

Ping Settings on ESW2 350G Series Managed Switches

Objective

Ping is a technique which is used to test if a destination device can be reached by a source device on the network. Ping also measures the total round-trip time (in milliseconds) it takes for packets to reach a destination from the source and collects packet loss statistics. Ping is useful if you want to troubleshoot network connectivity or bandwidth.

This article explains how to configure ping settings on ESW2 350G Switches.

Applicable Devices

- ESW2-350G-52
- ESW2-350G-52DC

Software Version

- 1.3.0.62

Ping

Step 1. Log in to the web configuration utility and choose **Administration > Ping**. The *Ping* page opens:

Ping

Host Definition: By IP address By name

IP Version: Version 6 Version 4

IPv6 Address Type: Link Local Global

Link Local Interface: GE18

Host IP Address/Name: fe80::1234:1234:5678

Ping Interval: Use Default User Defined 59843 mS (Range: 0 - 65535, Default: 2000)

Number of Pings: Use Default User Defined 50 (Range: 1 - 65535, Default: 4)

Status:

Activate Ping Cancel

Step 2. In the Host Definition field, click the appropriate radio button to specify the host devices by their IP address or by their name:

- By IP Address — Choose this radio button if you want to specify an IP address (Example: 192.168.1.200) to ping.

- By Name — Choose this radio button if you want to specify a web address to ping. (Example: www.google.com).

Timesaver: If you clicked the By Name radio button in Step 2, skip to Step 6.

Step 3. In the IP Version field, click the appropriate radio button based upon the type of host IP address.

- Version 4 — Choose this radio button if the host IP address is IPv4.
- Version 6 — Choose this radio button if the host IP address is IPv6.

Step 4. If IPv6 is chosen in Step 3, click one of the IPv6 Address Type radio buttons.

- Link Local — An IPv6 address that identifies hosts on a single network link. A link local address is not routable and can be used for communication only on local networks.
- Global — A unicast IPv6 address type that is used globally and is accessible from other networks.

Step 5. If Link Local is chosen for the IPv6 Address type, choose the interface where it is received from the Link Local Interface drop-down list. You may see prefixes of all the available interfaces on the list. The default prefix is FE80 which is a non-routable local interface.

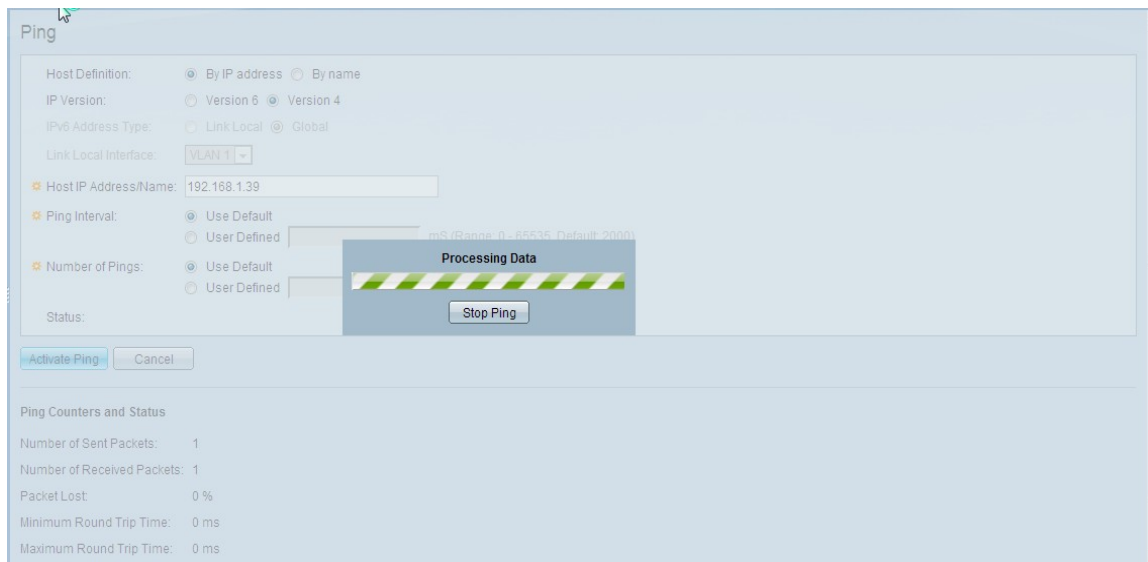
Step 6. In the Host IP Address/Name field, enter the IP address of the device you wish to ping if you have chosen By IP Address in Step 2 or enter host name if you have chosen By Name in Step 2.

Step 7. In the Ping Interval field, enter the length of time that the system waits between ping packets. Click **Use Default** to choose the default value which is 2000 ms. Otherwise, click **User Defined** and enter a number from 0 to 65535 ms.

Step 8. In the Number of Pings field, enter the number of times the ping operation is performed. Click **Use Default** to choose the default value which is 4. Otherwise, click **User Defined** and enter a number between 0 to 65535.

- Use Default — The default value is 4.
- User Defined — An interval from 1 to 65535. Enter the desired number of times the ping operation is performed.

Step 9. Click **Activate Ping** to ping the host.



Note: To stop the ping request, click **Stop Ping**.

Ping Counters and Status	
Number of Sent Packets:	10
Number of Received Packets:	10
Packet Lost:	0 %
Minimum Round Trip Time:	0 ms
Maximum Round Trip Time:	0 ms
Average Round Trip Time:	0 ms
Status:	Success

You can see the results of the ping under the Ping Counters and Status area:

- **Number of Sent Packets** — Denotes the total number of packets which were sent to the host or the number of pings.
- **Number of Received Packets** — Denotes the total number of packets received by the host.
- **Packets Lost** — Denotes the packet loss percentage or the ratio of received packets to sent packets.
- **Minimum Round Trip Time** — Denotes the least time taken by one frame for a round trip (back and forth).
- **Maximum Round Trip Time** — Denotes the maximum time taken by one frame for a round trip (to go back and forth).
- **Average Round Trip Time** — Denotes the average of the time taken by all frames for a round trip.
- **Status** — Denotes whether the ping succeeded or not. If the host does not receive even one packet, that is considered to be a failure.