

Chapter 18

Routing Information Protocol (RIP)

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Introduction

Routing Information Protocol (RIP) is a simple distance vector routing protocol. It enables the switch to learn routes to other networks. The following RFCs describe RIP:

- RFC 1058, *Routing Information Protocol*
- RFC 1723, *RIP Version 2—Carrying Additional Information*
- RFC 1582, *Extensions to RIP to Support Demand Circuits*

Route selection RIP determines the number of hops between the destination and the switch, where one hop is one link. This hop count is referred to as the RIP metric. Given a choice of routes, RIP uses the route with the lowest metric, and therefore the route that takes the lowest number of hops. If multiple routes have the same metric, RIP chooses the first route it finds.

RIP is limited to routes of 15 hops or less. If a network is more than 15 hops away, RIP does not put its route into the switch's routing table.

RIP suits star topologies very well. It is less suited to a meshed (multiply connected) network, because in meshed networks it learns multiple copies of routes, with different metrics.

Neighbours To maintain its table of RIP routes, the switch periodically receives broadcasts of routing information from neighbouring routers, called RIP neighbours. Similarly, the switch periodically broadcasts its routing information to its neighbours. The switch removes routes from the table if the neighbouring routers do not keep them up to date (refresh them).

Each switch interface's RIP neighbours must be in the same subnet as the interface. For security reasons, the switch only accepts RIP broadcasts from addresses in its subnet.

RIPv2 RFC 1723 describes RIP version 2, which enables RIP updates to contain subnet masks and next hop information. The ability to carry subnet masks means different subnets within the same network can use different sized subnet masks.

RIP on demand RFC 1582 extends RIP so that you can use it over dial-on-demand connections, which are activated when there is traffic to send. The two ends of the link exchange route information when their routing tables change. The routes do not age out, so RIP on demand does not need to exchange frequent messages to keep routes alive.

Configuring RIP

RIP automatically exchanges routing information with each neighbour when you specify the interface over which it accesses that neighbour. To start the process, use the command:

```
add ip rip interface=interface [other-options...]
```

To remove RIP neighbours, use the command:

```
delete ip rip interface=interface [other-options...]
```

If you delete all RIP neighbours, this also disables RIP broadcasts.

To modify the settings of a RIP neighbour, use the command:

```
set ip rip interface=interface [other-options...]
```

When you configure RIP over a dial-on-demand connection, use the command:

```
add ip rip interface=interface demand=yes [other-options...]
```

You can assign specific RIP metrics to statically-defined routes, by using one of the commands:

```
add ip route=ipadd interface=interface nexthop=ipadd  
metric1=1..16 [other-options...]
```

```
set ip route=ipadd interface=interface nexthop=ipadd  
metric1=1..16 [other-options...]
```

To display the neighbours to which the switch is sending RIP broadcasts, use the command:

```
show ip rip [other-options...]
```

RIP propagates interface routes as long as their status at a physical level is up. For VLANs, this means that RIP propagates the VLAN's interface route when at least one port in the VLAN is active. You can check which interfaces are down by using either of the following commands:

```
show ip interface
```

```
show ip route [other-options...]
```

In both of the above commands, a hash symbol (#) next to the interface name indicates that the interface is down.

Timers The operation of RIP is controlled by four global timers. To set the value of these timers, use the command:

```
set ip riptimer [flush=1..4294967295]  
[holddown=1..4294967295] [invalid=1..4294967295]  
[update=1..4294967295]
```

If you change a timer, existing routes are not affected, only new routes.

To display current values of the RIP timers, use the command:

```
show ip riptimer
```

Redistributing Routes into RIP

You can redistribute routes from the following sources as RIP routes:

- **Statically-Configured Routes**
- **BGP Routes**

Statically-Configured Routes

By default, RIP imports statically-configured routes into the RIP routing table and advertises them to RIP neighbours. To avoid advertising statically-configured routes over an interface, use one of the commands:

```
add ip rip interface=interface staticexport=no  
[other-options...]  
  
set ip rip interface=interface staticexport=no  
[other-options...]
```

To start advertising statically-configured routes again, use the command:

```
set ip rip interface=interface staticexport=yes  
[other-options...]
```

BGP Routes

You can configure RIP to redistribute up to 500 BGP routes as RIP routes, by using the command:

```
add ip rip redistribute protocol=bgp [other-options...]
```

You can also set the RIP metric for the imported routes, choose whether to import subnet routes, specify the number of routes to import, and filter routes through a route map.

To change the settings for redistributing routes, use the command:

```
set ip rip redistribute protocol=bgp [other-options...]
```

To display the settings for redistributing BGP routes, and the number of BGP routes that RIP is currently redistributing, use the command:

```
show ip rip redistribute
```

The number of routes that RIP can redistribute is limited because RIP is not designed to process large numbers of routes. By default, the limit is set to 50. When the limit is reached, routes are no longer imported until existing routes are removed. Because they are BGP routes, BGP controls when the routes disappear. To ensure RIP imports the routes it needs to, we recommend you:

- minimise the number of routes in the BGP route table by configuring automatic summarising
- use a route map to select an appropriate subset of the BGP routes

For information about route maps and filtering, see [Chapter 21, Filtering IP Routes](#).

To stop RIP from redistributing BGP routes, use the command:

```
delete ip rip redistribute protocol=bgp
```

Configuration Example

The following example shows how to configure RIP on a LAN. For another example that uses RIP, see [“Basic IP Setup over PPP” on page 13-46 of Chapter 13, Internet Protocol \(IP\)](#).

This example shows the following scenario ([Figure 18-1](#)):

- Switch A receives OSPF routes from a Metropolitan Area Network. RIP transfers these routes to routers and switches on the LAN.
- Switch B is on the same LAN as switch A.
- An ADSL modem connects a remote office to switch B, through switch port 2 on vlan2. The remote office is on a different subnet from switch A. RIP enables routing between the remote office and the LAN.

The configuration is shown in:

- [Figure 18-1](#)—a diagram of the scenario
- [Figure 18-2 on page 18-6](#)—the commands to configure Switch A
- [Figure 18-3 on page 18-6](#)—the commands to configure Switch B

Figure 18-1: Example configuration for RIP

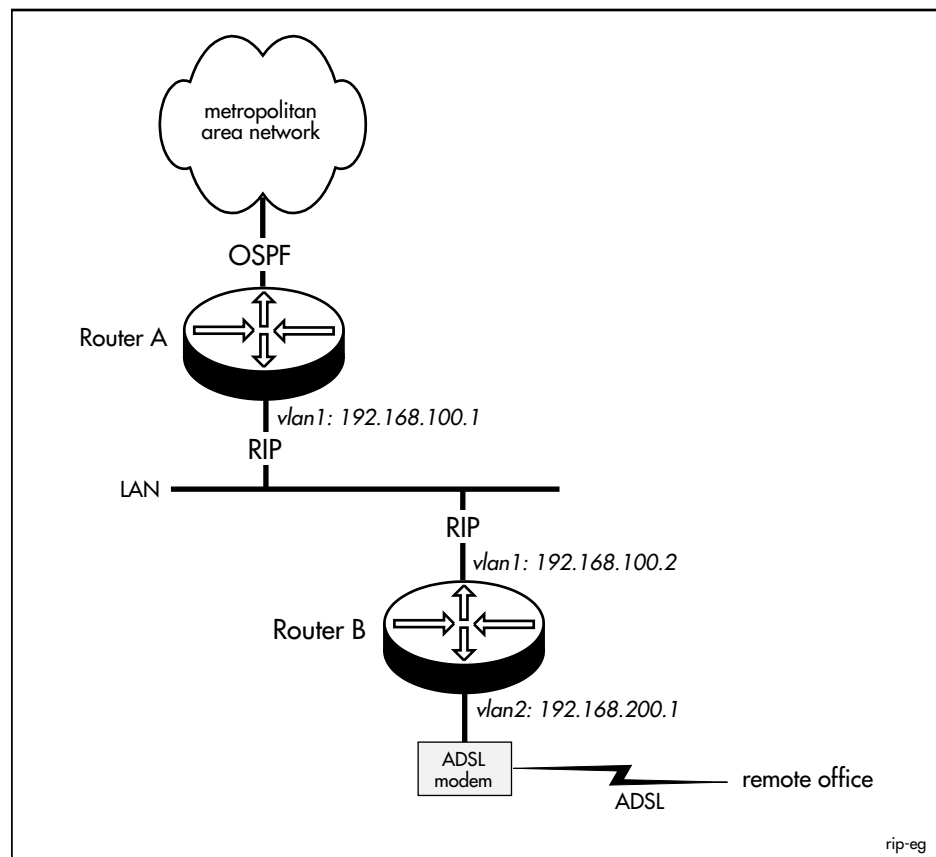


Figure 18-2: Example script for configuring RIP on Switch A

```
# Configuring RIP on Switch A

# enable IP routing
enable ip

# give vlan1 an IP address
add ip int=vlan1 ip=192.168.100.1 mask=255.255.255.0

# configure RIP over vlan1
add ip rip int=vlan1 send=rip2 receive=rip2
```

Figure 18-3: Example script for configuring RIP on Switch B

```
# Configuring RIP on Switch B

# enable IP routing
enable ip

# give vlan1 an IP address
add ip int=vlan1 ip=192.168.100.2 mask=255.255.255.0

# create vlan2, assign a port to it, and give it an IP address
create vlan=vlan2 vid=2
add vlan=2 port=2
add ip int=vlan2 ip=192.168.200.1 mask=255.255.255.0

# configure RIP over vlan1 and vlan2
add ip rip int=vlan1 send=rip2 receive=rip2
add ip rip int=vlan2 send=rip2 receive=rip2
```

Command Reference

This section describes the commands available on the switch to configure and manage RIP.

The shortest valid command is denoted by capital letters in the Syntax section. See [“Conventions” on page xlix of About this Software Reference](#) in the front of this manual for details of the conventions used to describe command syntax. See [Appendix A, Messages](#) for a complete list of error messages and their meanings.

add ip rip interface

Syntax `ADD IP RIP INTERface=interface [IP=ipadd] [NEXTHop=ipadd] [SEnD={None|RIP1|RIP2|COmpatible}] [RECEive={None|RIP1|RIP2|Both}] [DEMAnd={False|NO|OFF|ON|True|YES}] [Auth={None|PASSword|MD5}] [PASSword=password] [STATicexport={YES|NO}]`

where:

- *interface* is an interface name formed by concatenating a Layer 2 interface type, an interface instance, and optionally a hyphen followed by a logical interface number from 0 to 15. If a logical interface is not specified, 0 is assumed.
- *ipadd* is an IP address in dotted decimal notation.
- *password* is a string 1 to 16 characters long. Valid characters are any printable character.

Description This command configures an interface for RIP. The switch exchanges routing information with one or more neighbours via that interface.

The **interface** parameter specifies an existing interface on which to send or receive RIP packets. Valid interfaces are:

- PPP (such as ppp0, ppp1-1)
- VLAN (such as vlan1, vlan1-1)

To see a list of currently-available interfaces, use the [show interface command on page 10-51 of Chapter 10, Interfaces](#).

The **ip** parameter specifies the IP address of the RIP neighbour. The following table shows the difference between specifying an address and not specifying an address.

If you...	The switch accepts...	And sends RIP updates to...
specify an address by using ip	RIP packets from that address on this interface	that address.
do not specify ip	all RIP packets on this interface	the RIP multicast address 224.0.0.9 if the send parameter is rip2 or compatible . the broadcast address if the send parameter is rip1 .

The **nexthop** parameter specifies the IP address of the best next hop to the destination. In most configurations, the switch is the best next hop when it is the originator of the RIP update. In that case, specify **nexthop=0.0.0.0**. However, in some configurations, the best route to the destination is out another router. In that case, specify the IP address of that router as the next hop. This stops RIP neighbours from unnecessarily sending packets via the switch. See Appendix A of RFC 1723 for an example in which part of a network uses RIP and part uses another routing protocol such as OSPF. The **nexthop** parameter is only valid when you specify **ip** and when **send** is **rip2** or **compatible**. The default next hop is **0.0.0.0**.

The **send** parameter specifies the version of RIP packet to send. If you specify **none**, then the switch does not send RIP packets. If you specify **rip1**, then the switch sends RIPv1 packets. If you specify **rip2**, then the switch sends RIPv2 packets. If you specify **compatible**, then the switch sends RIPv2 packets that are compatible with routers that only receive RIPv1 packets. It achieves compatibility by excluding routes that such routers treat as host routes. The default is **rip1**.

The **receive** parameter specifies the version of RIP packets to receive. If you specify **none**, then the switch does not accept RIP packets from the specified IP address on the specified interface. If you specify **rip1**, then the switch accepts RIPv1 packets. If you specify **rip2**, then the switch accepts RIPv2 packets. If you specify **both**, then the switch accepts both RIPv1 and RIPv2 packets but only keeps routes that conform to RIPv1. Routes conform to RIPv1 if they are classful—for example, the network 172.16.x.x conforms as long as it uses a Class B mask of 255.255.0.0. The switch discards non-conforming routes. The default is **both**.

The **demand** parameter specifies whether the switch uses RIP demand procedures. This means that it:

- only sends RIP updates when it has new routing information
- does not time routes out

Specify **yes** if the connection to the neighbour is a dial-on-demand connection. Configure both ends of the connection to have the same setting. The default is **no**.

The **authentication** parameter specifies how the switch authenticates RIP packets. If you specify **none**, the switch does not authenticate RIP packets. If you specify **password**, the switch uses a plaintext password to authenticate RIP packets. If you specify **md5**, the switch uses an encrypted password. You must specify **none** unless the switch uses RIPv2. The default is **none**.

The **password** parameter specifies the password that the switch uses if **authentication** is **password** or **md5**. This parameter is required when authentication is used. The password can be up to 63 characters long, but the switch only uses the first 16 characters.

The **staticexport** parameter specifies whether the switch propagates static routing information from this interface. If you specify **yes**, the switch includes static routes in routing exports. If you specify **no**, the switch omits them. The default is **yes**.

Examples To broadcast RIPv1 on an Ethernet interface (vlan1), use the command:

```
add ip rip int=vlan1
```

To send RIPv2 updates on x900-48 FE and AT-9900 switches across a dial-on-demand interface (ppp0) with password authentication, but not accept any RIP packets on the interface, use the command:

```
add ip rip int=ppp0 sen=rip2 rec=no dem=yes au=pass  
pass=hanselandgretel
```

To receive RIPv2 packets from only one host (172.16.248.33) on an Ethernet interface (vlan1), and broadcast RIPv1 packets on the interface, use the commands:

```
add ip rip int=vlan1 ip=172.16.248.33 rec=rip2 sen=no  
add ip rip int=vlan1 rec=no
```

Related Commands

- [delete ip rip interface](#)
- [set ip rip interface](#)
- [show ip](#) in Chapter 13, Internet Protocol (IP)
- [show ip rip](#)

add ip rip redistribute

Syntax ADD IP RIP REDistribute PROTOcol=BGP [LIMit=1..500]
[METric=0..16] [ROUTEMap=*routermap*] [SUBNET={ON|OFF|Yes|
No|True|False}]

where *routermap* is a character string from 1 to 15 characters long

Description This command enables the switch to redistribute BGP routes as RIP routes.

The **protocol** parameter specifies the routing protocol from which RIP will obtain the routes that it redistributes. **Protocol** must be set to BGP. You can also redistribute statically-configured routes into RIP by using the **staticexport** parameter of the [add ip rip interface command on page 18-7](#).

The **limit** parameter specifies the maximum number of BGP routes that the switch can import into RIP. Importing too many routes into RIP reduces RIP's performance. The default limit is 50.

The **metric** parameter specifies the metric that RIP gives the imported routes, unless you set the metric in the route map responsible for route filtering. If you do not specify a metric with this parameter or the route map, RIP uses the route's original metric.

The **routermap** parameter specifies a route map. You can use the route map to select routes for RIP to import, and to tag routes or change the route metric. The route map must already exist. To create a route map, use the [add ip routermap command on page 21-46 of Chapter 21, Filtering IP Routes](#).

The **subnet** parameter specifies whether RIP can import subnet routes. This parameter only applies if the switch is configured to send RIPv2 packets. If you specify **no**, RIP only imports classful network routes. If you specify **yes**, RIP imports both classful and classless network routes. The default is **yes**.

Example To enable RIP to redistribute 50 BGP routes, which are selected by the route map called *bgp_to_rip*, use the command:

```
add ip rip red prot=bgp routem=bgp_to_rip
```

Related Commands [add ip rip interface](#)
[add ip routermap](#) in Chapter 21, Filtering IP Routes
[delete ip rip redistribute](#)
[set ip rip redistribute](#)
[show ip rip redistribute](#)

add ip trusted

Syntax `ADD IP TRusted=ipadd`

where *ipadd* is an IP address in dotted decimal notation

Description This command defines a *trusted router*. A trusted router is a source of RIP broadcasts that you trust to provide up-to-date, valid routing information. If you define trusted routers, the switch only accepts routing information and includes it in the routing table if it comes from a trusted router. A maximum of 32 trusted routers can be defined.

If you do not define trusted routers, the switch accepts routing information from any source, unless you have applied a route filter. See [“Routing Information Protocol \(RIP\)” on page 21-31 of Chapter 21, Filtering IP Routes](#).

The **trusted** parameter specifies the IP address of a device from which RIP information is accepted. Adding one or more trusted routers automatically enables the trusted router option.

Examples To specify the device with an IP address of 172.16.8.33 as a trusted source of RIP information, use:

```
add ip tr=172.16.8.33
```

Related Commands [delete ip trusted](#)
[show ip trusted](#)

delete ip rip interface

Syntax DELEte IP RIP INTerface=*interface* [IP=*ipadd*]

where:

- *interface* is an interface name formed by concatenating a Layer 2 interface type, an interface instance, and optionally a hyphen followed by a logical interface number from 0 to 15. If a logical interface is not specified, 0 is assumed.
- *ipadd* is an IP address in dotted decimal notation.

Description This command deletes a RIP neighbour. The switch stops exchanging routing information with the RIP neighbour.

The **interface** parameter specifies the interface via which the switch receives RIP packets from the RIP neighbour. Valid interfaces are:

- PPP (such as ppp0, ppp1-1)
- VLAN (such as vlan1, vlan1-1)

To see a list of currently available interfaces, use the [show interface command on page 10-51 of Chapter 10, Interfaces](#), or the [show ip interface command on page 13-159 of Chapter 13, Internet Protocol \(IP\)](#).

The **ip** parameter specifies the IP address of the neighbour to delete.

Examples To delete a neighbour that is broadcasting RIP on an Ethernet interface (vlan1), use the command:

```
del ip rip int=vlan1
```

To delete a neighbour that is sending to a specific IP address on a PPP interface, use the command:

```
del ip rip int=ppp0 ip=172.16.248.33
```

Related Commands [add ip rip interface](#)
[set ip rip interface](#)
[show ip](#) in Chapter 13, Internet Protocol (IP)
[show ip rip](#)

delete ip rip redistribute

Syntax DELEte IP RIP REDistribute PROTOcol=BGP

Description This command stops RIP redistributing BGP routes, by deleting the redistribution entry.

Example To stop RIP from importing BGP routes, use the command:

```
del ip rip red prot=bgp
```

Related Commands [add ip rip redistribute](#)
[set ip rip redistribute](#)
[show ip rip redistribute](#)

delete ip trusted

Syntax DELEte IP TRusted=*ipadd*

where *ipadd* is an IP address in dotted decimal notation

Description This command deletes an entry from the trusted router table.

The **trusted** parameter specifies the IP address of a host from which RIP information is no longer accepted. Deleting all trusted routers automatically disables the trusted router option.

Examples To delete the host with an IP address of 172.16.8.33 as a trusted source of RIP information, use:

```
del ip tr=172.16.8.33
```

Related Commands [add ip trusted](#)
[show ip trusted](#)

set ip rip interface

Syntax SET IP RIP INTERface=*interface* [IP=*ipadd*]
 [NEWipaddress=*newipadd*] [NEXThop=*ipadd*] [SENd={None|
 RIP1|RIP2|COmpatible}] [RECeive={None|RIP1|RIP2|BOth}]
 [DEMAnd={False|NO|OFF|ON|True|YES}] [Auth={None|
 PASSword|MD5}] [PASSword=*password*] [STATicexport={YES|
 NO}]

where:

- *interface* is an interface name formed by concatenating a Layer 2 interface type, an interface instance, and optionally a hyphen followed by a logical interface number from 0 to 15. If a logical interface is not specified, 0 is assumed.
- *ipadd* is an IP address in dotted decimal notation that identifies a specific RIP interface.
- *newipadd* is an IP address in dotted decimal notation that you want this RIP interface to use. A value of 0.0.0.0 means you wish to remove the existing IP address from this RIP interface.
- *password* is a string 1 to 16 characters long. Valid characters are any printable character.

Description This command sets attributes of the RIP neighbour. The IP address and the interface identify which RIP neighbour to change.

The **interface** parameter specifies an existing interface that the RIP neighbour is on. Valid interfaces are:

- PPP (such as ppp0, ppp1-1)
- VLAN (such as vlan1, vlan1-1)

To see a list of currently-available interfaces, use the [show interface command on page 10-51 of Chapter 10, Interfaces](#), or the [show ip interface command on page 13-159 of Chapter 13, Internet Protocol \(IP\)](#).

Use the **ip** parameter to specify the IP address of the RIP neighbour you wish to set new values for. This parameter is mandatory if the neighbour was created using an IP address, as it is needed to correctly identify the neighbour.

Use the **newipaddress** parameter to change the currently defined IP address for the RIP neighbour to either a new address or no address, or to add an IP address if one was not previously set.

The following table shows the different outcomes that are possible:.

If you have...	And you...	The switch accepts...	And sends RIP updates to...
1) An RIP interface with an IP address already defined	Use newipaddress to set a new IP address.	RIP packets from that address on this interface	the new address.
	Use newipaddress to set the IP address to nothing (0.0.0.0)	all RIP packets on this interface	the RIP multicast address 224.0.0.9 if the send parameter is rip2 or compatible . the broadcast address if the send parameter is rip1 .
2) An RIP interface without a current IP address	use newipaddress to set an IP address.	RIP packets from that address on this interface.	the new address.

The **nexthop** parameter specifies the IP address of the best next hop to the destination. In most configurations, the switch is the best next hop when it is the originator of the RIP update. In that case, specify **nexthop=0.0.0.0**. However, in some configurations, the best route to the destination is out another router. In that case, specify the IP address of that router as the next hop. This stops RIP neighbours from unnecessarily sending packets via the switch. See Appendix A of RFC 1723 for an example in which part of a network uses RIP and part uses another routing protocol such as OSPF. The **nexthop** parameter is only valid when you specify **ip** and when **send** is **rip2** or **compatible**. The default next hop is **0.0.0.0**.

The **send** parameter specifies the version of RIP packet to send. If you specify **none**, then the switch does not send RIP packets. If you specify **rip1**, then the switch sends RIPv1 packets. If you specify **rip2**, then the switch sends RIPv2 packets. If you specify **compatible**, then the switch sends RIPv2 packets that are compatible with routers that only receive RIPv1 packets. It achieves compatibility by excluding routes that such routers treat as host routes. The default is **rip1**.

The **receive** parameter specifies the version of RIP packets to receive. If you specify **none**, then the switch does not accept RIP packets from the specified IP address on the specified interface. If you specify **rip1**, then the switch accepts RIPv1 packets. If you specify **rip2**, then the switch accepts RIPv2 packets. If you specify **both**, then the switch accepts both RIPv1 and RIPv2 packets but only keeps routes that conform to RIPv1. Routes conform to RIPv1 if they are classful—for example, the network 172.16.x.x conforms as long as it uses a Class B mask of 255.255.0.0. The switch discards non-conforming routes. The default is **both**.

The **demand** parameter specifies whether the switch uses RIP demand procedures. This means that it:

- only sends RIP updates when it has new routing information
- does not time routes out

Specify **yes** if the connection to the neighbour is a dial-on-demand connection. Configure both ends of the connection to have the same setting. The default is **no**.

The **authentication** parameter specifies how the switch authenticates RIP packets. If you specify **none**, the switch does not authenticate RIP packets. If you specify **password**, the switch uses a plaintext password to authenticate RIP packets. If you specify **md5**, the switch uses an encrypted password. You must specify **none** unless the switch uses RIPv2. The default is **none**.

The **password** parameter specifies the password that the switch uses if **authentication** is **password** or **md5**. This parameter is required when authentication is used. The password can be up to 63 characters long, but the switch only uses the first 16 characters.

The **staticexport** parameter specifies whether the switch propagates static routing information from this interface. If you specify **yes**, the switch includes static routes in routing exports. If you specify **no**, the switch omits them. The default is **yes**.

Examples To change the password for an RIP neighbour using authentication, use the command:

```
set ip rip int=vlan2 ip=172.16.248.33 pass=supersecret
```

To change an RIP neighbour so that it uses RIPv2 instead of RIPv1, use the command:

```
set ip rip int=vlan2 ip=172.16.248.33 sen=rip2 rec=rip2
```

Related Commands

- [add ip rip interface](#)
- [delete ip rip interface](#)
- [set ip riptimer](#)
- [show ip rip](#)

set ip rip redistribute

Syntax SET IP RIP REDistribute PROTOcol=BGP [LIMit=1..500]
[METric=0..16] [ROUTEMap=*routemap*] [SUBNET={ON|OFF|
Yes|No|True|False}]

where *routemap* is a character string from 1 to 15 characters long

Description This command changes the settings the switch uses when it redistributes BGP routes as RIP routes.

The **protocol** parameter specifies the routing protocol from which RIP will obtain the routes that it redistributes. **Protocol** must be set to BGP. You can also redistribute statically-configured routes into RIP by using the **staticexport** parameter of the [add ip rip interface command on page 18-7](#).

The **limit** parameter specifies the maximum number of BGP routes that the switch can import into RIP. Importing too many routes into RIP reduces RIP's performance. The default limit is 50.

The **metric** parameter specifies the metric that RIP gives the imported routes, unless you set the metric in the route map responsible for route filtering. If you do not specify a metric with this parameter or the route map, RIP uses the route's original metric.

The **routemap** parameter specifies a route map. You can use the route map to select routes for RIP to import, and to tag routes or change the route metric. The route map must already exist. To create a route map, use the [add ip routemap command on page 21-46 of Chapter 21, Filtering IP Routes](#). To stop using a route map, specify **routemap=** without specifying a route map name.

The **subnet** parameter specifies whether RIP can import subnet routes. This parameter only applies if the switch is configured to send RIPv2 packets. If you specify **off**, RIP only imports classful network routes. If you specify **on**, RIP imports classless network routes. The default is **on**.

Example To change the number of routes that RIP imports to 200, use the command:

```
set ip rip red prot=bgp lim=200
```


set ip riptimer

Related Commands

- `set ip rip interface`
- `show ip rip`
- `show ip rip timer`

show ip rip

Syntax SHow IP RIP [INTerface=*interface*] [IP=*ipadd*]

where:

- *interface* is an interface name formed by concatenating a Layer 2 interface type, an interface instance, and optionally a hyphen followed by a logical interface number in the range. If a logical interface is not specified, 0 is assumed.
- *ipadd* is an IP address in dotted decimal notation.

Description This command displays information about the RIP configuration for IP (Figure 18-4, Table 18-1). The **interface** and **ip** parameters can be used to restrict the display to RIP neighbours on specific interfaces or with specific IP addresses. Valid interfaces are:

- PPP (such as ppp0, ppp1-1)
- VLAN (such as vlan1, vlan1-1)

Figure 18-4: Example output from the **show ip rip** command

Interface	IP Address Password	Send	Receive	Demand	Static	NextHop	Auth
-----	-----	-----	-----	-----	-----	-----	-----
vlan1	172.16.249.34 *****	RIP1	RIP2	YES	NO	-	PASS
vlan2	172.16.250.2 NOT SET	RIP2	NONE	YES	YES	-	PASS
-----	-----	-----	-----	-----	-----	-----	-----

Table 18-1: Parameters in output of the **show ip rip** command

Parameter	Meaning
Interface	Interface over which RIP packets are exchanged with the RIP neighbour. When multihoming is enabled (two or more logical interfaces have been assigned to a single Layer 2 interface), all interface names include a hyphen and the logical interface number.
IP Address	IP address of the RIP neighbour.
Send	Whether the type of RIP packets is none, RIP1, RIP2, or comp.
Receive	Whether to receive RIP1, RIP2, or both types of RIP packets, or none.
Dmd (demand)	Whether to use the demand RIP procedures.
Stc (static)	Whether static routes are exported.
NextHop	IP address destination of the RIP update of the next hop back to the configured device. Valid when using RIPv2.
Auth	Whether to use a password, MD5, or no authentication with the RIP neighbour.
Password	Whether a password is set.

Examples To show the RIP configuration for the vlan1 interface, use the command:

```
sh ip rip int=vlan1
```

Related Commands

- [add ip rip interface](#)
- [delete ip rip interface](#)
- [set ip rip interface](#)
- [show ip](#) in Chapter 13, Internet Protocol (IP)

show ip rip counter

Syntax `SHoW IP RiP COUnTer [= {Detail | Summary}]`
`[INTErface=interface] [IP=ipadd]`

where:

- *interface* is an interface name formed by concatenating a Layer 2 interface type, an interface instance, and optionally a hyphen followed by a logical interface number from 0 to 15. If a logical interface is not specified, 0 is assumed.
- *ipadd* is an IP address in dotted decimal notation.

Description This command displays counters for RIP ([Figure 18-5](#), [Table 18-2](#)).

The **counter** parameter specifies whether to display summary or detailed information. If **detail** is specified, counters for each RIP neighbour and total counts for all RIP neighbours are displayed. Otherwise, the total counts for all RIP neighbours are displayed.

The **interface** and **ip** parameters restrict the display to RIP neighbours on specific interfaces or with specific IP addresses. Valid interfaces are:

- PPP (such as ppp0, ppp1-1)
- VLAN (such as vlan1, vlan1-1)

Figure 18-5: Example output from the **show ip rip counter=detail** command

```
IP RIP Counters:
Interface: eth0
  Input:
    inResponses ..... 2568
    inTrigRequests ..... 0
    inTrigResponses ..... 0
    inTrigAcks ..... 0
    inDiscards ..... 0
  Output:
    outResponses ..... 2567
    outTrigRequests ..... 0
    outTrigResponses ..... 0
    outTrigAcks ..... 0

IP RIP Counter Summary:
  Input:
    inResponses ..... 5135
    inTrigRequests ..... 0
    inTrigResponses ..... 0
    inTrigAcks ..... 0
    inDiscards ..... 0
  Output:
    outResponses ..... 5134
    outTrigRequests ..... 0
    outTrigResponses ..... 0
    outTrigAcks ..... 0
```

Table 18-2: Parameters in output of the **show ip rip counter** command

Parameter	Meaning
Interface	Interface of the RIP neighbour. When multihoming is enabled (two or more logical interfaces have been assigned to a single Layer 2 interface), all interface names include a hyphen and the logical interface number.
IP Address	IP address of the RIP neighbour.
inResponses	Number of response packets received.
inTrigRequests	Number of triggered request packets received.
inTrigResponses	Number of triggered response packets received.
inTrigAcks	Number of triggered acknowledge packets received.
inDiscards	Number of packets discarded. Packets may be discarded due to authentication failure, packets received when receive is disabled, or mismatched sequence number of a triggered acknowledgement.
outResponses	Number of response packets transmitted.
outTrigRequests	Number of triggered request packets transmitted.
outTrigResponses	Number of triggered response packets transmitted.
outTrigAcks	Number of triggered acknowledge packets transmitted.

Related Commands [show ip counter](#) in Chapter 13, Internet Protocol (IP)
[show ip rip](#)

show ip rip redistribute

Syntax SHow IP RIP REDistribute

Description This command displays information about importing routes from BGP into RIP (Figure 18-6, Table 18-3).

Figure 18-6: Example output from the **show ip rip redistribute** command

RIP Route Redistribute				
Protocol	RouteMap	Subnet	Metric	Redistribute/Limit
BGP	bgp_to_rip	Yes	10	68/100

Table 18-3: Parameters in output of the **show ip rip redistribute** command

Parameter	Meaning
Protocol	The routing protocol that the redistributed routes come from: BGP.
RouteMap	The name of the route map that selects routes for RIP to import, and/or changes the route metric.
Subnet	Whether RIP can import subnet routes; either No (RIP only imports classful network routes) or Yes (RIP imports classless and classful network routes).
Metric	The metric that RIP gives the imported routes, or "-" if the metric is not changed when redistributing. A metric set by the route map overrides this setting.
Redistribute	The number of routes that RIP has redistributed.
Limit	The maximum number of routes that RIP can redistribute.

Examples To display the number of BGP routes that RIP has redistributed, use the command:

```
sh ip rip red
```

Related Commands

- [add ip rip redistribute](#)
- [delete ip rip redistribute](#)
- [set ip rip redistribute](#)
- [show ip routemap](#) in Chapter 21, Filtering IP Routes

show ip riptimer

Syntax SHow IP RIPTimer

Description This command displays the current settings of the global RIP timers (Figure 18-7, Table 18-4).

Figure 18-7: Example output from the **show ip riptimer** command

```
IP RIP timers
Timer name      Default      Current
-----
Update          30           5
Invalid         180          15
Holddown        120          60
Flush           300          75
-----
```

Table 18-4: Parameters in the output of the **show ip riptimer** command

Parameter	Meaning
Timer name	Timer name.
Default	Default in seconds for the timer.
Current	Current value in seconds for the timer.
Update	Time in seconds between RIP updates for all interfaces not using RIP on demand.
Invalid	Time in seconds after which the switch deems a route to be invalid when no update has been received for the route.
Holddown	Time in seconds after a route has become invalid during which the switch ignores updates for the route that would normally make the route valid again.
Flush	Time in seconds from the last update of a route until the route is flushed from the route table.

Examples To display the current settings of the global RIP timers, use the command:

```
sh ip ript
```

Related Commands [set ip riptimer](#)

show ip trusted

Syntax SHow IP TRusted

Description This command displays the contents of the trusted router table and the state of the enable flag (Figure 18-8). The trusted router table ensures that the switch's routing table is updated only by *trusted* sources of routing information. Other routers are not filtered but their routing information is not used until they are added to the table.

Figure 18-8: Example output from the **show ip trusted** command

```
Host address
-----
172.16.8.33
-----
```

Related Commands [add ip trusted](#)
[delete ip trusted](#)

