) (optional)
- [Restarting the Protocol Migration Process, page 19-28](#) (optional)

Default MST Configuration

Table 19-4 shows the default MST configuration.

Table 19-4 Default MST Configuration

Feature	Default Setting
spanning tree mode	PVST+ (Rapid PVST+ and MST are disabled)
Switch priority (configurable on a per-CIST port basis)	32768
spanning tree port priority (configurable on a per-CIST port basis)	128
spanning tree port cost (configurable on a per-CIST port basis)	1000 Mbps: 4 100 Mbps: 19 10 Mbps: 100
Hello time	2 seconds
Forward-delay time	15 seconds
Maximum-aging time	20 seconds
Maximum hop count	20 hops

MST Configuration Guidelines and Restrictions

When configuring MST, follow these guidelines and restrictions:

- The 802.1s MST standard allows up to 65 MST instances. You can map an unlimited number of VLANs to an MST instance.
- PVST+, rapid PVST+, and MST are supported, but only one version can be active at any time.
- VTP does not propagate the MST configuration. You must manually configure the MST configuration (region name, revision number, and VLAN-to-instance mapping) on each switch within the MST region through the command-line interface (CLI) or SNMP.
- For load balancing across redundant paths in the network to work, all VLAN-to-instance mapping assignments must match; otherwise, all traffic flows on a single link.
- All MST boundary ports must be forwarding for load balancing between a PVST+ and an MST cloud or between a rapid-PVST+ and an MST cloud. For this to occur, the CIST regional root of the MST cloud must be the root of the CST. If the MST cloud consists of multiple MST regions, one of the MST regions must contain the CST root, and all of the other MST regions must have a better path to the root contained within the MST cloud than a path through the PVST+ or rapid-PVST+ cloud.

- Partitioning the network into a large number of regions is not recommended. However, if this situation is unavoidable, we recommend that you partition the switched LAN into smaller LANs interconnected by non-Layer 2 devices.
- Adding or removing VLANs to an existing MST instance will trigger spanning tree recalculation for that MST instance, and the traffic of all the VLANs for that MST instance will be disrupted.


Specifying the MST Region Configuration and Enabling MST

For two or more switches to be in the same MST region, they must have the same VLAN-to-instance mapping, the same configuration revision number, and the same MST name.

A region can have one member or multiple members with the same MST configuration; each member must be capable of processing RSTP BPDUs. There is no limit to the number of MST regions in a network, but each region can only support up to 65 spanning tree instances. You can assign a VLAN to only one spanning tree instance at a time.

To specify the MST region configuration and enable MST, perform this task:

	Command	Purpose
Step 1	Router# configure terminal	Enters global configuration mode.
Step 2	Router(config)# spanning-tree mst configuration	Enters MST configuration mode.
Step 3	Router(config-mst)# instance <i>instance_id</i> vlan <i>vlan_range</i>	Maps VLANs to an MST instance. <ul style="list-style-type: none"> • For <i>instance_id</i>, the range is 0 to 4094. • For vlan <i>vlan_range</i>, the range is 1 to 4094. <p>When you map VLANs to an MST instance, the mapping is incremental, and the VLANs specified in the command are added to or removed from the VLANs that were previously mapped.</p> <p>To specify a VLAN range, use a hyphen; for example, instance 1 vlan 1-63 maps VLANs 1 through 63 to MST instance 1.</p> <p>To specify a VLAN series, use a comma; for example, instance 1 vlan 10, 20, 30 maps VLANs 10, 20, and 30 to MST instance 1.</p>
Step 4	Router(config-mst)# name <i>instance_name</i>	Specifies the instance name. The <i>name</i> string has a maximum length of 32 characters and is case sensitive.
Step 5	Router(config-mst)# revision <i>version</i>	Specifies the configuration revision number. The range is 0 to 65535.
Step 6	Router(config-mst)# show pending	Verifies your configuration by displaying the pending configuration.
Step 7	Router(config)# exit	Applies all changes, and return to global configuration mode.

	Command	Purpose
Step 8	Router(config)# spanning-tree mode mst	Enables MST and RSTP.  Caution Changing the spanning tree mode can disrupt traffic because all spanning tree instances are stopped for the previous mode and restarted in the new mode. You cannot run both MST and PVST+ or both MST and rapid PVST+ at the same time.
Step 9	Router(config)# end	Returns to privileged EXEC mode.
Step 10	Router# show running-config	Verifies your entries.
Step 11	Router# copy running-config startup-config	(Optional) Saves your entries in the configuration file.

To return to defaults, do the following:

- To return to the default MST region configuration, use the **no spanning-tree mst configuration** global configuration command.
- To return to the default VLAN-to-instance map, use the **no instance *instance_id* [vlan *vlan_range*]** MST configuration command.
- To return to the default name, use the **no name** MST configuration command.
- To return to the default revision number, use the **no revision** MST configuration command.
- To reenab PVST+, use the **no spanning-tree mode** or the **spanning-tree mode pvst** global configuration command.

This example shows how to enter MST configuration mode, map VLANs 10 to 20 to MST instance 1, name the region *region1*, set the configuration revision to 1, display the pending configuration, apply the changes, and return to global configuration mode:

```
Router(config)# spanning-tree mst configuration
Router(config-mst)# instance 1 vlan 10-20
Router(config-mst)# name region1
Router(config-mst)# revision 1
Router(config-mst)# show pending
Pending MST configuration
Name      [region1]
Revision  1
Instances configured 2
Instance  Vlans Mapped
-----  -----
0         1-9,21-4094
1         10-20
-----

Router(config-mst)# exit
Router(config)#
```

Configuring the Root Bridge

The switch maintains a spanning tree instance for the group of VLANs mapped to it. A switch ID, consisting of the switch priority and the switch MAC address, is associated with each instance. For a group of VLANs, the switch with the lowest switch ID becomes the root bridge.

To configure a switch to become the root bridge, use the **spanning-tree mst instance_id root** global configuration command to modify the switch priority from the default value (32768) to a significantly lower value so that the switch becomes the root bridge for the specified spanning tree instance. When you enter this command, the switch checks the switch priorities of the root bridges. Because of the extended system ID support, the switch sets its own priority for the specified instance to 24576 if this value will cause this switch to become the root bridge for the specified spanning tree instance.

If any root bridge for the specified instance has a switch priority lower than 24576, the switch sets its own priority to 4096 less than the lowest switch priority. (4096 is the value of the least-significant bit of a 4-bit switch priority value as shown in [Table 20-2 on page 20-3](#).)

If your network consists of switches that both do and do not support the extended system ID, it is unlikely that the switch with the extended system ID support will become the root bridge. The extended system ID increases the switch priority value every time the VLAN number is greater than the priority of the connected switches running older software.

The root bridge for each spanning tree instance should be a backbone or distribution switch. Do not configure an access switch as the spanning tree primary root bridge.

Use the **diameter** keyword, which is available only for MST instance 0, to specify the Layer 2 network diameter (that is, the maximum number of Layer 2 hops between any two end stations in the Layer 2 network). When you specify the network diameter, the switch automatically sets an optimal hello time, forward-delay time, and maximum-age time for a network of that diameter, which can significantly reduce the convergence time. You can use the **hello** keyword to override the automatically calculated hello time.

**Note**

With the switch configured as the root bridge, do not manually configure the hello time, forward-delay time, and maximum-age time with the **spanning-tree mst hello-time**, **spanning-tree mst forward-time**, and **spanning-tree mst max-age** global configuration commands.

To configure a switch as the root bridge, perform this task:

	Command	Purpose
Step 1	Router(config)# configure terminal	Enters global configuration mode.
Step 2	Router(config-config)# spanning-tree mst <i>instance_id</i> root primary [diameter <i>net_diameter</i> hello-time <i>seconds</i>]	(Optional) Configures a switch as the root bridge. <ul style="list-style-type: none"> For <i>instance_id</i>, you can specify a single instance, a range of instances separated by a hyphen, or a series of instances separated by a comma. The range is 0 to 4094. (Optional) For diameter <i>net_diameter</i>, specify the maximum number of Layer 2 hops between any two end stations. The range is 2 to 7. This keyword is available only for MST instance 0. (Optional) For hello-time <i>seconds</i>, specify the interval in seconds between the generation of configuration messages by the root bridge. The range is 1 to 10 seconds; the default is 2 seconds.
Step 3	Router(config-config)# end	Returns to privileged EXEC mode.
Step 4	Router# show spanning-tree mst <i>instance_id</i>	Verifies your entries.
Step 5	Router# copy running-config startup-config	(Optional) Saves your entries in the configuration file.

To return the switch to its default setting, use the **no spanning-tree mst *instance_id* root** global configuration command.

Configuring a Secondary Root Bridge

When you configure a switch with the extended system ID support as the secondary root, the switch priority is modified from the default value (32768) to 28672. The switch is then likely to become the root bridge for the specified instance if the primary root bridge fails. This is assuming that the other network switches use the default switch priority of 32768 and therefore are unlikely to become the root bridge.

You can execute this command on more than one switch to configure multiple backup root bridges. Use the same network diameter and hello-time values that you used when you configured the primary root bridge with the **spanning-tree mst *instance_id* root primary** global configuration command.

To configure a switch as the secondary root bridge, perform this task:

	Command	Purpose
Step 1	Router# configure terminal	Enters global configuration mode.
Step 2	Router(config)# spanning-tree mst <i>instance_id</i> root secondary [diameter <i>net_diameter</i> [hello-time <i>seconds</i>]]	(Optional) Configures a switch as the secondary root bridge. <ul style="list-style-type: none"> For <i>instance_id</i>, you can specify a single instance, a range of instances separated by a hyphen, or a series of instances separated by a comma. The range is 0 to 4094. (Optional) For diameter <i>net_diameter</i>, specify the maximum number of switches between any two end stations. The range is 2 to 7. This keyword is available only for MST instance 0. (Optional) For hello-time <i>seconds</i>, specify the interval in seconds between the generation of configuration messages by the root bridge. The range is 1 to 10 seconds; the default is 2 seconds. Use the same network diameter and hello-time values that you used when configuring the primary root bridge. See the “Configuring the Root Bridge” section on page 19-19.
Step 3	Router(config)# end	Returns to privileged EXEC mode.
Step 4	Router# show spanning-tree mst <i>instance_id</i>	Verifies your entries.
Step 5	Router# copy running-config startup-config	(Optional) Saves your entries in the configuration file.

To return the switch to its default setting, use the **no spanning-tree mst** *instance_id* **root** global configuration command.

Configuring Port Priority

If a loop occurs, MST uses the port priority when selecting an interface to put into the forwarding state. You can assign higher priority values (lower numerical values) to interfaces that you want selected first and lower priority values (higher numerical values) that you want selected last. If all interfaces have the same priority value, MST puts the interface with the lowest interface number in the forwarding state and blocks the other interfaces.

To configure the MST port priority of an interface, perform this task:

	Command	Purpose
Step 1	Router# configure terminal	Enters global configuration mode.
Step 2	Router(config)# interface {{ <i>type</i> ¹ <i>slot/port</i> } { port-channel <i>number</i> }}	(Optional) Specifies an interface to configure, and enters interface configuration mode.

	Command	Purpose
Step 3	Router(config-if)# spanning-tree mst <i>instance_id</i> port-priority <i>priority</i>	Configures the port priority. <ul style="list-style-type: none"> For <i>instance_id</i>, you can specify a single instance, a range of instances separated by a hyphen, or a series of instances separated by a comma. The range is 0 to 4094. For <i>priority</i>, the range is 0 to 240 in increments of 16. The default is 128. The lower the number, the higher the priority. <p>The priority values are 0, 16, 32, 48, 64, 80, 96, 112, 128, 144, 160, 176, 192, 208, 224, and 240. All other values are rejected.</p>
Step 4	Router(config-if)# end	Returns to privileged EXEC mode.
Step 5	Router# show spanning-tree mst interface <i>interface_id</i> or Router# show spanning-tree mst <i>instance_id</i>	Verifies your entries.
Step 6	Router# copy running-config startup-config	(Optional) Saves your entries in the configuration file.

1. *type* = ethernet, fastethernet, gigabitethernet, or tengigabitethernet



Note

The **show spanning-tree mst interface** *interface_id* privileged EXEC command displays information only if the port is in a link-up operative state. Otherwise, you can use the **show running-config interface** privileged EXEC command to confirm the configuration.

To return the interface to its default setting, use the **no spanning-tree mst** *instance_id* **port-priority** interface configuration command.

Configuring Path Cost

The MST path cost default value is derived from the media speed of an interface. If a loop occurs, MST uses cost when selecting an interface to put in the forwarding state. You can assign lower cost values to interfaces that you want selected first and higher cost values that you want selected last. If all interfaces have the same cost value, MST puts the interface with the lowest interface number in the forwarding state and blocks the other interfaces.

To configure the MST cost of an interface, perform this task:

	Command	Purpose
Step 1	Router# configure terminal	Enters global configuration mode.
Step 2	Router(config)# interface {{ <i>type</i> ¹ <i>slot/port</i> } port-channel <i>number</i> }}	(Optional) Specifies an interface to configure, and enters interface configuration mode.

	Command	Purpose
Step 3	Router(config-if)# spanning-tree mst <i>instance_id</i> cost <i>cost</i>	Configures the cost. If a loop occurs, MST uses the path cost when selecting an interface to place into the forwarding state. A lower path cost represents higher-speed transmission. <ul style="list-style-type: none"> For <i>instance_id</i>, you can specify a single instance, a range of instances separated by a hyphen, or a series of instances separated by a comma. The range is 0 to 4094. For <i>cost</i>, the range is 1 to 200000000; the default value is derived from the media speed of the interface.
Step 4	Router(config-if)# end	Returns to privileged EXEC mode.
Step 5	Router# show spanning-tree mst interface <i>interface_id</i> OR Router# show spanning-tree mst <i>instance_id</i>	Verifies your entries.
Step 6	Router# copy running-config startup-config	(Optional) Saves your entries in the configuration file.

1. *type* = ethernet, fastethernet, gigabitethernet, or tengigabitethernet



Note

The **show spanning-tree mst interface** *interface_id* privileged EXEC command displays information only for ports that are in a link-up operative state. Otherwise, you can use the **show running-config** privileged EXEC command to confirm the configuration.

To return the interface to its default setting, use the **no spanning-tree mst** *instance_id* **cost** interface configuration command.

Configuring the Switch Priority

You can configure the switch priority so that it is more likely that a switch is chosen as the root bridge.



Note

Exercise care when using this command. For most situations, we recommend that you use the **spanning-tree mst** *instance_id* **root primary** and the **spanning-tree mst** *instance_id* **root secondary** global configuration commands to modify the switch priority.

To configure the switch priority, perform this task:

	Command	Purpose
Step 1	Router# configure terminal	Enters global configuration mode.
Step 2	Router(config)# spanning-tree mst <i>instance_id</i> priority <i>priority</i>	(Optional) Configures the switch priority. <ul style="list-style-type: none"> For <i>instance_id</i>, you can specify a single instance, a range of instances separated by a hyphen, or a series of instances separated by a comma. The range is 0 to 4094. For <i>priority</i>, the range is 0 to 61440 in increments of 4096; the default is 32768. The lower the number, the more likely the switch will be chosen as the root bridge. <p>Priority values are 0, 4096, 8192, 12288, 16384, 20480, 24576, 28672, 32768, 36864, 40960, 45056, 49152, 53248, 57344, and 61440. All other values are rejected.</p>
Step 3	Router(config)# end	Returns to privileged EXEC mode.
Step 4	Router# show spanning-tree mst <i>instance_id</i>	Verifies your entries.
Step 5	Router# copy running-config startup-config	(Optional) Saves your entries in the configuration file.

To return the switch to its default setting, use the **no spanning-tree mst *instance_id* priority** global configuration command.

Configuring the Hello Time

You can configure the interval between the generation of configuration messages by the root bridge by changing the hello time.



Note

Exercise care when using this command. For most situations, we recommend that you use the **spanning-tree mst *instance_id* root primary** and the **spanning-tree mst *instance_id* root secondary** global configuration commands to modify the hello time.

To configure the hello time for all MST instances, perform this task:

	Command	Purpose
Step 1	Router# configure terminal	Enters global configuration mode.
Step 2	Router(config)# spanning-tree mst hello-time <i>seconds</i>	(Optional) Configures the hello time for all MST instances. The hello time is the interval between the generation of configuration messages by the root bridge. These messages mean that the switch is alive. For <i>seconds</i> , the range is 1 to 10; the default is 2.
Step 3	end	Returns to privileged EXEC mode.

	Command	Purpose
Step 4	Router# show spanning-tree mst	Verifies your entries.
Step 5	Router# copy running-config startup-config	(Optional) Saves your entries in the configuration file.

To return the switch to its default setting, use the **no spanning-tree mst hello-time** global configuration command.

Configuring the Forwarding-Delay Time

To configure the forwarding-delay time for all MST instances, perform this task:

	Command	Purpose
Step 1	Router# configure terminal	Enters global configuration mode.
Step 2	Router(config)# spanning-tree mst forward-time <i>seconds</i>	(Optional) Configures the forward time for all MST instances. The forward delay is the number of seconds a port waits before changing from its spanning-tree learning and listening states to the forwarding state. For <i>seconds</i> , the range is 4 to 30; the default is 15.
Step 3	Router(config)# end	Returns to privileged EXEC mode.
Step 4	Router# show spanning-tree mst	Verifies your entries.
Step 5	Router# copy running-config startup-config	(Optional) Saves your entries in the configuration file.

To return the switch to its default setting, use the **no spanning-tree mst forward-time** global configuration command.

Configuring the Transmit Hold Count

To configure the transmit hold count for all MST instances, perform this task:

	Command	Purpose
Step 1	Router# configure terminal	Enters global configuration mode.
Step 2	Router(config)# spanning-tree transmit hold-count <i>hold_count_value</i>	Configures the transmit hold count for all MST instances. For <i>hold_count_value</i> , the range is 1 to 20; the default is 6.
Step 3	Router(config)# end	Returns to privileged EXEC mode.
Step 4	Router# show spanning-tree mst	Verifies your entries.
Step 5	Router# copy running-config startup-config	(Optional) Saves your entries in the configuration file.

To return the switch to its default setting, use the **no spanning-tree transmit hold-count** global configuration command.

Configuring the Maximum-Aging Time

To configure the maximum-aging time for all MST instances, perform this task:

	Command	Purpose
Step 1	Router# configure terminal	Enters global configuration mode.
Step 2	Router(config)# spanning-tree mst max-age seconds	(Optional) Configures the maximum-aging time for all MST instances. The maximum-aging time is the number of seconds a switch waits without receiving spanning-tree configuration messages before attempting a reconfiguration. For <i>seconds</i> , the range is 6 to 40; the default is 20.
Step 3	Router(config)# end	Returns to privileged EXEC mode.
Step 4	Router# show spanning-tree mst	Verifies your entries.
Step 5	Router# copy running-config startup-config	(Optional) Saves your entries in the configuration file.

To return the switch to its default setting, use the **no spanning-tree mst max-age** global configuration command.

Configuring the Maximum-Hop Count

To configure the maximum-hop count for all MST instances, perform this task:

	Command	Purpose
Step 1	Router# configure terminal	Enters global configuration mode.
Step 2	Router(config)# spanning-tree mst max-hops hop_count	(Optional) Specifies the number of hops in a region before the BPDU is discarded, and the information held for a port is aged. For <i>hop_count</i> , the range is 1 to 255; the default is 20.
Step 3	Router(config)# end	Returns to privileged EXEC mode.
Step 4	Router# show spanning-tree mst	Verifies your entries.
Step 5	Router# copy running-config startup-config	(Optional) Saves your entries in the configuration file.

To return the switch to its default setting, use the **no spanning-tree mst max-hops** global configuration command.

Specifying the Link Type to Ensure Rapid Transitions

If you connect a port to another port through a point-to-point link and the local port becomes a designated port, the RSTP negotiates a rapid transition with the other port by using the proposal-agreement handshake to ensure a loop-free topology as described in the [“Rapid Convergence” section on page 19-11](#).

By default, the link type is controlled from the duplex mode of the interface: a full-duplex port is considered to have a point-to-point connection; a half-duplex port is considered to have a shared connection. If you have a half-duplex link physically connected point-to-point to a single port on a remote switch running MST, you can override the default setting of the link type and enable rapid transitions to the forwarding state.

To override the default link-type setting, perform this task:

	Command	Purpose
Step 1	Router# configure terminal	Enters global configuration mode.
Step 2	Router(config)# interface {{ <i>type</i> ¹ <i>slot/port</i> } { port-channel <i>number</i> }}	(Optional) Specifies an interface to configure, and enters interface configuration mode.
Step 3	Router(config)# spanning-tree link-type point-to-point	Specifies that the link type of a port is point-to-point.
Step 4	Router(config)# end	Returns to privileged EXEC mode.
Step 5	Router# show spanning-tree mst interface interface_id	Verifies your entries.
Step 6	Router# copy running-config startup-config	(Optional) Saves your entries in the configuration file.

1. *type* = ethernet, fastethernet, gigabitethernet, or tengigabitethernet

To return the port to its default setting, use the **no spanning-tree link-type** interface configuration command.

Designating the Neighbor Type

A topology could contain both prestandard and 802.1s standard compliant devices. By default, ports can automatically detect prestandard devices, but they can still receive both standard and prestandard BPDUs. When there is a mismatch between a device and its neighbor, only the CIST runs on the interface.

You can choose to set a port to send only prestandard BPDUs. The prestandard flag appears in all the **show** commands, even if the port is in STP compatibility mode.

To override the default link-type setting, perform this task:

	Command	Purpose
Step 1	Router# configure terminal	Enters global configuration mode.
Step 2	Router(config)# interface {{ <i>type</i> ¹ <i>slot/port</i> } { port-channel <i>number</i> }}	(Optional) Specifies an interface to configure, and enters interface configuration mode.
Step 3	Router(config)# spanning-tree mst pre-standard	Specifies that the port can send only prestandard BPDUs.
Step 4	Router(config)# end	Returns to privileged EXEC mode.
Step 5	Router# show spanning-tree mst interface interface_id	Verifies your entries.
Step 6	Router# copy running-config startup-config	(Optional) Saves your entries in the configuration file.

1. *type* = ethernet, fastethernet, gigabitethernet, or tengigabitethernet

To return the port to its default setting, use the **no spanning-tree mst prestandard** interface configuration command.

Restarting the Protocol Migration Process

A switch running MST supports a built-in protocol migration feature that enables it to interoperate with 802.1D switches. If this switch receives an 802.1D configuration BPDU (a BPDU with the protocol version set to 0), it sends only 802.1D BPDUs on that port. An MST switch also can detect that a port is at the boundary of a region when it receives an 802.1D BPDU, an MST BPDU (Version 3) associated with a different region, or an RST BPDU (Version 2).

However, the switch does not automatically revert to the MST mode if it no longer receives 802.1D BPDUs because it cannot detect whether the 802.1D switch has been removed from the link unless the 802.1D switch is the designated switch. A switch also might continue to assign a boundary role to a port when the switch to which it is connected has joined the region.

To restart the protocol migration process (force the renegotiation with neighboring switches) on the switch, use the **clear spanning-tree detected-protocols** privileged EXEC command.

To restart the protocol migration process on a specific interface, use the **clear spanning-tree detected-protocols interface** *interface_id* privileged EXEC command.

Displaying the MST Configuration and Status

To display the spanning-tree status, use one or more of the privileged EXEC commands that are described in [Table 19-5](#).

Table 19-5 Commands for Displaying MST Status

Command	Purpose
<code>show spanning-tree mst configuration</code>	Displays the MST region configuration.
<code>show spanning-tree mst configuration digest</code>	Displays the MD5 digest included in the current MSTCI.
<code>show spanning-tree mst <i>instance_id</i></code>	Displays MST information for the specified instance.
<code>show spanning-tree mst interface <i>interface_id</i></code>	Displays MST information for the specified interface.