

Chapter 59

Scripting

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Introduction

This chapter describes the Scripting facility provided by the switch, and how to create and run scripts.

The switch's command processor accepts configuration commands entered from a terminal connected to an asynchronous port or a Telnet connection. The command line editing and recall functions enable previous commands to be recalled, edited, and re-executed. However, this approach can be cumbersome when many similar commands must be entered, or when sequences of commands must be repeatedly entered at different times or on different switches.

The Scripting facility allows sequences of commands to be stored in a script and replayed any time so that switches can be easily and quickly configured. Scripts can be activated from the command line (using the [activate script command on page 59-7](#)), from a trigger, or when users log in (autoexec.scp).

Scripts are stored in the switch's file system as text files in flash or NVS. By convention, scripts with a CFG file type contain configuration commands to be executed at startup. Scripts with a SCP file type are intended for other repetitive tasks. A special configuration script named boot.cfg is executed at startup if it is in flash or NVS and no other configuration script has been set. This script executes a sequence of commands every time the switch reboots.

Activating a Script at Login

When someone with User level privilege logs in, the switch activates an auto-executing file, autoexec.scp, if one is in flash memory. Users with Manager level privilege or higher also create these script files. For example, this script can automatically establish a Telnet or Telbin session to a remote host when the user logs on instead of displaying the command prompt.

Creating Scripts

Scripts are text files containing standard switch configuration commands that would normally be entered at the switch's command line. A script can be created by using one of the following methods:

- [Using Script Commands](#)
- [Using the Built-In Text Editor](#)
- [Loading from a TFTP Server](#)
- [Loading from an Asynchronous Port](#)

When a script includes more than one command, the commands are executed in sequence and as quickly as possible, without necessarily waiting for the previous command to finish. Therefore, when running scripts with multiple commands, the switch may interpret the output of one command as input for a subsequent command. When creating new scripts, users should test them to make sure they run as desired.

Using Script Commands

Script commands are entered at the switch's command line prompt. To create a script, use the [add script command on page 59-8](#).

Additional lines can be added to the script by repeating the command as often as necessary. To change text in a script file, use the [set script command on page 59-12](#).

To re-order lines in a script file, use one of these commands:

```
set script=filename line=line before=line  
set script=filename line=line after=line
```

To display the contents of a script file, use the [show script command on page 59-14](#).

Using commands to create scripts can be cumbersome and is recommended only when the script is short or no other method is available. It is much easier to use the switch's built-in text editor, or to create the file on a PC and download it using the **load** command.

Using the Built-In Text Editor

The switch's built-in text editor can be used to create scripts. The editor is invoked by using the command:

```
edit [filename]
```

See [“Built-In Editor” on page 6-5 of Chapter 6, Managing the File System](#) for more information about using the built-in editor. Before starting the editor, make sure your terminal, terminal emulation program, or Telnet client is 100% compatible with a VT100 terminal.

The editor uses VT100 command sequences and should be used with a VT100-compatible terminal, terminal emulation program, or Telnet client. Scripts created with the editor must be named as a SCP or CFG file type so the system can identify them.

Loading from a TFTP Server

Script files can be downloaded from a TFTP server by using the command:

```
load [file=filename] [destination={flash|nvs}] [server=ipadd]  
[delay=delay]
```

The advantages of loading script files from a TFTP server are that the files can be created with any text editor or application that generates plain ASCII text files. Also, scripts can be shared and used on any number of switches, and the scripts for an entire network of switches can be managed centrally under change control if desired.

Loading from an Asynchronous Port

Script files can be downloaded over one of the switch's asynchronous ports by using the command:

```
load [file=filename] [destination={flash|nvs}] [asyn=port]
[delay=delay]
```

After the **load** command is executed, all input received via the specified asynchronous port is captured and saved in the specified file. The load stops when a control character other than a carriage return (ASCII 13) or line feed (ASCII 10) is received.

Using Scripts

Scripts can activate other scripts. A newly activated child script is independent of the parent and runs in parallel.

Because scripts can activate other scripts, take care **not** to make a loop of script activation. To minimise the impact on the system of executing a script, a brief pause is inserted between the execution of each line of a script. The exception is the startup script, `boot.cfg`, which executes commands with no delays.

The output from a script can be directed to the TTY device (a terminal connected to an asynchronous port or a Telnet connection) where the script is activated or to the Logging facility. The default is to direct output from the boot script `boot.cfg` to the Logging facility, and output from other scripts to the TTY device.

When using large scripts and if the command line option "Q=Quit" is entered, a wait may be required while the script is executed. The message "Script activating. Please wait..." is displayed. When the script finishes, "Script complete" appears along with the command prompt.

Script Parameters

Parameters are passed to a script when it is executed. For example, the module-specific Trigger facility passes parameters specific to each trigger type that give details about the event that activated the trigger. Up to eight parameters can be passed to a script in command. Parameters should be separated by spaces, for example:

```
activate script=[filename] [param1 param2 param3 param4 param5
param6 param7 param8]
```

The symbols %1 to %8 are used in a script to refer to the passed parameters, and are automatically replaced by the parameter values before the script is executed. Parameters allow generic scripts to be written to handle certain operations.

The following table shows script parameters available in all scripts.

Variable	Meaning
%D	Current system date in dd-mmm-yyyy format.
%T	Current system time in the 24-hour format hh:mm:ss.
%N	System name for the switch.
%S	Serial number for the switch.

Script Control Structures

The IF..THEN..ELSE..ENDIF control structure can be used to execute a different set of switch commands depending on some condition:

```
if string1 {eq|ne} string2 then
    switch commands...
endif

if string1 {eq|ne} string2 then
    switch commands...
else
    switch commands...
endif
```

The EQ and NE logical operators test that *string1* and *string2* are equal or not equal, respectively. Note that the test, or comparison, of *string1* and *string2* is limited to the first three characters of each string. For example, consider the following script:

```
if %N eq tsta then
    set sys name=tstb
else
    set sys name=tsta
endif
```

Using this script would not change the system name as the characters *tst* in each string are compared, not *tsta* and *tstb*. Tests are not case sensitive so the following expressions are equivalent:

```
FLASH EQ FLASH
FLASH EQ flash
```

If the result of the expression is true, then the switch commands between the IF..THEN and ELSE or ENDIF statements are executed. Control continues with the next statement after the IF..THEN..ELSE..ENDIF statement. If the result of the expression is false and there is an ELSE clause, then the switch commands between the ELSE and ENDIF statements are executed. Control continues with the next statement after the IF..THEN..ELSE..ENDIF statement. If the result of the expression is false and there is no ELSE clause, then control continues with the next statement after the IF..THEN..ELSE..ENDIF statement.

By using parameters with IF..THEN..ELSE..ENDIF control structures, a script can be written to behave differently depending on the values of the parameters passed to the script. For example, consider the following script called L.scp:

```
if %2 eq flash then
    file=%1 =flash =202.36.163.10
else
    load file=%1 dest=nvs server=202.36.163.10
endif
```

The script can be activated to load a file into flash with the command:

```
activate script=l.scp file.txt flash
```

Command Reference

This section describes the commands available on the switch to configure the Script facility, and to create and execute scripts.

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

activate script

Syntax ACTivate SCript=*filename* [OUtput=*device*] [*parameters*]

where:

- *filename* is a file name in the format [device:]*filename.type*.
 - *device* is the name of the memory device where the file is stored—flash or NVS. If *device* is specified, it must be separated from the rest of the file name by a colon. The default is flash.
 - *type* must be SCP or CFG. If *type* is not entered, SCP is assumed.
 - Valid characters are uppercase and lowercase letters, digits, and the characters ~ ' ! @ # \$ % ^ & () _ - { }. Invalid characters are * + = " | \ [] ; : ? / , < > . Wildcards are not allowed.
- *device* is the name of the device where the output from the script is to be directed (for example, LOG).
- *parameters* is a list of one to eight parameters. Each parameter is a string 1 to 255 characters long. Valid characters are any printable character.

Description This command activates a script file, including configuration scripts. This command requires a user with security officer privilege when the switch is in security mode.

The **script** parameter specifies the file name of the script. A complete file name must be specified, including device, filename, and type. The file type must be SCP or CFG.

The **output** parameter specifies the name of the device where output from the script is directed. The only output device currently supported is the Logging facility (LOG). If **output** is not specified, output goes to the TTY device (a terminal connected to an asynchronous port or a Telnet connection) where the script was activated.

Up to eight parameters can be passed to a script. Parameters are specified on the command line after the script name, separated by spaces. Within the script, the parameters are referenced by the symbols %1 to %8, which are replaced at run time by the parameter values.

Examples To activate a script called showme.scp stored in NVS, use the command:

```
act sc=nvs:showme.scp
```

Related Commands [add script](#)
[delete script](#)
[deactivate script](#)
[set script](#)
[show script](#)

add script

Syntax `ADD SScript=filename TEXT=text [Line=line]`

where:

- *filename* is a file name in the format [device:]filename.type.
 - *device* is the name of the memory device where the file is stored—flash or NVS. If *device* is specified, it must be separated from the rest of the file name by a colon. The default is flash.
 - *type* must be SCP or CFG. If *type* is not entered, SCP is assumed.
 - Valid characters are uppercase and lowercase letters, digits (0–9), and the characters ~ ' ! @ # \$ % ^ & () _ - { }. Invalid characters are * + = " | \ [] ; : ? / , < > . Wildcards are not allowed.
- *text* is a string 1 to 127 characters long. Valid characters are any printable character. If the string contains spaces, it must be in double quotes.
- *line* is the number of a line in the script, expressed as a decimal number.

Description This command adds a line of text to an existing script. It requires a user with security officer privilege when the switch is in security mode.

The **script** parameter specifies the file name of the script. A complete file name must be specified, including device, filename, and type. The file type must be SCP or CFG.

The **text** parameter specifies the line of text to add to the script.

The **line** parameter specifies the line in the script after which the new line of text is inserted. If the **line** parameter is not specified, the new line of text is added to the end of the script.

Examples To add a script called showme.scp stored in NVS, use the command:

```
add sc=nvs:showme.scp tex="show log"
```

Related Commands [activate script](#)
[delete script](#)
[deactivate script](#)
[set script](#)
[show script](#)
[wait](#)

deactivate script

Syntax `DEACTivate SScript=filename`

where:

- *filename* is a file name in the format `[device:]filename.type`.
 - *device* is the name of the memory device where the file is stored—flash or NVS. If *device* is specified, it must be separated from the rest of the file name by a colon. The default is flash.
 - *type* must be SCP or CFG. If *type* is not entered, SCP is assumed.
 - Valid characters are uppercase and lowercase letters, digits, and the characters `~ ' ! @ # $ % ^ & () _ - { }`. Invalid characters are `* + = " | \ [] ; : ? / , < >`. Wildcards are not allowed.

Description This command stops the playing of a script file. It requires a user with security officer privilege when the switch is in security mode.

The **script** parameter specifies the file name of the script. A complete filename must be specified, including device, filename, and type. The file type must be SCP or CFG. Because of the speed that scripts play and their generally small size, it may not be practical to stop a script once it has been activated.

Examples To deactivate a script called `showme.scp` stored in NVS, use the command:

```
deact sc=nvs:showme.scp
```

Related Commands [activate script](#)
[add script](#)
[delete script](#)
[set script](#)
[show script](#)

delete script

Syntax `DELEte SCript=filename [LIne=line]`

where:

- *filename* is a file name in the format `[device:]filename.type`.
 - *device* is the name of the memory device where the file is stored—flash or NVS. If *device* is specified, it must be separated from the rest of the file name by a colon. The default is flash.
 - *type* must be SCP or CFG. If *type* is not entered, SCP is assumed.
 - Valid characters are uppercase and lowercase letters, digits, and the characters `~ ' ! @ # $ % ^ & () _ - { }`. Invalid characters are `* + = " | \ [] ; : ? / , < >`. Wildcards are not allowed.
- *line* is the number of a line in the script, expressed as a decimal number.

Description This command deletes an entire script file, or deletes a line of text from a script file. It requires a user with Security Officer privilege when the switch is in security mode.

The **script** parameter specifies the file name of the script. A complete filename must be specified, including device, filename, and type. The file type must be SCP or CFG.

The **line** parameter specifies the line in the script to be deleted. If the **line** parameter is not specified, the entire script is deleted.

Examples To delete a script called showme.scp stored in NVS, use the command:

```
del sc=nvs:showme.scp
```

Related Commands

- [activate script](#)
- [add script](#)
- [deactivate script](#)
- [delete file](#)
- [set script](#)
- [show script](#)

if..then..else..endif

Syntax IF *string1* {EQ|NE} *string2* THEN *commands* [ELSE *commands*]
ENDIF

where *string1* and *string2* are strings 1 to 255 characters long. Valid characters are any printable character.

Description The IF..THEN..ELSE..ENDIF control structure is used in a script to execute a different set of switch commands depending on some condition:

```
if string1 {eq|ne} string2 then
    switch commands...
endif

if string1 {eq|ne} string2 then
    switch commands...
else
    switch commands...
endif
```

The EQ and NE logical operators test that *string1* and *string2* are equal or not equal, respectively. Tests are not case sensitive, so the following expressions are equivalent:

```
flash eq flash
flash eq flash
```

string1 and *string2* may be the replaceable parameters %1 to %8, allowing script execution to be controlled by parameters passed to the script.

If the result of the expression is true, then the switch commands between the IF..THEN and ELSE or ENDIF statements are executed. Control continues with the next statement after the IF..THEN..ELSE..ENDIF statement. If the result of the expression is false and there is an ELSE clause, then the switch commands between the ELSE and ENDIF statements are executed. Control continues with the next statement after the IF..THEN..ELSE..ENDIF statement. If the result of the expression is false and there is no ELSE clause, then control continues with the next statement after the IF..THEN..ELSE..ENDIF statement.

Examples The following script, named L.scp, illustrates conditional execution based on passed parameters:

```
if %2 eq flash then
    load file=%1 dest=flash server=202.36.163.10
else
    load file=%1 dest=nvs server=202.36.163.10
endif
```

The script could be activated to load the file named file.txt into flash using the command:

```
act sc=l.scp file.txt fl
```

Related Commands [wait](#)

set script

Syntax SET SScript=*filename* LIne=*line* [AFTER=*line*] [BEfore=*line*]
[TExt=*text*]

where:

- *filename* is a file name of the form [device:]*filename.type*.
 - *device* is the name of the memory device where the file is stored—flash or NVS. If *device* is specified, it must be separated from the rest of the file name by a colon. The default is flash.
 - *type* must be SCP or CFG. If *type* is not entered, SCP is assumed.
 - Valid characters are uppercase and lowercase letters, digits, and the characters ~ ' ! @ # \$ % ^ & () _ - { }. Invalid characters are * + = " | \ [] ; : ? / , < > . Wildcards are not allowed.
- *line* is the number of a line in the script, expressed as a decimal number.
- *text* is a string 1 to 127 characters long. Valid characters are any printable character. If the string contains spaces, it must be in double quotes.

Description This command is used to change the contents of a script file while in command line mode. It requires a user with Security Officer privilege when the switch is in security mode.

The **script** parameter specifies the file name of the script. A complete filename must be specified, including device, filename, and type. The file type must be SCP or CFG.

The **line** parameter specifies the line in the script to be replaced or moved. If the **line** parameter is used with the **text** parameter, the **line** parameter specifies the line to be replaced and the **text** parameter specifies the new contents of the line. If the **line** parameter is used with the **after** or **before** parameters, the **line** parameter specifies the line to be moved and the **after** or **before** parameter specifies the new position of the line in the script. One of the parameters **after**, **before** or **text** must be specified in addition to the **line** parameter. The parameters **after**, **before** and **text** are mutually exclusive. A line can be moved or changed, but not moved and changed in a single command.

The **after** parameter specifies the new location of the line identified by the **line** parameter in the script file. The line specified by the **line** parameter is moved to the line following the line specified by the **after** parameter.

The **before** parameter specifies the new location of the line identified by the **line** parameter in the script file. The line specified by the **line** parameter is moved to the line immediately preceding the line specified by the **before** parameter.

The **text** parameter specifies the new contents of the line identified by the **line** parameter in the script file. The entire line is replaced.

There are easier methods of changing scripts than using the **set script** command. Script files can be edited using the built-in editor (see “[Built-In Editor](#)” on page 6-5 of Chapter 6, [Managing the File System](#)), or edited on another computer system and downloaded to the switch using the **load** command.

Examples To change the third line of text in a script called showme.scp stored in NVS, use the command:

```
set sc=nvs:showme.scp li=3 te="show time"
```

Related Commands

- [activate script](#)
- [add script](#)
- [delete script](#)
- [deactivate script](#)
- [show script](#)

show script

Syntax SHow SScript [=filename]

where:

- *filename* is a file name in the format [device:]filename.type.
 - *device* is the name of the memory device where the file is stored—flash or NVS. If *device* is specified, it must be separated from the rest of the file name by a colon. The default is flash.
 - *type* must be SCP or CFG. If *type* is not entered, SCP is assumed.
 - Valid characters are uppercase and lowercase letters, digits, and the characters ~ ' ! @ # \$ % ^ & () _ - { }. Invalid characters are * + = " | \ [] ; : ? / , < > . Wildcards are not allowed.

Description This command displays the list of scripts stored on the switch, or the contents of the specified script file.

The **script** parameter specifies the file name of the script. A complete filename must be specified, including device, filename, and type. The file type must be SCP or CFG.

If a filename is not specified then the list of all scripts stored on the switch is displayed (Figure 59-1, Table 59-1 on page 59-15). If a file name is specified, then the contents of that script file are displayed (Figure 59-2 on page 59-14).

Figure 59-1: Example output from the **show script** command

Configuration Scripts:

Filename	Device	Size	Created	Locks
boot.cfg	nvs	127	18-May-1996 11:08:10	0
sixteenalongfile.cfg	flash	124	30-May-1996 15:10:12	0

General Scripts:

Filename	Device	Size	Created	Locks
syn-trig.scp	nvs	1910	30-May-1996 14:41:16	0
syn0-a1.scp	nvs	456	22-May-1996 14:11:03	0
test.scp	nvs	13	05-Jun-1996 12:18:56	0
12345678901234567890.scp	flash	24	30-May-1996 15:10:12	0

Figure 59-2: Example output from the **show script** command for a specific script

```
File : flash:create ppp.scp

1:create ppp=0 over=syn0
2:enable ip
3:add ip int=vlan1 ip=192.168.10.1
4:add ip int=ppp0 ip=192.168.254.1
5:add ip route=0.0.0.0 next=0.0.0.0 int=ppp0
```

Table 59-1: Parameters in output of the **show script** command

Parameter	Meaning
Filename	File name of the script file.
Device	Whether the storage device on the switch where the script file is stored is NVS or flash.
Size	Byte size of the script file.
Created	Date and time the script file was created.
Locks	Number of concurrent processes using the file.

Examples To display the list of scripts stored on the switch, use the command:

```
sh sc
```

Related Commands [activate script](#)
[add script](#)
[deactivate script](#)
[delete script](#)
[set script](#)

wait

Syntax `WAIT delay`

where *delay* is a time delay in seconds

Description This command pauses execution of the active script for the specified period of time. The **wait** command is valid when executed from a script and cannot be executed directly from the command line.

Examples To pause the active script for five seconds, use the command:

```
wait 5
```

Related Commands [if..then..else..endif](#)

