



Catalyst 2960-XR Switch Stack Manager Command Reference, Cisco IOS Release 15.0(2)EX1

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Preface

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Document Conventions

This document uses the following conventions:

Convention	Description
<code>^</code> or <code>Ctrl</code>	Both the <code>^</code> symbol and <code>Ctrl</code> represent the Control (<code>Ctrl</code>) key on a keyboard. For example, the key combination <code>^D</code> or <code>Ctrl-D</code> means that you hold down the Control key while you press the D key. (Keys are indicated in capital letters but are not case sensitive.)
bold font	Commands and keywords and user-entered text appear in bold font.
<i>Italic</i> font	Document titles, new or emphasized terms, and arguments for which you supply values are in <i>italic</i> font.
<code>Courier</code> font	Terminal sessions and information the system displays appear in <code>courier</code> font.
<code>Courier</code> font	<code>Courier</code> font indicates text that the user must enter.
<code>[x]</code>	Elements in square brackets are optional.
<code>...</code>	An ellipsis (three consecutive nonbolded periods without spaces) after a syntax element indicates that the element can be repeated.
<code> </code>	A vertical line, called a pipe, indicates a choice within a set of keywords or arguments.

Convention	Description
[x y]	Optional alternative keywords are grouped in brackets and separated by vertical bars.
{x y}	Required alternative keywords are grouped in braces and separated by vertical bars.
[x {y z}]	Nested set of square brackets or braces indicate optional or required choices within optional or required elements. Braces and a vertical bar within square brackets indicate a required choice within an optional element.
string	A nonquoted set of characters. Do not use quotation marks around the string or the string will include the quotation marks.
<>	Nonprinting characters such as passwords are in angle brackets.
[]	Default responses to system prompts are in square brackets.
!, #	An exclamation point (!) or a pound sign (#) at the beginning of a line of code indicates a comment line.

Reader Alert Conventions

This document uses the following conventions for reader alerts:


Note

Means *reader take note*. Notes contain helpful suggestions or references to material not covered in the manual.


Tip

Means *the following information will help you solve a problem*.


Caution

Means *reader be careful*. In this situation, you might do something that could result in equipment damage or loss of data.


Timesaver

Means *the described action saves time*. You can save time by performing the action described in the paragraph.


Warning

Means *reader be warned*. In this situation, you might perform an action that could result in bodily injury.

Related Documentation

**Note**

Before installing or upgrading the switch, refer to the switch release notes.

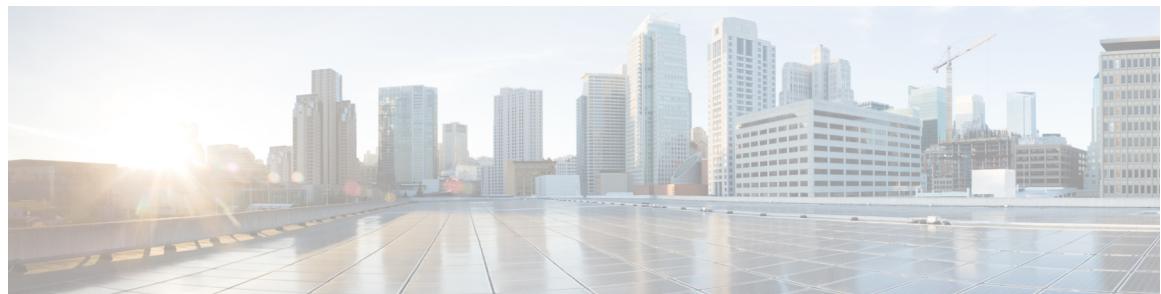
- Catalyst 2960-XR Switch documentation, located at:
http://www.cisco.com/go/cat2960xr_docs
- Cisco SFP and SFP+ modules documentation, including compatibility matrixes, located at:
http://www.cisco.com/en/US/products/hw/modules/ps5455/tsd_products_support_series_home.html
- Cisco Validated Designs documents, located at:
<http://www.cisco.com/go/designzone>

Obtaining Documentation and Submitting a Service Request

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Using the Command-Line Interface

- [Information About Using the Command-Line Interface, page 1](#)
- [How to Use the CLI to Configure Features, page 5](#)

Information About Using the Command-Line Interface

Command Modes

The Cisco IOS user interface is divided into many different modes. The commands available to you depend on which mode you are currently in. Enter a question mark (?) at the system prompt to obtain a list of commands available for each command mode.

You can start a CLI session through a console connection, through Telnet, a SSH, or by using the browser.

When you start a session, you begin in user mode, often called user EXEC mode. Only a limited subset of the commands are available in user EXEC mode. For example, most of the user EXEC commands are one-time commands, such as **show** commands, which show the current configuration status, and **clear** commands, which clear counters or interfaces. The user EXEC commands are not saved when the switch reboots.

To have access to all commands, you must enter privileged EXEC mode. Normally, you must enter a password to enter privileged EXEC mode. From this mode, you can enter any privileged EXEC command or enter global configuration mode.

Using the configuration modes (global, interface, and line), you can make changes to the running configuration. If you save the configuration, these commands are stored and used when the switch reboots. To access the various configuration modes, you must start at global configuration mode. From global configuration mode, you can enter interface configuration mode and line configuration mode.

This table describes the main command modes, how to access each one, the prompt you see in that mode, and how to exit the mode.

Table 1: Command Mode Summary

Mode	Access Method	Prompt	Exit Method	About This Mode
User EXEC	Begin a session using Telnet, SSH, or console.	Switch>	Enter logout or quit .	Use this mode to <ul style="list-style-type: none"> Change terminal settings. Perform basic tests. Display system information.
Privileged EXEC	While in user EXEC mode, enter the enable command.	Switch#	Enter disable to exit.	Use this mode to verify commands that you have entered. Use a password to protect access to this mode.
Global configuration	While in privileged EXEC mode, enter the configure command.	Switch(config)#	To exit to privileged EXEC mode, enter exit or end , or press Ctrl-Z .	Use this mode to configure parameters that apply to the entire switch.
VLAN configuration	While in global configuration mode, enter the vlan <i>vlan-id</i> command.	Switch(config-vlan)#	To exit to global configuration mode, enter the exit command. To return to privileged EXEC mode, press Ctrl-Z or enter end .	Use this mode to configure VLAN parameters. When VTP mode is transparent, you can create extended-range VLANs (VLAN IDs greater than 1005) and save configurations in the switch startup configuration file.
Interface configuration	While in global configuration mode, enter the interface command (with a specific interface).	Switch(config-if)#	To exit to global configuration mode, enter exit . To return to privileged EXEC mode, press Ctrl-Z or enter end .	Use this mode to configure parameters for the Ethernet ports.

Mode	Access Method	Prompt	Exit Method	About This Mode
Line configuration	While in global configuration mode, specify a line with the line vty or line console command.	Switch(config-line)#	To exit to global configuration mode, enter exit . To return to privileged EXEC mode, press Ctrl-Z or enter end .	Use this mode to configure parameters for the terminal line.

Using the Help System

You can enter a question mark (?) at the system prompt to display a list of commands available for each command mode. You can also obtain a list of associated keywords and arguments for any command.

SUMMARY STEPS

1. **help**
2. *abbreviated-command-entry ?*
3. *abbreviated-command-entry <Tab>*
4. **?**
5. *command ?*
6. *command keyword ?*

DETAILED STEPS

	Command or Action	Purpose
Step 1	help Example: Switch# help	Obtains a brief description of the help system in any command mode.
Step 2	<i>abbreviated-command-entry ?</i> Example: Switch# di? dir disable disconnect	Obtains a list of commands that begin with a particular character string.
Step 3	<i>abbreviated-command-entry <Tab></i> Example: Switch# sh conf<tab> Switch# show configuration	Completes a partial command name.

	Command or Action	Purpose
Step 4	?	Lists all commands available for a particular command mode.
Step 5	<i>command</i> ?	Lists the associated keywords for a command.
Step 6	<i>command keyword</i> ?	Lists the associated arguments for a keyword.

Understanding Abbreviated Commands

You need to enter only enough characters for the switch to recognize the command as unique.

This example shows how to enter the **show configuration** privileged EXEC command in an abbreviated form:

```
Switch# show conf
```

No and default Forms of Commands

Almost every configuration command also has a **no** form. In general, use the **no** form to disable a feature or function or reverse the action of a command. For example, the **no shutdown** interface configuration command reverses the shutdown of an interface. Use the command without the keyword **no** to reenable a disabled feature or to enable a feature that is disabled by default.

Configuration commands can also have a **default** form. The **default** form of a command returns the command setting to its default. Most commands are disabled by default, so the **default** form is the same as the **no** form. However, some commands are enabled by default and have variables set to certain default values. In these cases, the **default** command enables the command and sets variables to their default values.

CLI Error Messages

This table lists some error messages that you might encounter while using the CLI to configure your switch.

Table 2: Common CLI Error Messages

Error Message	Meaning	How to Get Help
% Ambiguous command: "show con"	You did not enter enough characters for your switch to recognize the command.	Reenter the command followed by a question mark (?) with a space between the command and the question mark. The possible keywords that you can enter with the command appear.
% Incomplete command.	You did not enter all the keywords or values required by this command.	Reenter the command followed by a question mark (?) with a space between the command and the question mark. The possible keywords that you can enter with the command appear.
% Invalid input detected at '^' marker.	You entered the command incorrectly. The caret (^) marks the point of the error.	Enter a question mark (?) to display all the commands that are available in this command mode. The possible keywords that you can enter with the command appear.

Configuration Logging

You can log and view changes to the switch configuration. You can use the Configuration Change Logging and Notification feature to track changes on a per-session and per-user basis. The logger tracks each configuration command that is applied, the user who entered the command, the time that the command was entered, and the parser return code for the command. This feature includes a mechanism for asynchronous notification to registered applications whenever the configuration changes. You can choose to have the notifications sent to the syslog.


Note

Only CLI or HTTP changes are logged.

How to Use the CLI to Configure Features

Configuring the Command History

The software provides a history or record of commands that you have entered. The command history feature is particularly useful for recalling long or complex commands or entries, including access lists. You can customize this feature to suit your needs.

Changing the Command History Buffer Size

By default, the switch records ten command lines in its history buffer. You can alter this number for a current terminal session or for all sessions on a particular line. This procedure is optional.

SUMMARY STEPS

- terminal history [size *number-of-lines*]**

DETAILED STEPS

	Command or Action	Purpose
Step 1	terminal history [size <i>number-of-lines</i>] Example: Switch# terminal history size 200	Changes the number of command lines that the switch records during the current terminal session in the privileged EXEC mode. You can configure the size from 0 through 256.

Recalling Commands

To recall commands from the history buffer, perform one of the actions listed in this table. These actions are optional.


Note

The arrow keys function only on ANSI-compatible terminals such as VT100s.

SUMMARY STEPS

- Ctrl-P** or use the **up arrow key**
- Ctrl-N** or use the **down arrow key**
- show history**

DETAILED STEPS

	Command or Action	Purpose
Step 1	Ctrl-P or use the up arrow key	Recalls commands in the history buffer, beginning with the most recent command. Repeat the key sequence to recall successively older commands.
Step 2	Ctrl-N or use the down arrow key	Returns to more recent commands in the history buffer after recalling commands with Ctrl-P or the up arrow key. Repeat the key sequence to recall successively more recent commands.

	Command or Action	Purpose
Step 3	show history Example: Switch# show history	Lists the last several commands that you just entered in privileged EXEC mode. The number of commands that appear is controlled by the setting of the terminal history global configuration command and the history line configuration command.

Disabling the Command History Feature

The command history feature is automatically enabled. You can disable it for the current terminal session or for the command line. This procedure is optional.

SUMMARY STEPS

- terminal no history**

DETAILED STEPS

	Command or Action	Purpose
Step 1	terminal no history Example: Switch# terminal no history	Disables the feature during the current terminal session in the privileged EXEC mode.

Enabling and Disabling Editing Features

Although enhanced editing mode is automatically enabled, you can disable it, and reenable it.

SUMMARY STEPS

- terminal editing**
- terminal no editing**

DETAILED STEPS

	Command or Action	Purpose
Step 1	terminal editing Example: Switch# terminal editing	Reenables the enhanced editing mode for the current terminal session in the privileged EXEC mode.

	Command or Action	Purpose
Step 2	terminal no editing Example: Switch# terminal no editing	Disables the enhanced editing mode for the current terminal session in the privileged EXEC mode.

Editing Commands through Keystrokes

The keystrokes help you to edit the command lines. These keystrokes are optional.



Note

The arrow keys function only on ANSI-compatible terminals such as VT100s.

Table 3: Editing Commands

Editing Commands	Description
Ctrl-B or use the left arrow key	Moves the cursor back one character.
Ctrl-F or use the right arrow key	Moves the cursor forward one character.
Ctrl-A	Moves the cursor to the beginning of the command line.
Ctrl-E	Moves the cursor to the end of the command line.
Esc B	Moves the cursor back one word.
Esc F	Moves the cursor forward one word.
Ctrl-T	Transposes the character to the left of the cursor with the character located at the cursor.
Delete or Backspace key	Erases the character to the left of the cursor.
Ctrl-D	Deletes the character at the cursor.
Ctrl-K	Deletes all characters from the cursor to the end of the command line.
Ctrl-U or Ctrl-X	Deletes all characters from the cursor to the beginning of the command line.
Ctrl-W	Deletes the word to the left of the cursor.
Esc D	Deletes from the cursor to the end of the word.
Esc C	Capitalizes at the cursor.
Esc L	Changes the word at the cursor to lowercase.
Esc U	Capitalizes letters from the cursor to the end of the word.

Ctrl-V or Esc Q	Designates a particular keystroke as an executable command, perhaps as a shortcut.
Return key	Scrolls down a line or screen on displays that are longer than the terminal screen can display. Note The More prompt is used for any output that has more lines than can be displayed on the terminal screen, including show command output. You can use the Return and Space bar keystrokes whenever you see the More prompt.
Space bar	Scrolls down one screen.
Ctrl-L or Ctrl-R	Redisplays the current command line if the switch suddenly sends a message to your screen.

Editing Command Lines That Wrap

You can use a wraparound feature for commands that extend beyond a single line on the screen. When the cursor reaches the right margin, the command line shifts ten spaces to the left. You cannot see the first ten characters of the line, but you can scroll back and check the syntax at the beginning of the command. The keystroke actions are optional.

To scroll back to the beginning of the command entry, press **Ctrl-B** or the left arrow key repeatedly. You can also press **Ctrl-A** to immediately move to the beginning of the line.



Note

The arrow keys function only on ANSI-compatible terminals such as VT100s.

The following example shows how to wrap a command line that extends beyond a single line on the screen.

SUMMARY STEPS

1. **access-list**
2. **Ctrl-A**
3. **Return key**

DETAILED STEPS

	Command or Action	Purpose
Step 1	access-list	Displays the global configuration command entry that extends beyond one line.

Example:

```
Switch(config)# access-list 101 permit tcp
```

When the cursor first reaches the end of the line, the line is shifted ten spaces to the left and redisplayed. The dollar sign (\$) shows that the

	Command or Action	Purpose
	<pre>10.15.22.25 255.255.255.0 10.15.22.35 Switch(config)# \$ 101 permit tcp 10.15.22.25 255.255.255.0 10.15.22.35 255.25 Switch(config)# \$t tcp 10.15.22.25 255.255.255.0 131.108.1.20 255.255.255.0 eq Switch(config)# \$15.22.25 255.255.255.0 10.15.22.35 255.255.255.0 eq 45</pre>	line has been scrolled to the left. Each time the cursor reaches the end of the line, the line is again shifted ten spaces to the left.
Step 2	Ctrl-A Example: <pre>Switch(config)# access-list 101 permit tcp 10.15.22.25 255.255.255.0 10.15.2\$</pre>	Checks the complete syntax. The dollar sign (\$) appears at the end of the line to show that the line has been scrolled to the right.
Step 3	Return key	Execute the commands. The software assumes that you have a terminal screen that is 80 columns wide. If you have a different width, use the terminal width privileged EXEC command to set the width of your terminal. Use line wrapping with the command history feature to recall and modify previous complex command entries.

Searching and Filtering Output of show and more Commands

You can search and filter the output for **show** and **more** commands. This is useful when you need to sort through large amounts of output or if you want to exclude output that you do not need to see. Using these commands is optional.

SUMMARY STEPS

- {show | more} command | {begin | include | exclude} regular-expression**

DETAILED STEPS

	Command or Action	Purpose
Step 1	{show more} command {begin include exclude} <i>regular-expression</i> Example: <pre>Switch# show interfaces include protocol Vlan1 is up, line protocol is up Vlan10 is up, line protocol is down GigabitEthernet1/0/1 is up, line protocol is down GigabitEthernet1/0/2 is up, line protocol is up</pre>	Searches and filters the output. Expressions are case sensitive. For example, if you enter exclude output , the lines that contain output are not displayed, but the lines that contain output appear.

Accessing the CLI through a Console Connection or through Telnet

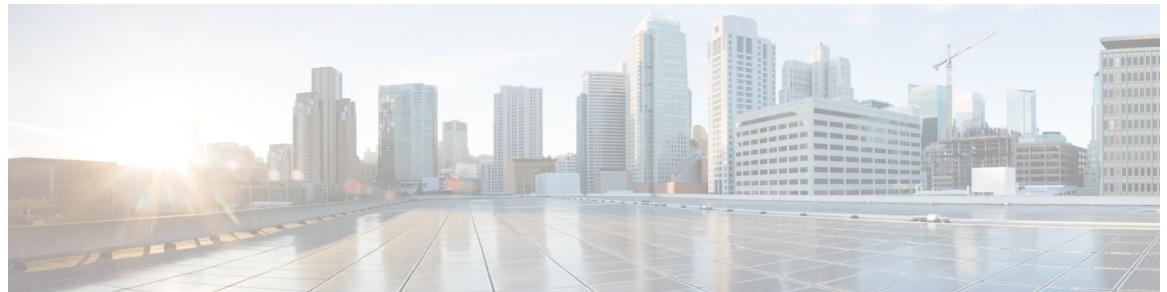
Before you can access the CLI, you must connect a terminal or a PC to the switch console or connect a PC to the Ethernet management port and then power on the switch, as described in the hardware installation guide that shipped with your switch.

If your switch is already configured, you can access the CLI through a local console connection or through a remote Telnet session, but your switch must first be configured for this type of access.

You can use one of these methods to establish a connection with the switch:

- Connect the switch console port to a management station or dial-up modem, or connect the Ethernet management port to a PC. For information about connecting to the console or Ethernet management port, see the switch hardware installation guide.
- Use any Telnet TCP/IP or encrypted Secure Shell (SSH) package from a remote management station. The switch must have network connectivity with the Telnet or SSH client, and the switch must have an enable secret password configured.
 - The switch supports up to 16 simultaneous Telnet sessions. Changes made by one Telnet user are reflected in all other Telnet sessions.
 - The switch supports up to five simultaneous secure SSH sessions.

After you connect through the console port, through the Ethernet management port, through a Telnet session or through an SSH session, the user EXEC prompt appears on the management station.



Stack Manager Commands

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debug platform remote-commands

To enable debugging of remote commands, use the **debug platform remote-commands** command in privileged EXEC mode. To disable debugging, use the **no** form of this command.

debug platform remote-commands

no debug platform remote-commands

Syntax Description This command has no keywords or arguments.

Command Default Debugging is disabled.

Command Modes Privileged EXEC

Command History	Release	Modification
	Cisco IOS 15.0(2)EX1	This command was introduced.

Usage Guidelines The **undebug platform remote-commands** command is the same as the **no debug platform remote-commands** command.

When you enable debugging on a switch stack, it is enabled only on the stack master. To enable debugging on a stack member, you can start a session from the stack master by using the **session switch-number** privileged EXEC command. Enter the **debug** command at the command-line prompt of the stack member. You also can use the **remote command stack-member-number LINE** privileged EXEC command on the stack master switch to enable debugging on a member switch without first starting a session.

Related Commands	Command	Description
	remote command	Monitors all or specified stack members.
	session	Accesses a specific stack member from the stack master.

debug platform stack-manager

To enable debugging of the stack manager software, use the **debug platform stack-manager** command in privileged EXEC mode. To disable debugging, use the **no** form of this command.

```
debug platform stack-manager {all| rpc| sdp| sim| ssm| tdm| trace}
no debug platform stack-manager {all| rpc| sdp| sim| ssm| tdm| trace}
```

Syntax Description

all	Displays all stack manager debug messages.
rpc	Displays stack manager remote procedure call (RPC) usage debug messages.
sdp	Displays the Stack Discovery Protocol (SDP) debug messages.
sim	Displays the stack information module debug messages.
ssm	Displays the stack state-machine debug messages.
tdm	Displays the stack manager topology discovery use debug messages.
trace	Traces the stack manager entry and exit debug messages.

Command Default

Debugging is disabled.

Command Modes

Privileged EXEC

Command History

Release	Modification
Cisco IOS 15.0(2)EX1	This command was introduced.

Usage Guidelines

This command is supported only on stacking-capable switches.

The **undebbug platform stack-manager** command is the same as the **no debug platform stack-manager** command.

When you enable debugging on a switch stack, it is enabled only on the stack master. To enable debugging on a stack member, you can start a session from the stack master by using the **session switch-number** EXEC command. Enter the **debug** command at the command-line prompt of the stack member. You also can use the **remote command stack-member-number LINE** EXEC command on the stack master switch to enable debugging on a member switch without first starting a session.

debug platform stack-manager**Related Commands**

Command	Description
remote command	Monitors all or specified stack members.
session	Accesses a specific stack member from the stack master.

reload

To reload the stack member and to apply a configuration change, use the **reload** command in privileged EXEC mode.

reload [/noverify| /verify] [LINE] at| cancel| in| slot *stack-member-number*| standby-cpu]

Syntax Description

/noverify	(Optional) Specifies to not verify the file signature before the reload.
/verify	(Optional) Verifies the file signature before the reload.
LINE	(Optional) Reason for the reload.
at	(Optional) Specifies the time in hh:mm for the reload to occur.
cancel	(Optional) Cancels the pending reload.
in	(Optional) Specifies a time interval for reloads to occur.
slot	(Optional) Saves the changes on the specified stack member and then restarts it.
<i>stack-member-number</i>	(Optional) Stack member number on which to save the changes. The range is 1 to 8.
standby-cpu	(Optional) Reloads the standby route processor (RP).

Command Default

Immediately reloads the stack member and puts a configuration change into effect.

Command Modes

Privileged EXEC

Command History

Release	Modification
Cisco IOS 15.0(2)EX1	This command was introduced.

Usage Guidelines

If there is more than one switch in the switch stack, and you enter the **reload slot *stack-member-number*** command, you are not prompted to save the configuration.

Examples

This example shows how to reload the switch stack:

```
Switch# reload
System configuration has been modified. Save? [yes/no]: y
```

reload

```
Proceed to reload the whole Stack? [confirm] y
```

This example shows how to reload a specific stack member:

```
Switch# reload slot 6
Proceed with reload? [confirm] y
```

This example shows how to reload a single-switch switch stack (there is only one member switch):

```
Switch# reload slot 3
System configuration has been modified. Save? [yes/no]: y
Proceed to reload the whole Stack? [confirm] y
```

Related Commands

Command	Description
show switch	Displays information related to the stack member or the switch stack.
switch	Disables or enables the specified stack port on the member.
switch renumber	Changes the stack member number.

remote command

To monitor all or specified stack members, use the **remote command** privileged EXEC command.

remote command {all|stack-member-number} LINE

Syntax Description

all	Applies to all stack members.
<i>stack-member-number</i>	The stack member. The range is 1 to 8.
<i>LINE</i>	The command to execute.

Command Modes

Privileged EXEC

Command History

Release	Modification
Cisco IOS 15.0(2)EX1	This command was introduced.

Usage Guidelines

The commands that you use in the LINE command-to-execute string (such as **debug**, **show**, or **clear**) apply to a specific stack member or to the switch stack.

Examples

This example shows how to execute the **undebug** command on the switch stack:

```
Switch(config)# remote command all undebug all
Switch :1 :
-----
All possible debugging has been turned off
Switch :5 :
-----
All possible debugging has been turned off
Switch :7 :
-----
All possible debugging has been turned off
```

This example shows how to execute the **debug udld event** command on stack member 5:

```
Switch(config)# remote command 5 undebug all
Switch :5 :
-----
UDLD events debugging is on
```

Related Commands

Command	Description
reload	Reloads the stack member and applies a configuration change.
show switch	Displays information related to the stack member or the switch stack.

Command	Description
switch	Disables or enables the specified stack port on the member.
switch renumber	Changes the stack member number.

session

To access a specific stack member use the **session** command in privileged EXEC mode on the stack master.

session *stack-member-number*

Syntax Description	<i>stack-member-number</i>	Stack member number to access from the stack master. The range is 1 to 8.
---------------------------	----------------------------	---

Command Default	None
------------------------	------

Command Modes	Privileged EXEC
----------------------	-----------------

Command History	Release	Modification
	Cisco IOS 15.0(2)EX1	This command was introduced.

Usage Guidelines	When you access the member, its member number is appended to the system prompt. Use the session command from the master to access a member switch. Use the session command with processor 1 from the master or a standalone switch to access the internal controller. A standalone switch is always member 1.
-------------------------	--

Examples	This example shows how to access stack member 3:
	Switch# session 3 Switch-3#

Related Commands	Command	Description
	reload	Reloads the stack member and applies a configuration change.
	show switch	Displays information related to the stack member or the switch stack.
	switch	Disables or enables the specified stack port on the member.
	switch renumber	Changes the stack member number.

show platform stack compatibility configuration

show platform stack compatibility configuration

To display switch stack compatibility information, use the **show platform stack compatibility configuration** command in privileged EXEC mode.

show platform stack compatibility configuration {current|failure-log|mismatch [switch *switch-number*]}

Syntax Description	current	Displays currently configured system level features.
	failure-log	Displays non-baseline feature configuration failure log.
	mismatch	Displays configured non-baseline features that are causing a mismatch.
	switch <i>switch-number</i>	(Optional) Displays configured non-baseline features that are causing a mismatch for the specified switch. The range is 1 to 8.

Command Default	None
Command Modes	Privileged EXEC
Command History	
Release	Modification
Cisco IOS 15.0(2)EX1	This command was introduced.

Usage Guidelines Use this command only when you are working directly with your technical support representative while troubleshooting a problem. Do not use this command unless your technical support representative asks you to do so.

Examples This example shows how to display switch stack compatibility information:

```
Switch# show platform stack compatibility configuration current
```

show platform stack compatibility feature

To display switch stack state machine and message trace feature compatibility information, use the **show platform stack compatibility feature** command in privileged EXEC mode.

show platform stack compatibility feature {all| independent [feature-id *feature-id*]| interdependent [feature-id *feature-id*]| port [feature-id *feature-id*]}

Syntax Description

all	Displays all non-baseline features.
independent	Displays switch-level independent features.
feature-id <i>feature-id</i>	(Optional) Displays switch-level independent, system-level interdependent or port-level independent features with the specified feature ID.
interdependent	Displays system-level interdependent features.
port	Displays port-level independent features.

Command Default

None

Command Modes

Privileged EXEC

Command History

Release	Modification
Cisco IOS 15.0(2)EX1	This command was introduced.

Usage Guidelines

The **show platform stack compatibility** commands display feature incompatibility information between stack members in a mixed stack. Compatibility checks ensure that features that are supported across members of a stack using a forwarding ASIC with different capabilities will function effortlessly and error free.

Use this command only when you are working directly with your technical support representative while troubleshooting a problem. Do not use this command unless your technical support representative asks you to do so.

Examples

This example shows how to display all non-baseline features:

```
Switch# show platform stack compatibility feature all
      System Level Interdependent Features
=====
1: FHRP hardware vlan entry sharing feature
2: Jumbo MTU Routing Support
3: VRF on PVLAN interface
4: Global VRF config with greater than MAX policies
```

```
show platform stack compatibility feature
```

```
5: Routing keyword in IPv6 ACL
6: Ahp keyword in IPv6 ACL
7: Unsupported prefixes in IPv6 ACL
8: Unicast Reverse Path Forwarding
9: Multiple FHRP support
10: Gateway Load Balancing Protocol VLAN-based FSPAN
11: CTS tagging and role-based enforcement
12: SPAN support 4 source session
13: Unknown
```

```
Switch Level Independent Features
```

```
Port Level Independent Features
```

```
1: Routing keyword in IPv6 ACL
2: Ahp keyword in IPv6 ACL
3: Unsupported prefixes in IPv6 ACL
4: Port-based FSPAN
5: IPv6 QoS match protocol support
6: IPv6 QoS ipv6 named ACL support
```

show platform stack compatibility table

To display feature compatibility tables for the switch stack, use the **show platform stack compatibility table** command in privileged EXEC mode.

show platform stack compatibility table {all| independent| interdependent| port}

Syntax Description

all	Displays all feature compatibility tables.
independent	Displays a switch-level independent feature compatibility table.
interdependent	Displays a system-level interdependent feature compatibility table.
port	Displays a port-level independent feature compatibility table.

Command Default

None

Command Modes

Privileged EXEC

Command History

Release	Modification
Cisco IOS 15.0(2)EX1	This command was introduced.

Usage Guidelines

The **show platform stack compatibility** commands display feature incompatibility information between stack members in a mixed stack. Compatibility checks ensure that features that are supported across members of a stack using a forwarding ASIC with different capabilities will function effortlessly and error free.

Use this command only when you are working directly with your technical support representative while troubleshooting a problem. Do not use this command unless your technical support representative asks you to do so.

Examples

This example shows how to display all feature compatibility tables:

```
Switch# show platform stack compatibility feature all
      System Level Interdependent Feature Matrix
=====
1: FHRP hardware VLAN entry sharing feature
      Supported by switch versions: 1 3 4
2: Jumbo MTU Routing Support
      Supported by switch versions: 1 3 4
3: VRF on PVLAN interface
      Supported by switch versions: 1 3 4
4: Global VRF config with greater than MAX policies
      Supported by switch versions: 1 3 4
5: Routing keyword in IPv6 ACL
```

show platform stack compatibility table

```

Supported by switch versions: 1 3 4
6: Ahp keyword in IPv6 ACL
    Supported by switch versions: 1 3 4
7: Unsupported prefixes in IPv6 ACL
    Supported by switch versions: 1 3 4
8: Unicast Reverse Path Forwarding
    Supported by switch versions: 1 3 4
9: Multiple FHRP support
    Supported by switch versions: 1 3 4
10: Gateway Load Balancing Protocol VLAN-based FSPAN
    Supported by switch versions: 1 2 3 4
11: CTS tagging and role-based enforcement
    Supported by switch versions: 1 3 4
12: SPAN support 4 source session
    Supported by switch versions: 3
13: Unknown
    Supported by switch versions: 4

```

Switch Level Independent Feature Matrix

```

=====
Port Level Independent Feature Matrix
=====
1: Routing keyword in IPv6 ACL
    Supported by ASIC versions: 1 2 3
2: Ahp keyword in IPv6 ACL
    Supported by ASIC versions: 1 2 3
3: Unsupported prefixes in IPv6 ACL
    Supported by ASIC versions: 1 2 3
4: Port-based FSPAN
    Supported by ASIC versions: 1 2 3
5: IPv6 QoS match protocol support
    Supported by ASIC versions: 1 2 3
6: IPv6 QoS ipv6 named ACL support
    Supported by ASIC versions: 1 2 3

```

show platform stack manager

To display platform-dependent switch-stack information, use the **show platform stack manager** command in privileged EXEC mode.

show platform stack manager {all| counters| trace [cs [cs]] sdp [reverse]| state [reverse]| tdm}

Syntax Description

all	Displays all information for the entire switch stack.
counters	Displays the stack manager counters.
trace	Displays trace information.
cs	(Optional) Displays information about changes in stack-related trace messages.
sdp	(Optional) Displays Stack Discovery Protocol (SDP) information.
reverse	(Optional) Displays trace information in reverse chronological order (from recent to older chronological sequence).
state	(Optional) Displays stack state machine information.
tdm	(Optional) Displays information about topology discovery including a summary of the stacking over Ethernet state machine events and messages.

Command Default None

Command Modes Privileged EXEC

Command History

Release	Modification
Cisco IOS 15.0(2)EX1	This command was introduced.

Usage Guidelines

Use this command only when you are working directly with your technical support representative while troubleshooting a problem. Do not use this command unless your technical support representative asks you to do so.



Note

This command is supported only on stacking-capable switches.

The summary information about the switch stack shows these states:

```
show platform stack manager
```

- Waiting—A switch is booting up and waiting for communication from other switches in the stack. The switch has not determined whether or not it is stack master.
Stack members not participating in election remain in the waiting state until the stack master is elected and ready.
- Initializing—A switch has determined whether it is stack master. If not, the switch receives its system- and interface-level configuration from the stack master and loads it.
- Ready—The member has completed loading the system- and interface-level configurations and can forward traffic.
- Master Re-Init—The state immediately after a reelection and a different member is elected the stack master. The new stack master is reinitializing its configuration. This state applies only to the new stack master.
- Ver Mismatch—A switch in version mismatch mode. Version-mismatch mode is when a switch that joins the stack has a different stack protocol minor version number than the stack master.

A typical state transition for a stack member (including stack master) booting up is Waiting > Initializing > Ready.

A typical state transition for a stack member to stack master after an election is Ready > Master Re-Init > Ready.

A typical state transition for a stack member in version mismatch (VM) mode is Waiting > Ver Mismatch.

show switch

To display information that is related to the stack member or the switch stack, use the **show switch** command in EXEC mode.

show switch [stack-member-number| detail| neighbors| stack-ports| stack-ring speed]

Syntax Description

<i>stack-member-number</i>	(Optional) Number of the stack member. The range is 1 to 8.
detail	(Optional) Displays detailed information about the stack ring.
neighbors	(Optional) Displays the neighbors of the entire switch stack.
stack-ports	(Optional) Displays port information for the entire switch stack.
stack-ring	(Optional) Displays information about the stack ring.
speed	Displays the stack ring speed.

Command Default

None

Command Modes

User EXEC
Privileged EXEC

Command History

Release	Modification
Cisco IOS 15.0(2)EX1	This command was introduced.

Usage Guidelines

This command displays these states:

- Waiting—A switch is booting up and waiting for communication from other switches in the stack. The switch has not determined whether or not it is a stack master.
Stack members not participating in a stack master election remain in the waiting state until the stack master is elected and ready.
- Initializing—A switch has determined whether it has stack master status. If it is not the stack master, it is receiving its system- and interface-level configuration from the stack master and loading it.
- Ready—The member has completed loading the system- and interface-level configurations and can forward traffic.

show switch

- Master Re-Init—The state immediately after a master reelection and a different member is elected master. The new master is reinitializing its configuration. This state applies only to the new master.
- Ver Mismatch—A switch in version mismatch mode. Version-mismatch mode is when a switch joining the stack has a different stack protocol minor version number than the master.
- SDM Mismatch—A switch in Switch Database Management (SDM) mismatch mode. SDM mismatch is when a member does not support the SDM template running on the master.
- Provisioned—The state of a preconfigured switch before it becomes an active member of a switch stack, or the state of a stack member after it has left the switch stack. The MAC address and the priority number in the display are always 0 for the provisioned switch.

A typical state transition for a stack member (including a master) booting up is Waiting > Initializing > Ready.

A typical state transition for a stack member becoming a stack master after a stack master election is Ready > Master Re-Init > Ready.

A typical state transition for a stack member in version mismatch (VM) mode is Waiting > Ver Mismatch.

You can use the **show switch** command to identify whether the provisioned switch exists in the switch stack. The **show running-config** and the **show startup-config** privileged EXEC commands do not provide this information.

The display also includes stack MAC-persistency wait-time if persistent MAC address is enabled.

Examples

This example shows how to display summary stack information:

This example shows how to display detailed stack information:

This example shows how to display the member 6 summary information:

```
Switch# show switch 6
Switch#   Role      Mac Address      Priority      State
-----  -----
6        Member     0003.e31a.1e00    1            Ready
```

This example shows how to display the neighbor information for a stack:

```
Switch# show switch neighbors
Switch #   Port A      Port B
-----  -----
6          None        8
8          6           None
```

This example shows how to display stack-port information:

```
Switch# show switch stack-ports
Switch #   Port A      Port B
-----  -----
6          Down        Ok
8          Ok          Down
```

This example shows how to display detailed stack-ring activity information for a switch stack:

```
Switch# show switch stack-ring activity detail
Switch  Asic Rx Queue-1 Rx Queue-2 Rx Queue-3 Rx Queue-4 Total
-----  -----
1        0    2021864    1228937    281510      0    3532311
1        1        52        0        72678      0    72730
-----  -----
                                         Switch 1 Total: 3605041
-----  -----
2        0    2020901    90833      101680      0    2213414
2        1        52        0        0        0    52
-----  -----
```

```

Switch 2 Total: 2213466
-----
Total frames sent to stack ring : 5818507
Note: these counts do not include frames sent to the ring
by certain output features, such as output SPAN and output
ACLs.

```

Related Commands

Command	Description
reload	Reloads the stack member and applies a configuration change.
remote command	Monitors all or specified stack members.
session	Accesses a specific stack member from the stack master.
switch	Disables or enables the specified stack port on the member.
switch provision	Supplies a configuration to a new switch before it joins the switch stack.
switch renumber	Changes the stack member number.

stack-mac persistent timer

To enable the persistent MAC address feature, use the **stack-mac persistent timer** command in global configuration mode on the switch stack or on a standalone switch. To disable the persistent MAC address feature, use the **no** form of this command.

stack-mac persistent timer [0] time-value]

no stack-mac persistent timer

Syntax Description	0 (Optional) Continues using the MAC address of the current stack master after a new stack master takes over. time-value (Optional) Time period in minutes before the stack MAC address changes to that of the new stack master. The range is 1 to 60 minutes. When no value is entered, the default is 4 minutes. We recommend that you configure an explicit value for this command.
---------------------------	---

Command Default	Persistent MAC address is disabled. The MAC address of the stack is always that of the first stack master. When the command is entered with no value, the default time before the MAC address changes is four minutes. We recommend that you configure an explicit value for this command.
------------------------	---

Command Modes	Global configuration				
Command History	<table border="1"> <thead> <tr> <th>Release</th> <th>Modification</th> </tr> </thead> <tbody> <tr> <td>Cisco IOS 15.0(2)EX1</td> <td>This command was introduced.</td> </tr> </tbody> </table>	Release	Modification	Cisco IOS 15.0(2)EX1	This command was introduced.
Release	Modification				
Cisco IOS 15.0(2)EX1	This command was introduced.				

Usage Guidelines	The MAC address of the switch stack is determined by the MAC address of the stack master. In the default state (persistent MAC address disabled), if a new switch becomes stack master, the stack MAC address changes to the MAC address of the new stack master.
-------------------------	---

When persistent MAC address is enabled, the stack MAC address does not change for a time period. During that time, if the previous stack master rejoins the stack as a stack member, the stack retains its MAC address for as long as that switch is in the stack. If the previous stack master does not rejoin the stack during the specified time period, the switch stack takes the MAC address of the new stack master as the stack MAC address.

You can set the time period to be from 0 to 60 minutes.

- If you enter the command with no value, the default delay is 4 minutes.
- If you enter **0**, the stack continues to use the current stack MAC address until you enter the **no stack-mac persistent timer** command.

- If you enter a time delay of 1 to 60 minutes, the stack MAC address of the previous stack master is used until the configured time period expires or until you enter the **no stack-mac persistent timer** command.

**Note**

When you enter the **stack-mac persistent timer** command with or without keywords, a message appears warning that traffic might be lost if the old master MAC address appears elsewhere in the network domain. You should use this feature cautiously.

If you enter the **no stack-mac persistent timer** command after a switchover, before the time expires, the switch stack moves to the current stack master MAC address.

If the whole stack reloads, when it comes back up, the MAC address of the stack master is the stack MAC address.

Examples

This example shows how to configure the persistent MAC address feature, with the warning messages for each configuration. It also shows how to verify the configuration:

```
Switch(config)# stack-mac persistent timer
WARNING: Use of an explicit timer value with the command is recommended.
WARNING: Default value of 4 minutes is being used.
WARNING: The stack continues to use the base MAC of the old Master
WARNING: as the stack-mac after a master switchover until the MAC
WARNING: persistency timer expires. During this time the Network
WARNING: Administrators must make sure that the old stack-mac does
WARNING: not appear elsewhere in this network domain. If it does,
WARNING: user traffic may be blackholed.
```

```
Switch(config)# stack-mac persistent timer 0
WARNING: Stack MAC persistency timer value of 0 means that, after a
WARNING: master switchover, the current stack-mac will continue
WARNING: to be used indefinitely.
WARNING: The Network Administrators must make sure that the old
WARNING: stack-mac does not appear elsewhere in this network
WARNING: domain. If it does, user traffic may be blackholed.
```

```
Switch(config)# stack-mac persistent timer 7
WARNING: The stack continues to use the base MAC of the old Master
WARNING: as the stack-mac after a master switchover until the MAC
WARNING: persistency timer expires. During this time the Network
WARNING: Administrators must make sure that the old stack-mac does
WARNING: not appear elsewhere in this network domain. If it does,
WARNING: user traffic may be blackholed.
```

```
Switch(config)# end
Switch(config)# show switch
Switch/Stack Mac Address : 0cd9.9624.dd80
Mac persistency wait time: 7 mins
          H/W      Current
Switch#  Role    Mac Address     Priority Version State
-----+-----+-----+-----+-----+-----+
*1      Master  0cd9.9624.dd80   1       4      Ready
```

You can verify your settings by entering either of two privileged EXEC commands:

- **show running-config**—If enabled, stack-mac persistent timer and the time in minutes appears in the output.
- **show switch**—If enabled, Mac persistency wait time and the number of minutes appears in the output.

stack-mac persistent timer

Related Commands

Command	Description
show switch	Displays information related to the stack member or the switch stack.

switch

To disable or enable the specified stack port on the member, use the **switch** command in privileged EXEC mode on a stack member.

switch stack-member-number stack port port-number {disable|enable}

Syntax Description

<i>stack-member-number</i>	Current stack member number. The range is 1 to 8.
stack port <i>port-number</i>	Specifies the stack port on the member. The range is 1 to 2.
disable	Disables the specified port.
enable	Enables the specified port.

Command Default

The stack port is enabled.

Command Modes

Privileged EXEC

Command History

Release	Modification
Cisco IOS 15.0(2)EX1	This command was introduced.

Usage Guidelines

A stack is in the full-ring state when all members are connected through the stack ports and are in the ready state.

The stack is in the partial-ring state when the following occurs:

- All members are connected through their stack ports but some are not in the ready state.
- Some members are not connected through the stack ports.



Note

Be careful when using the **switch stack-member-number stack port port-number disable** command. When you disable the stack port, the stack operates at half bandwidth.

If you enter the **switch stack-member-number stack port port-number disable** privileged EXEC command and the stack is in the full-ring state, you can disable only one stack port. This message appears:

Enabling/disabling a stack port may cause undesired stack changes. Continue?[confirm]

switch

If you enter the **switch stack-member-number stack port port-number disable** privileged EXEC command and the stack is in the partial-ring state, you cannot disable the port. This message appears:

Disabling stack port not allowed with current stack configuration.

Examples

This example shows how to disable stack port 2 on member 4:

```
Switch# switch 4 stack port 2 disable
```

Related Commands

Command	Description
show switch	Displays information related to the stack member or the switch stack.

switch priority

To change the stack member priority value, use the **switch priority** command in global configuration mode on the stack master.

switch stack-member-number priority new-priority-value

Syntax Description

<i>stack-member-number</i>	Current stack member number. The range is 1 to 8.
<i>new-priority-value</i>	New stack member priority value. The range is 1 to 15.

Command Default

The default priority value is 1.

Command Modes

Global configuration

Command History

Release	Modification
Cisco IOS 15.0(2)EX1	This command was introduced.

Usage Guidelines

The new priority value is a factor when a new stack master is elected. When you change the priority value the stack master is not changed immediately.

Examples

This example shows how to change the priority value of stack member 6 to 8:

```
Switch switch 6 priority 8
Changing the Switch Priority of Switch Number 6 to 8
Do you want to continue?[confirm]
```

Related Commands

Command	Description
reload	Reloads the stack member and applies a configuration change.
session	Accesses a specific stack member from the stack master.
show switch	Displays information related to the stack member or the switch stack.
switch renumber	Changes the stack member number.

switch provision

switch provision

To supply a configuration to a new switch before it joins the switch stack, use the **switch provision** command in global configuration mode on the stack master. To delete all configuration information that is associated with the removed switch (a stack member that has left the stack), use the **no** form of this command.

```
switch stack-member-number provision type
no switch stack-member-number provision
```

Syntax Description	<i>stack-member-number</i>	Stack member number. The range is 1 to 8.
	<i>type</i>	Switch type of the new switch before it joins the stack.

Command Default The switch is not provisioned.

Command Modes Global configuration

Command History	Release	Modification
	Cisco IOS 15.0(2)EX1	This command was introduced.

Usage Guidelines For *type*, enter the model number of a supported switch that is listed in the command-line help strings.

To avoid receiving an error message, you must remove the specified switch from the switch stack before using the **no** form of this command to delete a provisioned configuration.

To change the switch type, you must also remove the specified switch from the switch stack. You can change the stack member number of a provisioned switch that is physically present in the switch stack if you do not also change the switch type.

If the switch type of the provisioned switch does not match the switch type in the provisioned configuration on the stack, the switch stack applies the default configuration to the provisioned switch and adds it to the stack. The switch stack displays a message when it applies the default configuration.

Provisioned information appears in the running configuration of the switch stack. When you enter the **copy running-config startup-config** privileged EXEC command, the provisioned configuration is saved in the startup configuration file of the switch stack.

**Caution**

When you use the **switch provision** command, memory is allocated for the provisioned configuration. When a new switch type is configured, the previously allocated memory is not fully released. Therefore, do not use this command more than approximately 200 times, or the switch will run out of memory and unexpected behavior will result.

Examples

This example shows how to provision a switch with a stack member number of 2 for the switch stack. The **show running-config** command output shows the interfaces associated with the provisioned switch.

```
Switch(config)# switch 2 provision WS-xxxx
Switch(config)# end
Switch# show running-config | include switch 2
!
interface GigabitEthernet2/0/1
!
interface GigabitEthernet2/0/2
!
interface GigabitEthernet2/0/3
<output truncated>
```

You also can enter the **show switch** user EXEC command to display the provisioning status of the switch stack.

This example shows how to delete all configuration information about stack member 5 when the switch is removed from the stack:

```
Switch(config)# no switch 5 provision
```

You can verify that the provisioned switch is added to or removed from the running configuration by entering the **show running-config** privileged EXEC command.

Related Commands

Command	Description
show switch	Displays information related to the stack member or the switch stack.

switch renumber

switch renumber

To change the stack member number, use the **switch renumber** command in global configuration mode on the stack master.

switch *current-stack-member-number* renumber *new-stack-member-number*

Syntax Description

<i>current-stack-member-number</i>	Current stack member number. The range is 1 to 8.
<i>new-stack-member-number</i>	New stack member number for the stack member. The range is 1 to 8.

Command Default

The default stack member number is 1.

Command Modes

Global configuration

Command History

Release	Modification
Cisco IOS 15.0(2)EX1	This command was introduced.

Usage Guidelines

If another stack member is already using the member number that you just specified, the stack master assigns the lowest available number when you reload the stack member.



Note

If you change the number of a stack member, and no configuration is associated with the new stack member number, that stack member loses its current configuration and resets to its default configuration.

Do not use the **switch *current-stack-member-number* renumber *new-stack-member-number*** command on a provisioned switch. If you do, the command is rejected.

Use the **reload slot *current stack member number*** privileged EXEC command to reload the stack member and to apply this configuration change.

Examples

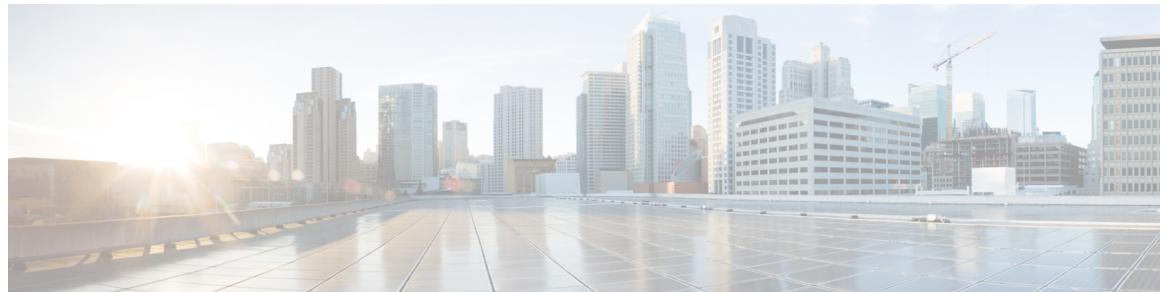
This example shows how to change the member number of stack member 6 to 7:

```
Switch(config)# switch 6 renumber 7
WARNING:Changing the switch number may result in a configuration change for that switch.
The interface configuration associated with the old switch number will remain as a provisioned
configuration.
Do you want to continue?[confirm]
```

Related Commands

Command	Description
reload	Reloads the stack member and applies a configuration change.
session	Accesses a specific stack member from the stack master.
show switch	Displays information related to the stack member or the switch stack.
switch	Disables or enables the specified stack port on the member.

switch renumber



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