

Maintenance

This chapter provides maintenance procedures for the Cisco 7000 router and its spare and field-replaceable units (FRUs). Your Cisco 7000 router is configured to your order and ready for installation and startup when it leaves the factory. As your communication requirements change, you may want to upgrade your system, add components, or change the initial configuration. This chapter describes the procedures for installing, replacing, and reconfiguring interface processors, and for adding and replacing internal system components such as the system blower, arbiter board, and front panel components. Software and microcode component upgrades require specific part numbers and other frequently updated information; therefore, only basic replacement guidelines are included in this publication. Detailed, up-to-date instructions (called *configuration notes*) are shipped with the replacement parts.

The replaceable system components fall into two categories: those that support online insertion and removal (OIR) and those that require you to shut down the system power before replacement. Redundant power supplies, interface processors, and the air filter support OIR and can be replaced while the system is operating. You must, however, turn off all power supplies before replacing the RP, the SP (or SSP), RSP7000, RSP7000CI, or any of the internal components (the LED board, arbiter board, or system blower). Access to the internal components also requires that you remove the front panels to access the chassis interior, which exposes the power supply wiring and backplane.



Warning If all power supplies are not shut down, the high current (100A) present in the wiring and on the front of the backplane becomes a hazard; therefore, always make sure that all power supply switches are turned OFF before removing the front chassis panels and exposing the chassis interior.

This chapter contains information on the following:

- RP, SP, SSP, RSP7000, RSP7000CI, and interface processors installation and configuration (general instructions for installing, replacing, upgrading, and reconfiguring the processor modules and associated components and, when necessary, instructions for using software configuration commands)
- Power supply installation and replacement
- Air filter cleaning and replacement
- Internal chassis component replacement (instructions for removing the front chassis panels and replacing the system blower, the arbiter board, and the LED board)



Warning Before performing any procedures in this chapter, review the section “Safety Recommendations” in the chapter “Preparing for Installation.”

Installing and Configuring Processor Modules

This section provides installation and removal procedure for all processor modules, which include the RP, SP, SSP, RSP7000, RSP7000CI, and CxBus interface processors. This section also includes instructions for replacing spares on the interface processors, for configuring jumpers, and for using basic configuration commands that you may need when setting up new interfaces.

On the RP, you can change the settings of the hardware configuration register and Flash memory write-protection jumpers to define boot instructions, set broadcast addresses and console baud rates, and set (or remove) write protection for the contents of Flash memory.

On the FSIP, you can replace a port adapter if one fails, and with software commands you can change the rate or direction timing signals, change the default NRZ to NRZI format, or change the default 16-bit error correction cyclic redundancy check (CRC) to 32-bit on individual interfaces.

EPROM replacement procedures are included in this section in case replacement is necessary for some unforeseen reason. An EPROM component on the SP (or SSP) and each interface processor contains a default microcode image. The router supports downloadable microcode, so it is unlikely that you will ever need to replace the microcode EPROM.

Each RP, SP (or SSP), RSP7000, RSP7000CI, and interface processor contains a bus-type connector that mates with the system backplane. Each card connector comprises a set of tiered pins, in three lengths. The pins send specific signals to the system as they make contact with the backplane. The system assesses the signals it receives and the order in which it receives them to determine what event is occurring and what task it needs to perform, such as reinitializing new interfaces or shutting down removed ones. For example, when inserting an interface processor, the longest pins make contact with the backplane first, and the shortest pins make contact last. The system recognizes the signals and the sequence in which it receives them. The system expects to receive signals from the individual pins in this logical sequence, and the ejector levers help to ensure that the pins mate in this sequence.



Caution Only CxBus interface processors support online insertion and removal (OIR). Do not remove or install the RP, SP (or SSP), RSP7000, or RSP7000CI while the system is powered on. Doing so can cause a system crash and can destroy memory files.

System software upgrades also can contain upgraded microcode images, which will load automatically when the new software image is loaded. Although most upgrades support the downloadable microcode feature and are distributed on floppy disk or Flash memory card, some may require ROM replacement. If replacement is necessary, refer to the section “Microcode Component Replacement” in the “Maintenance” chapter. Also, specific up-to-date replacement and configuration instructions will be provided with the replacement component in the upgrade kit.

Online Insertion and Removal Information

All CxBus interface processors (AIP, CIP, EIP, FIP, FSIP, HIP, MIP, and TRIP) support online insertion and removal (OIR), which allows you to install, remove, replace, and rearrange the interface processors without turning off the system power. When the system detects that an interface processor has been installed or removed, it automatically runs diagnostics and discovery routines, acknowledges the presence or absence of the interface processor, and resumes system operation without any operator intervention. You do not need to notify the software or shut down the system power.

When you remove or insert an interface processor, the backplane pins send signals to notify the system, which then performs as follows:

- 1 Rapidly scans the backplane for configuration changes.
- 2 Initializes all newly inserted interface processors, noting any removed interfaces and placing them in the administratively shut down state.
- 3 Brings all previously configured interfaces on the interface processor back to the state they were in when they were removed. Any newly inserted interfaces are put in the administratively shut down state, as if they were present (but unconfigured) at boot time. If a similar interface processor type has been reinserted into a slot, then its ports are configured and brought on line up to the port count of the original interface processor.

When you insert a new interface processor, the system runs a diagnostic on the new interfaces and compares them to the existing configuration. If this initial diagnostic fails, the system remains off line for another 15 seconds while it performs a second set of diagnostics to determine whether or not the interface processor is faulty and if normal system operation is possible.

If the second diagnostic test passes, which indicates that the system is operating normally and the new interface processor is faulty, the system resumes normal operation but leaves the new interfaces disabled.

If the second diagnostic fails, the system crashes, which usually indicates that the new interface processor has created a problem in the bus and should be removed.



Caution To avoid erroneous failure messages, allow at least 15 seconds for the system to reinitialize and note the current configuration of all interfaces before removing or inserting another interface processor.

Tools Required

You will need a number 1 Phillips or 3/16-inch flat-blade screwdriver to remove any filler (blank) interface processors and to tighten the captive installation screws that secure the interface processor in its slot. (Most systems use Phillips screws, but early systems used slotted screws.) Whenever you handle interface processors, you should use a wrist strap or other grounding device to prevent ESD damage.

Note The captive installation screws on most chassis are Phillips type; however, the first few hundred chassis manufactured use slotted screws.

Ejector Levers

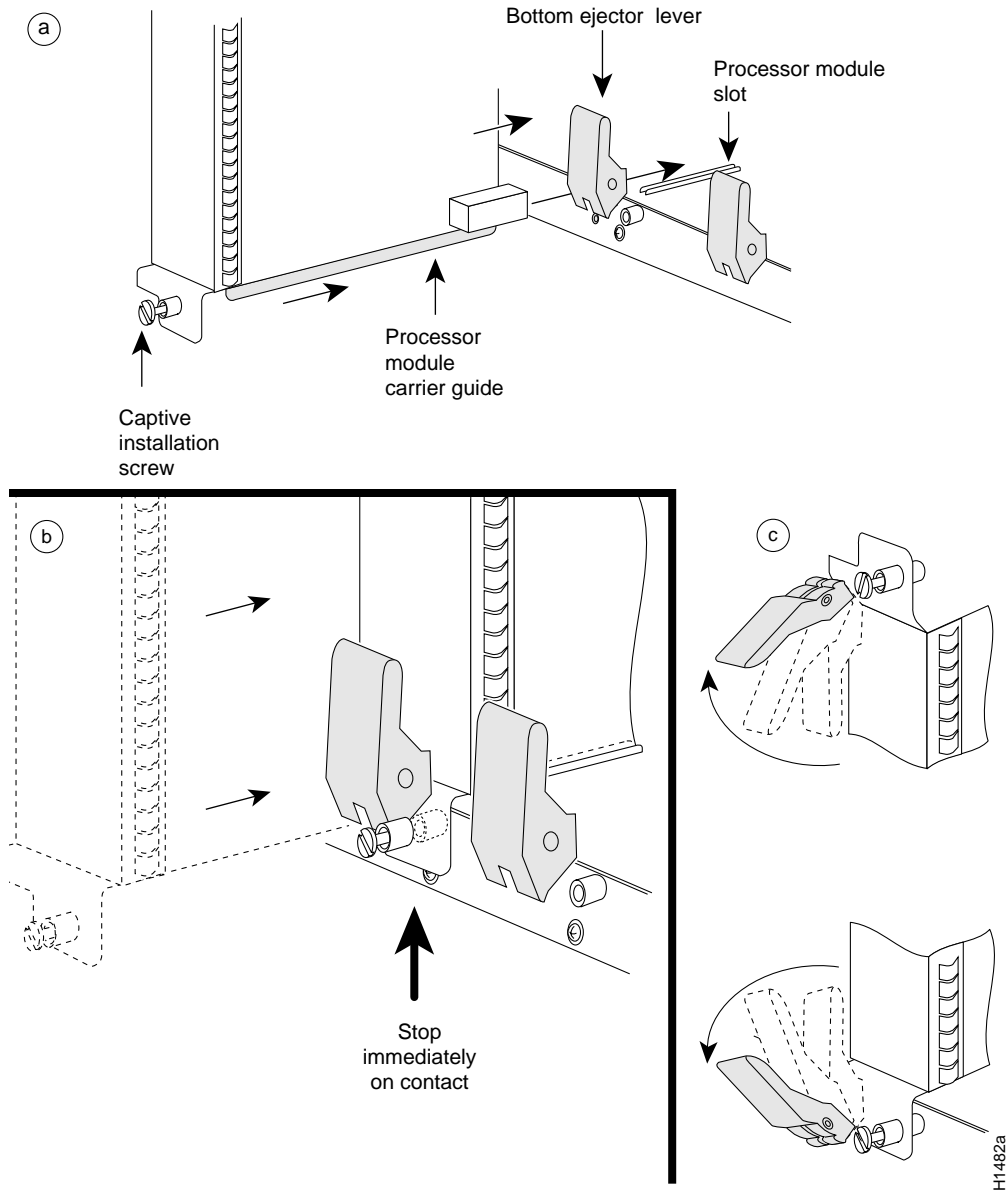
The function of the ejector levers (see Figure 5-1) is to align and seat the card connectors in the backplane. Failure to use the ejector levers and insert the interface processor properly can disrupt the order in which the pins make contact with the backplane. Follow the FSIP installation and removal instructions carefully, and review the following examples of incorrect insertion practices and results:

- Using the handle to force the interface processor all the way into the slot can pop the ejectors out of their springs. If you then try to use the ejectors to seat the interface processor, the first layer of pins (which are already mated to the backplane) can disconnect and then remate with the backplane, which the system interprets as a board failure.
- Using the handle to force or slam the interface processor all the way into the slot can also damage the pins on the board connectors if they are not aligned properly with the backplane.
- When using the handle (rather than the ejectors) to seat the interface processor in the backplane, you may need to pull the interface processor back out and push it in again to align it properly. Even if the connector pins are not damaged, the pins mating with and disconnecting from the backplane will cause the system to interpret a board failure. Using the ejectors ensures that the board connector mates with the backplane in one continuous movement.
- Using the handle to insert or remove an interface processor, or failing to push the ejectors to the full 90-degree position, can leave some (not all) of the connector pins mated to the backplane, a state which will hang the system. Using the ejectors and making sure that they are pushed fully into position ensures that all three layers of pins are mated with (or free from) the backplane.

It is also important to use the ejector levers when removing an interface processor to ensure that the board connector pins disconnect from the backplane in the logical sequence expected by the system. Any RP, SP (or SSP), or interface processor that is only partially connected to the backplane can hang the bus. Detailed steps for correctly performing OIR are included with the following procedures for installing and removing an interface processors.

Following are detailed steps for removing and replacing interface processors and successfully performing OIR. Figure 5-1 shows the functional details of the ejector levers, which you must use when inserting or removing processor modules.

Figure 5-1 Ejector Levers and Captive Installation Screws



Removing and Replacing the RP, SP, SSP, RSP7000, or RSP7000CI

The RP, SP (or SSP), RSP7000, and RSP7000CI do not support OIR, because they are all required system components. Removing these boards without first shutting down the system will cause an abrupt system shutdown and can damage or destroy memory files.

To remove or replace one of these processor modules, first shut down all system power, then follow the procedures in the following sections, "Removing CxBus Interface Processors" and "Installing CxBus Interface Processors."



Caution Before removing the RP, SP or SSP, RSP7000, or RSP7000CI, make sure the system is shut down and the power switch is OFF.

Removing CxBus Interface Processors

To remove a CxBus interface processor, follow these steps:

- Step 1** If you will not immediately reinstall the interface processor you are removing, disconnect any network interface cables attached to the interface processor ports.
- Step 2** Use a screwdriver to loosen the captive installation screws at the top and bottom of the interface processor.
- Step 3** Place your thumbs on the upper and lower ejector levers and simultaneously push the top lever up and the bottom lever down to release the interface processor from the backplane connector. Make sure the levers snap into their spring retainers.
- Step 4** Grasp the interface processor handle with one hand and place your other hand under the carrier to support and guide the interface processor out of the slot. Avoid touching the board.
- Step 5** Carefully pull the interface processor straight out of the slot, keeping your other hand under the carrier to guide it. (See Figure 5-2.) Keep the interface processor at a 90-degree orientation to the backplane.
- Step 6** Place the removed interface processor on an antistatic mat or antistatic foam, or immediately install it in another slot.
- Step 7** If the slot is to remain empty, install an interface processor filler (MAS7K-BLANK) to keep dust out of the chassis and to maintain proper air flow through the interface processor compartment.



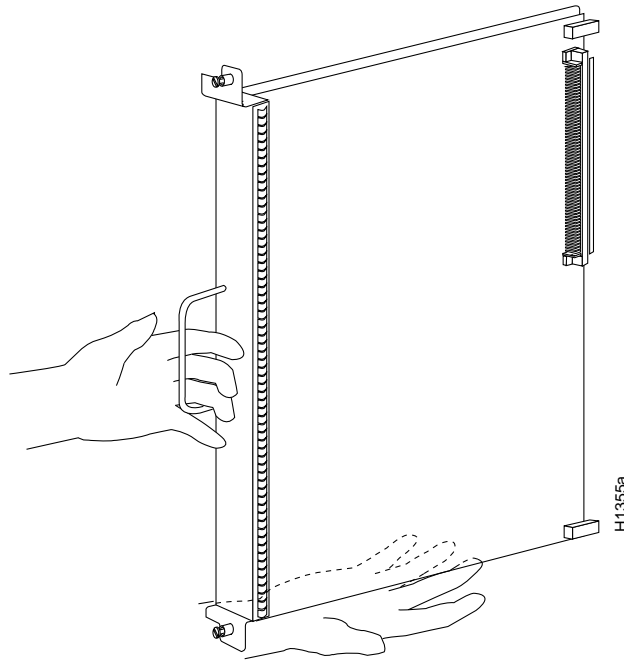
Caution Always install interface processor fillers in empty interface processor slots to maintain the proper flow of cooling air across the boards.

Installing CxBus Interface Processors

You can install interface processors in any of the five interface processor slots, numbered 0 through 4 from left to right when viewing the chassis from the rear. (See Figure 1-2.) Interface processor fillers, which are blank interface processor carriers, are installed in slots without interface processors to maintain consistent air flow through the interface processor compartment.

Following are installation steps for the CxBus interface processors, which support OIR and can be removed and installed while the system is operating.

Figure 5-2 Handling an Interface Processor During Installation



Caution Handle interface processors by the handles and carrier edges only to prevent ESD damage.

- Step 1** Choose a slot for the new interface processor and ensure that there is enough clearance to accommodate any interface equipment that you will connect directly to the interface processor ports (for example, 10Base-T Ethernet transceivers that connect directly to EIP ports may be wider than the interface processor and can obstruct connections on adjacent interface processors). If possible, space interface processors between empty slots that contain only interface processor fillers.
- Step 2** Interface processors are secured with two captive installation screws. Use a number 2 Phillips or a 1/4-inch flat-blade screwdriver to loosen the captive installation screws and remove the interface processor filler (or the existing interface processor) from the slot to be filled.
- Step 3** Hold the interface processor handle with one hand, and place your other hand under the carrier to support the interface processor and guide it into the slot. (See Figure 5-2.) Avoid touching the board.
- Step 4** Place the back of the interface processor in the slot and align the notch on the bottom of the interface processor carrier with the groove in the slot. (See Figure 5-1a.)
- Step 5** While keeping the interface processor at a 90-degree orientation to the backplane, carefully slide the interface processor into the slot until the interface processor faceplate makes contact with the ejector levers. (See Figure 5-1b.)
- Step 6** Using the thumb and forefinger of each hand, simultaneously push the top lever down and the bottom lever up (see Figure 5-1c) to fully seat the interface processor in the backplane connector.

Step 7 Use a screwdriver to tighten the captive installation screws on the top and bottom of the interface processor.

Step 8 Attach network interface cables or other devices to the interface ports.

Step 9 Check the status of the interfaces as follows:

- If this installation is a replacement interface processor, use the **show interfaces** or **show controller [type]** command to verify that the system has acknowledged the new interfaces and brought them up.
- If the interfaces are new, use the **configure** command or the **setup** command facility to configure the new interface(s). This does not have to be done immediately, but the interfaces will not be available until you configure them.

Note Always use the ejector levers when installing or removing processor modules. A module that is partially seated in the backplane will cause the system to hang and subsequently crash.



Caution You must power down the system before removing or installing an RP or SP (or SSP). After the chassis power has been turned OFF, the installation and removal procedure is the same as the preceding steps for replacing interface processors.

Sample Screen Display for OIR

When you remove and replace CxBus interface processors, the system provides status messages across the console screen. The messages are for information only. In the following sample display, you can follow the events logged by the system as an EIP was removed from slot 3, then the system reinitialized the remaining interface processors and marked the EIP that was removed from slot 3 as *down*. When the EIP was reinserted, the system marked the interfaces as *up* again.

```
7000#

%OIR-6-REMCARD: Card removed from slot 3, interfaces disabled
%LINK-5-CHANGED: Interface Ethernet3/1, changed state to administratively down
%LINK-5-CHANGED: Interface Ethernet3/5, changed state to administratively down

7000#

%OIR-6-INSCARD: Card inserted in slot 3, interfaces administratively shut down
%LINK-5-CHANGED: Interface Ethernet3/1, changed state to up
%LINK-5-CHANGED: Interface Ethernet3/5, changed state to up
```

Microcode Component Replacement

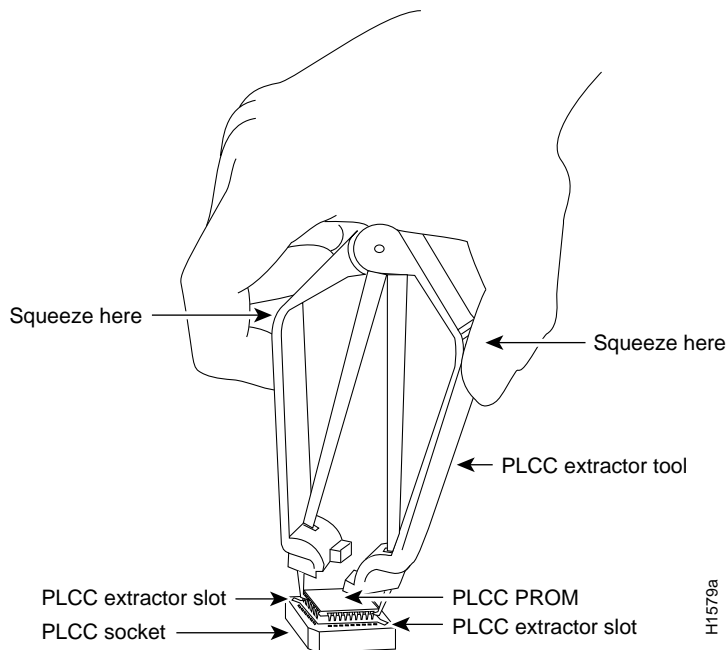
The SP (or SSP) and each interface processor contain default microcode (firmware), which is an image of board-specific software instructions on a single ROM on each board. Microcode operates with the system software and controls features and functions that are unique to an interface processor type. New features and enhancements to the system or interfaces are often implemented in microcode upgrades. Although each processor type contains the latest available microcode version (in ROM) when it leaves the factory, updated microcode images are periodically distributed with system software images to enable new features, improve performance, or fix bugs in earlier versions. The latest available microcode version for each interface processor type is bundled with each new system software maintenance upgrade; the bundled images are distributed as a single image on floppy disk or a Flash memory card.

Note We strongly recommend that the microcode bundled with the system software be used as a package. Overriding the bundle could possibly result in incompatibility between the various interface processors in the system.

Although most upgrades support the downloadable microcode feature and are distributed on floppy disk, some images may require ROM replacement. If necessary, use the following instructions to replace an interface processor ROM in case Flash memory is damaged or otherwise not available, or to change the default microcode on a board for any other reason. The replacement procedures are the same for each board with the exception of the FSIP, which uses a PLCC-type package for the microcode.

You must use a PLCC extractor to remove the FSIP microcode component. (See Figure 5-3.) You cannot use a small flat-blade screwdriver to pry it out of the socket as with the older type of integrated circuits (ICs). A PLCC IC does not have legs or pins that plug into the socket; instead, the contacts are on the sides of the IC and along the inner sides of the socket. When the IC is seated in the socket, the top of the IC is flush with the top of the socket. Forcing a small screwdriver or other tool between the IC and the sides of the socket to pry out the IC will damage the component or the socket or both, and you will have to replace them.

Figure 5-3 Removing a Microcode Component from a PLCC-Type Package



Tools Required

You need the following tools to replace the microcode component:

- Chip extractor or puller (you need a PLCC-type extractor to remove the FSIP component)
- Antistatic mat or foam pad
- ESD-preventive grounding strap (a disposable wriststrap is included in microcode upgrade kits)

Replacing the ROM

Following are the steps for replacing the microcode on the SP (or SSP) and any interface processor. Refer to the illustrations of the individual interface processors in the section “Interface Processors” in the chapter “Product Overview” for socket locations.



Caution Handle interface processors by the handles and carrier edges only, and always use a grounding strap to prevent ESD damage.

- Step 1** If you are replacing the component on an interface processor, check the state of each interface before removing the interface processor and note any that are shut down.
- Step 2** If you are removing and reinserting the SP (or SSP), shut down the system.
- Step 3** Follow the steps in the section “Removing CxBus Interface Processors” earlier in this chapter to remove the interface processor or SP (or SSP) from the chassis. Leave the cables connected if you can perform the replacement close enough to the chassis to avoid straining the cables. Otherwise, label the cables before disconnecting them to avoid crossing them later.
- Step 4** Place the removed interface processor on an antistatic mat or foam.
- Step 5** Locate the microcode component; refer to the appropriate SP (or SSP) or interface processor illustrations in the chapter “Product Overview” for socket locations. The socket designators for each interface processor follow:
 - AIP: U111
 - CIP: U37 (contains the microcode boot image; the entire microcode image is in the software/microcode bundle)
 - EIP: U101
 - FEIP: U37
 - FIP: U23
 - FSIP: U81
 - HIP: U133
 - MIP: U41
 - SP: U173
 - SSP: U231
 - TRIP: U41
- Step 6** Note the orientation of the notch on the existing microcode component so that you can install the new component with the same orientation.

- Step 7** Use a chip or PLCC-type extractor to remove the microcode component from the socket. Place the removed component on antistatic foam or into an antistatic bag.
- Step 8** Insert the new microcode component in the socket with the notched end in the same orientation as the previous component.
- Step 9** Follow the steps in the section “Installing CxBus Interface Processors” earlier in this chapter to replace the interface processor or SP (or SSP).
- Step 10** Verify that the enabled LED on the interface processor or SP (or SSP) goes on and remains on. If it does not, immediately use the ejector levers to eject the interface processor or SP (or SSP) and reinstall it in the slot.
- Step 11** Connect any network interface cables that were removed.
- Step 12** If the system power is OFF, turn it back ON.

Verifying the Microcode Version

When you restart the system, the system loads the ROM microcode for each interface processor and SP (or SSP) *unless* you previously set up the system to load microcode from a Flash memory file. You can use the **show controller** command to display the current microcode version and, if necessary, instruct the system to reload the microcode from ROM without restarting the system.

The **show controller** [*token, serial, fddi, or cxbus*] command displays the current microcode version on the first line of the display for each card type. The following example shows that the EIP in slot 4 is running EIP Microcode Version 1.0.

```
7000# show cont cxbus

EIP 4, hardware version 5.1, microcode version 1.0
Interface 32 - Ethernet4/0, station addr 0000.0c02.d0ec (bia 0000.0c02.d0cc)
```

If the display shows that the microcode is loading from a Flash file, you can instruct the system to load the new ROM microcode with the **microcode card-type rom** command. The command instructs all boards of the specified type to load the microcode stored in their onboard ROM.

Verify that the new microcode version is loaded with the following steps:

- Step 1** Verify that the system boots correctly. If the enabled LED fails to light on the SP (or SSP) or interface processor you just reinstalled, repeat the steps in the section Replacing the ROM earlier in this chapter.
- Ensure that the ROM is installed with the notch at the correct end and that none of the pins are bent.
 - If a pin is bent, remove the ROM, straighten the pin, and try the installation again.
 - If a ROM is inserted backwards when power is turned on, the ROM is damaged and requires replacement.
- Step 2** Check the state of the interfaces with the LEDs and verify that the interfaces return to the same state they were in before you removed the interface processor (some may have been shut down).
- Step 3** Enter the **show controller cxbus** command to display the interfaces for all interface processor types.
- Step 4** If the new microcode version is displayed, your installation is complete. If a different (older) version is displayed, the microcode is still loading from a Flash file. Proceed with the following steps to configure the ROM microcode to load.

Step 5 Enter the command **microcode card-type rom** to negate the instruction to load from Flash memory.

Step 6 Enter the command **microcode reload** to load the new ROM microcode.

Step 7 Enter the **show controller cxbus** command again. The first line of the display for the interface should show the new microcode version loaded from ROM.

The replacement procedure is complete. If the enabled LED fails to light after a second installation attempt, or if any of the interfaces fail to return to their previous state, refer to the troubleshooting procedures in the chapter “Troubleshooting the Installation.”

RP and RSP7000 Configurations

This section describes the following maintenance aspects of the RP and RSP7000, with differences noted:

- Changing RP jumper settings

Note The RSP7000 uses the software configuration register feature exclusively; there are no user-configurable jumpers on the RSP7000. For the RSP7000’s configuration register functions, refer to the section “Software Configuration Register,” later in this chapter.

- Changing software configuration register settings
- Replacing system software EPROMs
- Replacing DRAM SIMMs

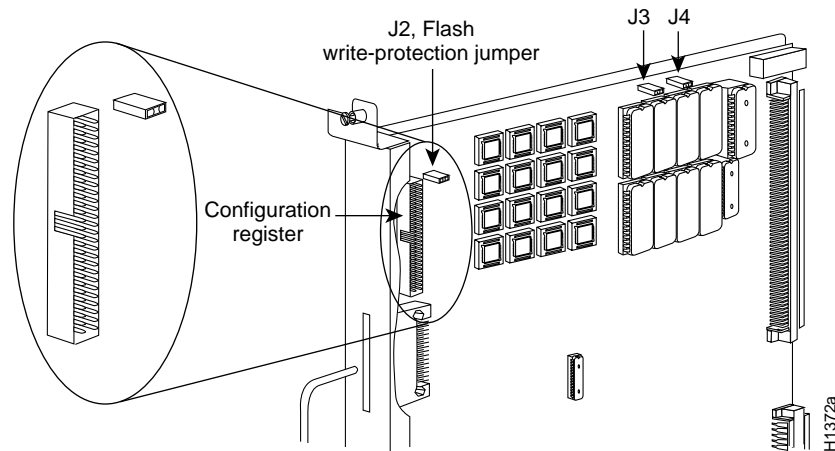
Most system software upgrades are distributed on floppy disk or Flash memory cards. However, occasionally it might be necessary to replace the system software ROMs to ensure proper operation with a newer software release. Also, if your RP supports 16-MB SIMMs, you can upgrade the DRAM yourself.

Configuring Jumpers

The RP contains the hardware configuration register and the Flash memory write-protection jumper, both of which are shown in Figure 5-4. Jumpers installed on the hardware configuration register settings define boot instructions and set broadcast addresses and console baud rates. Jumper J2, when removed, protects the contents of onboard Flash memory by preventing any information from being written to Flash memory.

Jumpers J3 and J4 (see Figure 5-4 for location) are set according to the size of the eight software EPROMs on the RP. These jumpers correspond to the EPROMs only; you do not need to reset the jumpers when loading a larger image into Flash memory. See Figure 5-8 for jumper settings.

Figure 5-4 RP Jumper Locations

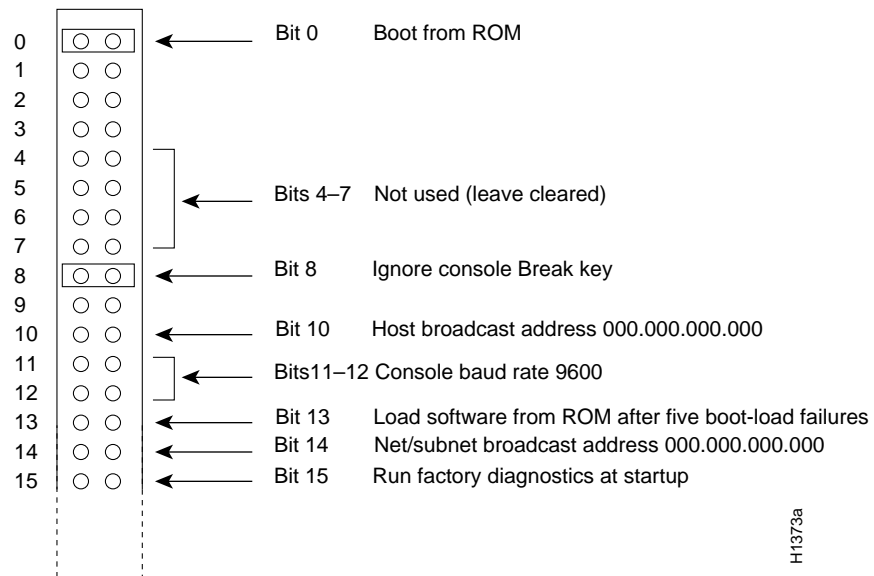


Hardware Configuration Register Settings

The hardware configuration register (see Figure 5-4) comprises the upper 32 pins of a 50-pin jumper block located above the Flash memory card port on the RP. You can define system boot instructions, set broadcast addresses and console baud rates, or instruct the router to perform factory diagnostics at startup by installing jumpers on specific pins. Jumper bit (or position) 0 is the top pair of pins. To set a bit to 1, insert a jumper. To clear a bit to 0, remove the jumper.

To change configuration register settings, you must turn off the system power and remove the RP. Figure 5-5 shows the configuration register with the factory default setting, with jumpers installed on bits 0 and 8. Bit 0 instructs the system to boot from ROM; bit 8 instructs the system to ignore the Break key on the console terminal keyboard.

Figure 5-5 Configuration Register Factory Default Settings



The lowest four bits of the configuration register (bits 3 through 0) form the *boot field*. The boot field specifies a number in binary. When the boot field is set to either 0 or 1 (0-0-0-0 or 0-0-0-1) the system ignores any boot instructions in the configuration file. When the boot field is set to 0, you must boot the operating system manually by giving a **b** (or **boot**) command to the system bootstrap program or *rom monitor*. You can enter the **boot** command only, or include additional boot instructions with the command such as the name of a file stored in Flash memory or a file that you specify for netbooting. If you use the **boot** command only, without specifying a file or any other boot instructions, the system boots from the ROM image. Otherwise, you can instruct the system to boot from a specific image such as a Flash file (**boot system flash filename**), or to netboot by sending broadcast TFTP requests (**boot system filename**) or a direct TFTP request to a specific server (**boot system filename address**). When the boot field is set to 1 (the factory default), the system boots from ROM. Boot field settings of 0 and 1 both override any boot instructions in the system configuration file.

If you set the boot field to any bit pattern other than 0 or 1, the system uses the resulting number to form a file name for netbooting. To form the file name, the system starts with *cisco* and links the octal equivalent of the boot field value (jumper setting) and the processor type in the format *cisco<jumpervalue>-<processorname>*. (Table 5-1 lists the default boot file names or actions for the RP.) The system uses the default filename to invoke the system image from ROM or by netbooting. However, if the configuration file contains any boot instructions, the system uses those boot instructions instead of the filename it computed from the jumper settings.

Note The four bits after the boot field (bits 4 through 7) in the configuration register are not used and must be left cleared (0).

Table 5-1 Default Boot Filenames—Boot Field Jumpers

Action/File name	Bit 3	Bit 2	Bit 1	Bit 0
bootstrap mode	0	0	0	0
ROM software	0	0	0	1
cisco2-rp1	0	0	1	0
cisco3-rp1	0	0	1	1
cisco4-rp1	0	1	0	0
cisco5-rp1	0	1	0	1
cisco6-rp1	0	1	1	0
cisco7-rp1	0	1	1	1
cisco10-rp1	1	0	0	0
cisco11-rp1	1	0	0	1
cisco12-rp1	1	0	1	0
cisco13-rp1	1	0	1	1
cisco14-rp1	1	1	0	0
cisco15-rp1	1	1	0	1
cisco16-rp1	1	1	1	0
cisco17-rp1	1	1	1	1

Bit 8 in the configuration register controls the console Break key. Setting bit 8 to 1 (the factory default) causes the processor to ignore the console Break key. Clearing bit 8 to 0 causes the processor to interpret Break as a command to force the system into the bootstrap monitor, thereby suspending normal operation.

Bit 9 in the configuration register is not used.

Bit 10 in the configuration register controls the host portion of the Internet broadcast address. Setting bit 10 causes the processor to use all zeros; clearing bit 10 (the factory default) causes the processor to use all ones. Bit 10 interacts with bit 14, which controls the network and subnet portions of the broadcast address. Table 5-2 shows the combined effect of bits 10 and 14.

Table 5-2 Configuration Register Settings for Broadcast Address Destination

Bit 14	Bit 10	Address (<net><host>)
out	out	<ones><ones>
out	in	<zeros><zeros>
in	in	<net><zeros>
in	out	<net><ones>

Bits 11 and 12 in the configuration register determine the console port baud rate. Table 5-3 shows the bit settings for the four available baud rates. (The factory default is 9600.)

Table 5-3 System Console Terminal Baud Rate Settings

Baud	Bit 12	Bit 11
9600	0	0
4800	0	1
1200	1	0
2400	1	1

Bit 13 in the configuration register determines the system’s response to a boot-load failure. Setting bit 13 causes the system to load operating software from ROM after five unsuccessful attempts to load a boot file from the network. Clearing bit 13 causes the system to continue attempting to load a boot file from the network indefinitely. By factory default, bit 13 is cleared to 0.

Bit 14 in the configuration register controls the network and subnet portions of the Internet broadcast address. Setting bit 14 causes the system to include the network and subnet portions of its address in the broadcast address. Clearing bit 14 causes the system to set the entire broadcast address to all ones or all zeros, depending on the setting of bit 10. By factory default, bit 14 is cleared to 0. See Table 5-2 for the combined effect of bits 10 and 14.

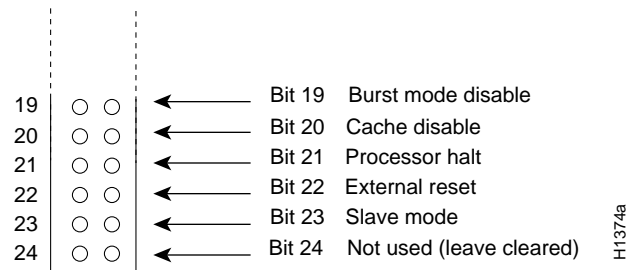
Bit 15 in the configuration register controls factory diagnostic mode in the system. Setting bit 15 causes the system to produce detailed CPU self-check messages, to automatically prompt for interface addresses (not look for addresses on the network), to *not* read configuration files or nonvolatile memory, and to automatically set to diagnostic tracing modes using the **debug** commands. Clearing bit 15 (the factory default) causes the system to operate normally.

Bits 16 through 18 are not used and should remain cleared.

Bit 19 disables the fast page burst mode from the DRAM to the MC68EC040 processor.

Bits 20 through 23 (the four pairs of pins on the far left of the 50-pin header) are not used in normal operation; however, they can be used to invoke the cache disable, processor halt, external reset, and slave mode functions. (See Figure 5-6.)

Figure 5-6 Optional Configuration Register Settings



Note Configuration register setting changes take effect when the system restarts.

Flash Memory Write Protection

The Flash memory write-protection option protects the contents of Flash memory against accidental erasure or reprogramming. The factory default, with a jumper installed on J2, is to allow programming (writing) to Flash memory. To protect the contents, remove the jumper from J2. You can later replace the jumper to enable Flash programming. The location of J2 is shown in Figure 5-4.

Software Configuration Register

This section describes the software (virtual) configuration register that is used with the RP in a system running Cisco IOS Release 10.0 or later in ROM.

Following is the information included in this section:

- Software configuration register settings.
- Explanation of boot field.
- Changing configuration register settings.
- Software configuration register bit meanings
- Default boot filenames.
- Software configuration register settings for broadcast address destination.
- System console terminal baud-rate settings.
- Enabling booting from onboard Flash.
- Copying to onboard Flash.

Software Configuration Register Settings

Settings for the 16-bit software configuration register are written into the NVRAM. Following are some reasons for changing the software configuration register settings:

- Set and display the configuration register value
- Force the system into the bootstrap program
- Select a boot source and default boot filename
- Enable or disable the Break function
- Control broadcast addresses
- Set the console terminal baud rate
- Load operating software from ROM
- Enable booting from a Trivial File Transfer Protocol (TFTP) server

Table 5-4 lists the meaning of each of the software configuration memory bits, and Table 5-5 defines the boot field.



Caution To avoid confusion and possibly halting the router, remember that valid configuration register settings might be combinations of settings and not just the individual settings listed in Table 5-4. For example, the factory default value of 0x0101 is a combination of settings.

Table 5-4 Software Configuration Register Bit Meanings

Bit No. ¹	Hexadecimal	Meaning
00 to 03	0x0000 to 0x000F	Boot field (see Table 5-5)
06	0x0040	Causes system software to ignore NVRAM contents
07	0x0080	OEM bit enabled ²
08	0x0100	Break disabled
09	0x0200	Use secondary bootstrap
10	0x0400	Internet Protocol (IP) broadcast with all zeros
11 to 12	0x0800 to 0x1000	Console line speed (default is 9,600 baud)
13	0x2000	Boot default ROM software if network boot fails
14	0x4000	IP broadcasts do not have network numbers
15	0x8000	Enable diagnostic messages and ignore NVRAM contents

1. The factory default value for the configuration register is 0x0101. This value is a combination of the following: bit 8 = 0x0100 and bits 00 through 03 = 0x0001 (see Table 5-5).
 2. OEM = Original equipment manufacturer.

Table 5-5 Explanation of Boot Field (Configuration Register Bits 00 to 03)

Boot Field	Meaning
00	Stays at the system bootstrap prompt
01	Boots system image in system ROM
02 to 0F	Specifies a default netboot filename Enables boot system commands that override the default netboot filename

Changing Settings

Some common reasons to modify the value of the software configuration register are as follows:

- Recover a lost password.
- Change the console baud rate.
- Enable or disable Break.
- Allow you to manually boot the operating system using the **b** command at the bootstrap program (ROM monitor) prompt.
- Force the router to boot automatically from the system bootstrap software (boot ROM image) or from its system image in Flash memory, and read any **boot system** commands that are stored in the configuration file in NVRAM. If the router finds no **boot system** commands, it uses the configuration register value to form a filename from which to netboot a default system image stored on a network server. (See Table 5-6.)

To change the configuration register while running the system software, follow these steps:

Step 1 Enter the **enable** command and your password to enter privileged level, as follows:

```
Router> enable
Password:
router#
```

Step 2 At the privileged-level system prompt (router #), enter the command **configure terminal**. You will be prompted as shown in the following example:

```
Router# conf term
Enter configuration commands, one per line. End with CTRL/Z.
```

Step 3 To set the contents of the configuration register, enter the **config-register value** configuration command where *value* is a hexadecimal number preceded by 0x (see Table 5-4), as in the following:

```
config-register 0xvalue
```

Step 4 Exit the configuration mode by entering **Ctrl-Z**. The new value settings will be saved to memory; however, the new settings do not take effect until the system software is reloaded by rebooting the router.

- Step 5** To display the configuration register value currently in effect and the value that will be used at the next reload, enter the **show version EXEC** command. The value will be displayed on the last line of the screen display, as in the example following:

```
Configuration register is 0x141 (will be 0x101 at next reload)
```

- Step 6** Reboot the router. The new value takes effect. Configuration register changes take effect only when the server restarts, such as when you switch the power OFF and on or when you issue a **reload** command from the console.

If the boot ROMs do not support the software configuration register (not IOS Release 10.0 or later), the following message will be displayed:

```
Boot ROMs do not support software configuration register.  
Value not written to NVRAM.
```

Bit Meanings

The lowest four bits of the software configuration register (bits 3, 2, 1, and 0) form the *boot field*. (See Table 5-5.) The boot field specifies a number in binary form. If you set the boot field value to 0, you must boot the operating system manually by entering the **b** command at the bootstrap prompt as follows:

```
> b [tftp] flash filename
```

Definitions of the various **b** command options follow:

- **b**—Boots the default system software from ROM

Note The RSP7000 does not use ROM devices to run Cisco IOS images.

- **b flash**—Boots the first file in Flash memory
- **b slot0: filename**—Boots the file *filename* from the Flash memory card in the PCMCIA slot on the faceplate
- **b filename [host]**—Netboots using TFTP
- **b flash [filename]**—Boots the file *filename* from Flash memory

For more information about the **b [tftp] flash filename** command, refer to the set of router products configuration publications.

If you set the boot field value to *0x2* through *0xF*, and there is a valid system boot command stored in the configuration file, then the router boots the system software as directed by that value. If you set the boot field to any other bit pattern, the router uses the resulting number to form a default boot filename for netbooting. (See Table 5-6.)

In the following example, the software configuration register is set to boot the router from Flash memory and to ignore Break at the next reboot of the router:

```
Router# conf term
Enter configuration commands, one per line. End with CTRL/Z.
config-register 0x102
boot system flash [filename]
^z
Router#
```

The server creates a default boot filename as part of the automatic configuration processes. To form the boot filename, the server starts with the name cisco and adds the octal equivalent of the boot field number, a hyphen, and the processor-type name. Table 5-6 lists the default boot filenames or actions for the processor.

Note A **boot system** configuration command in the router configuration in NVRAM overrides the default netboot filename.

Table 5-6 Default Boot Filenames

Action/File Name	Bit 3	Bit 2	Bit 1	Bit 0
Bootstrap mode	0	0	0	0
ROM software	0	0	0	1
cisco2-rp1	0	0	1	0
cisco3-rp1	0	0	1	1
cisco4-rp1	0	1	0	0
cisco5-rp1	0	1	0	1
cisco6-rp1	0	1	1	0
cisco7-rp1	0	1	1	1
cisco10-rp1	1	0	0	0
cisco11-rp1	1	0	0	1
cisco12-rp1	1	0	1	0
cisco13-rp1	1	0	1	1
cisco14-rp1	1	1	0	0
cisco15-rp1	1	1	0	1
cisco16-rp1	1	1	1	0
cisco17-rp1	1	1	1	1

Bit 8 controls the console Break key. Setting bit 8 (the factory default) causes the processor to ignore the console Break key. Clearing bit 8 causes the processor to interpret the Break key as a command to force the system into the bootstrap monitor, thereby halting normal operation. A break can be sent in the first 60 seconds while the system reboots, regardless of the configuration settings.

Bit 9 controls the secondary bootstrap program function. Setting bit 9 causes the system to use the secondary bootstrap; clearing bit 9 causes the system to ignore the secondary bootstrap. The secondary bootstrap program is used for system debugging and diagnostics.

Bit 10 controls the host portion of the IP broadcast address. Setting bit 10 causes the processor to use all zeros; clearing bit 10 (the factory default) causes the processor to use all ones. Bit 10 interacts with bit 14, which controls the network and subnet portions of the broadcast address.

Table 5-7 shows the combined effect of bits 10 and 14.

Table 5-7 Configuration Register Settings for Broadcast Address Destination

Bit 14	Bit 10	Address (<net> <host>)
Off	Off	<ones> <ones>
Off	On	<zeros> <zeros>
On	On	<net> <zeros>
On	Off	<net> <ones>

Bits 11 and 12 in the configuration register determine the baud rate of the console terminal.

Table 5-8 shows the bit settings for the four available baud rates. (The factory-set default baud rate is 9,600.)

Table 5-8 System Console Terminal Baud Rate Settings

Baud	Bit 12	Bit 11
9,600	0	0
4,800	0	1
1,200	1	0
2,400	1	1

Bit 13 determines the server response to a boot-load failure. Setting bit 13 causes the server to load operating software from ROM after five unsuccessful attempts to load a boot file from the network. Clearing bit 13 causes the server to continue attempting to load a boot file from the network indefinitely. By factory default, bit 13 is cleared to 0.

Enabling Booting from Onboard Flash Memory

To enable booting from onboard Flash memory, set configuration register bits 3, 2, 1, and 0 to a value between 2 and 15 in conjunction with the **boot system flash** *[filename]* configuration command.

To enter configuration mode while in the system software image and specify a Flash filename from which to boot, enter the **configure terminal** command at the enable prompt, as follows:

```
Router# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
boot system flash [filename]
```

To disable Break and enable the **boot system flash** command, enter the **config-register** command with the value shown in the following example:

```
config-reg 0x102
^Z
router#
```


Recovering a Lost Password

An overview of recovering a lost password follows:

- Enter the **show version** command to note the existing software configuration register value.
- Break to the bootstrap program prompt (ROM monitor).
- Change the configuration register to 0x0141 (ignore Break; ignore NVRAM; boot from ROM).

Note A key to recovering a lost password is to set the configuration register so that the contents of NVRAM are ignored (0x0040), allowing you to see your password.

- Enter privileged level in the system bootstrap program.
- Enter the **show configuration** command to display the enable password.
- Change the configuration register value back to its original setting.

Note To recover a lost password if Break is disabled on the router, you must have physical access to the router.

To recover a lost password, follow these procedures.

- Step 1** Attach an ASCII terminal to the router console port, which is located on the rear panel.
- Step 2** Configure the terminal to operate at 9600 baud, 8 data bits, no parity, 2 stop bits (or to whatever settings the router is set).
- Step 3** Enter the **show version** command to display the existing configuration register value. Note this value for later use in Step 14.
- Step 4** If Break is disabled, power cycle the router. (Turn the router OFF, wait five seconds, and then turn it on again.) If Break is enabled on the router, press the Break key or send a break and then proceed to Step 5.
- Step 5** Within 60 seconds of turning on the router, press the Break key. This action causes the terminal to display the bootstrap program prompt (>).
- Step 6** To reset the configuration register to boot from the boot ROMs and ignore NVRAM, enter **o/r** at the bootstrap prompt as follows:

```
> o/r
```

Note If the boot ROMs do not support the software configuration register (that is, they are not Cisco IOS Release 10.0 or later), this command will not be recognized and the current hardware configuration register value will display.

Step 7 Initialize the router by entering the **i** command as follows:

```
> i
```

The router will power cycle, the configuration register will be set to 0x141, and the router will boot the boot ROM system image and prompt you with the system configuration dialog as follows:

```
--- System Configuration Dialog ---
```

Step 8 Enter **no** in response to the system configuration dialog prompts until the following system message is displayed:

```
Press RETURN to get started!
```

Step 9 Press **Return**. After some interface information, the prompt appears as follows:

```
Router>
```

Step 10 Enter the **enable** command to enter the EXEC mode. The prompt changes to the following:

```
Router#
```

Step 11 Enter the **show configuration EXEC** command to display the enable password in the configuration file and to display any **boot system** commands.

Step 12 Enter the **configure terminal** command at the EXEC prompt. You are prompted as follows:

```
Router# conf term
Enter configuration commands, one per line. End with CTRL/Z
```

Step 13 Enter **no** in response to any **boot system** command in the configuration file.

Step 14 Using the **config-register 0x<value>** command, change the configuration register value back to its original value (noted from Step 3) or change it to a value of 0x0101 (factory default).

Step 15 Exit configuration mode by entering **Ctrl-Z**.

Step 16 Reboot the router and enable it using the recovered password.

Saving and Retrieving the Configuration File

This section describes the procedures for saving and retrieving the system configuration using a Trivial File Transfer Protocol (TFTP) server.

The procedures for saving and retrieving the configuration file might be required for the following scenarios:

- Upgrading the Cisco 7000 to operate with the 7000 Series Route Switch Processor (RSP7000), which requires you to remove the RP (and SP or SSP) and replace them with the RSP7000 and 7000 Series Chassis Interface (RSP7000CI). Removing the RP effectively removes the configuration file that is stored in the RP's NVRAM, making it necessary to first save the configuration file to a TFTP server. In addition, you cannot read the RP's Flash card with the RSP7000. This requires that you use a TFTP server to save and retrieve the file.
- Replacing a failed RP (or RSP7000), which requires you to remove the RP (or RSP7000) and install a new processor module. Removing the RP (or RSP7000) effectively removes the configuration file that is stored in NVRAM, making it necessary to first save the configuration file to a TFTP server. You can also use the procedures for copying files between NVRAM and a Flash memory card.

- Troubleshooting a configuration problem, which occasionally requires you temporarily store your configuration file in a safe place, while you test different configuration options to solve a system problem.

Configuration information resides in two places when the router is operating: the default (permanent) configuration in NVRAM, and the running (temporary) memory in RAM. The default configuration always remains available; NVRAM retains the information even when the power is shut down. The current information is lost if the system power is shut down. The current configuration contains all nondefault configuration information that you added with the **configure** command, the **setup** command facility, or by editing the configuration file.

The **copy running-config startup-config** command adds the current configuration to the default configuration in NVRAM, so that it will also be saved when power is shut down. Whenever you make changes to the system configuration, issue the **copy running-config startup-config** command to ensure that the new configuration is saved.

You also replace the entire configuration in NVRAM. If you copy the configuration file to a remote server before removing the RP (or RSP7000), you can retrieve it later and write it back into NVRAM. If you do not copy the configuration file, you will have to use the **configure** command or the **setup** command facility to reenter the configuration information after you install the RP (or RSP7000). This procedure requires privileged-level access to the EXEC command interpreter, which usually requires a password. Refer to the description that follows and contact your system administrator to obtain access, if necessary.

Using the EXEC Command Interpreter

Before you use the **configure** command, you must enter the privileged level of the EXEC command interpreter using the **enable** command. The system prompts you for a password if one has been set.

The system prompt for the privileged level ends with a pound sign (#) instead of an angle bracket (>). At the console terminal, enter the privileged level as follows:

- Step 1** At the EXEC prompt (>), enter the **enable** command. The EXEC command interpreter prompts you for a privileged-level password, as follows:

```
Router> enable
```

```
Password:
```

- Step 2** Enter the password (the password is case sensitive). For security purposes, the password is not displayed.

- Step 3** When you enter the correct password, the system displays the privileged-level system prompt (#) as follows:

```
Router#
```

The pound sign (#) at the system prompt indicates that you are at the privileged level of the EXEC command interpreter; you can now execute the EXEC-level commands that are described in the following sections.

Using the ping Command to Verify Server Connectivity

Before you attempt to copy or retrieve a file from a remote host, ensure that the connection is good between the router and the remote server, by using the packet internet groper (ping) program. The ping program sends a series of echo request packets to the remote device and waits for a reply. If the connection is good, the remote device echoes them back to the local device.

The console terminal displays the results of each message sent: an exclamation point (!) indicates that the local device received an echo, and a period (.) indicates that the server timed out while awaiting the reply. If the connection between the two devices is good, the system displays a series of exclamation points (! ! !) or [ok]. If the connection fails, the system displays a series of periods (. . .) or [timed out] or [failed].

To verify the connection between the router and a remote host, issue the **ping** command followed by the name or Internet Protocol (IP) address of the remote server; then press **Return**. Although the **ping** command supports configurable options, the defaults, including interface processor as the protocol, are enabled when you enter a host name or address on the same line as the **ping** command. For a description of the configurable options, refer to the appropriate software documentation.

The following example shows a successful **ping** operation:

```
Router# ping 1.1.1.1
Type escape sequence to abort.
Sending 5, 100-byte ICMP Echos to 1.1.1.1, timeout is 2 seconds:
!!!!
Success rate is 100 percent (5/5), round-trip min/avg/max = 12/12/12 ms
Router#
```

The following example shows the results of a failed **ping** operation:

```
Sending 5, 100-byte ICMP Echos to 1.1.1.1, timeout is 2 seconds:
.....
Success rate is 0 percent (0/5)
Router#
```

If the connection fails, check the physical connection to the remote file server and verify that you are using the correct address or name, then ping the server again. If you are unable to establish a good connection, contact your network administrator or refer to the end of this document for instructions on contacting technical assistance.

Copying the Configuration File

Before you copy the running configuration to the TFTP file server, ensure the following:

- You have a connection to the router either with a console terminal connected to the RP (or RSP7000) console port, or remotely through a Telnet session.
- The router is connected to a network supporting a file server (remote host).
- The remote host supports the TFTP application.
- You have the interface processor address or name of the remote host available.

To store information on a remote host, enter the **copy startup-config tftp** privileged EXEC command. The command prompts you for the destination host's address and a filename, then display the instructions for confirmation. When you confirm the instructions, the router sends a copy of the currently running configuration to the remote host. The system default is to store the configuration in a file called by the name of the router with *-config* appended. You can either accept the default filename by pressing **Return** at the prompt, or enter a different name before pressing **Return**.

Follow these steps to copy the currently running configuration to a remote host:

- Step 1** The system prompt should display a pound sign (#) to indicate the privileged level of the EXEC command interpreter. If it does not, follow the steps in the section "Using the EXEC Command Interpreter on page 184 to enable the privileged level.
- Step 2** Use the **ping** command to check the connection between the router and the remote host. (See the previous section "Using the ping Command to Verify Server Connectivity.")

Step 3 Issue the **show running-config** (or **write term**) command to display the currently running configuration on the terminal, and ensure that the configuration information is complete and correct. If it is not, use the **configure** command to add or modify the existing configuration. (Refer to the appropriate software documentation for descriptions of the configuration options available for the system and individual interfaces, and for specific configuration instructions.)

Step 4 Issue the **copy startup-config tftp** command. The EXEC command interpreter prompts you for the name or interface processor address of the remote host that is to receive the configuration file. (The prompt might include the name or address of a default file server.)

```
Router# copy startup-config tftp
Remote host []?
```

Step 5 Enter the name or interface processor address of the remote host. In the following example, the name of the remote server is *servername*:

```
Router# copy startup-config tftp
Remote host []? servername
Translating "servername"...domain server (1.1.1.1) [OK]
```

Step 6 The EXEC command interpreter prompts you for the name of the file that will contain the configuration. By default, the system appends *-config* to the router's name to create the new filename. Press **Return** to accept the default filename, or enter a different name for the file before pressing **Return**. In the following example, the default is accepted:

```
Name of configuration file to write [Router-config]?
Write file Router-config on host 1.1.1.1? [confirm]
Writing Router-config .....
```

Step 7 Before the router executes the copy process, it displays the instructions you entered for confirmation. If the instructions are not correct, enter **n** (no) then **Return** to abort the process. To accept the instructions, press **Return**, or **y** and then **Return**, and the system begins the copy process. In the following example, the default is accepted:

```
Write file Router-config on host 1.1.1.1? [confirm]
Writing Router-config: !!!! [ok]
```

While the router copies the configuration to the remote host, it displays a series of exclamation points (! ! !) or periods (. . .). The !!!! and [ok] indicate that the operation is successful. A display of . . . [timed out] or [failed] indicates a failure, which would probably be due to a network fault or the lack of a writable, readable file on the remote file server.

Step 8 If the display indicates that the process was successful (with the series of ! ! ! and [ok]), the copy process is complete. The configuration is safely stored in the temporary file on the remote file server.

If the display indicates that the process failed (with the series of . . . as shown in the following example):

```
Writing Router-config .....
```

your configuration was not saved. Repeat the preceding steps, or select a different remote file server and repeat the preceding steps.

If you are unable to copy the configuration to a remote host successfully, contact your network administrator or refer to the end of this document for instructions on contacting technical assistance.

Retrieving the Configuration File

After you reinstall the RP (or RSP7000), you can retrieve the saved configuration and copy it back to NVRAM. To retrieve the configuration, enter configuration mode and specify that you will configure the router from the network. The system prompts you for a host name and address, the name of the configuration file stored on the host, and confirmation to reboot using the remote file.

You can access the router through a console terminal attached directly to the RP (or RSP7000) console port, or you can configure an interface port and Telnet to the router from a remote terminal.

Follow these steps to retrieve the currently running configuration from a remote host:

- Step 1** On the console terminal, the system prompt should display a pound sign (#) to indicate the privileged level of the EXEC command interpreter. If it does not, follow the steps in the section “Using the EXEC Command Interpreter on page 184 to enable the privileged level.

Note Until you retrieve the previous configuration, the router will be running from the default configuration in NVRAM. Therefore, any passwords that were configured on the previous system will not be valid until you retrieve the configuration.

- Step 2** Use the **ping** command to verify the connection between the router and the remote host. (See the section “Using the ping Command to Verify Server Connectivity on page 184 .)

- Step 3** At the system prompt, issue the **copy tftp startup-config** command and press **Return** to enter the configuration mode and specify that you will configure the system from a network device (instead of from the console terminal, which is the default).

```
Router# copy tftp startup-config
```

- Step 4** The system prompts you to select a host or network configuration file. The default is host; press **Return** to accept the default.

```
Host or network configuration file [host]?
```

- Step 5** The system prompts you for the interface processor address of the host. Enter the interface processor address or name of the remote host (the remote file server to which you copied the configuration file).

```
IP address of remote host [255.255.255.255]? 1.1.1.1
```

- Step 6** The system prompts you for the name of the configuration file. When copying the file, the default is to use the name of the router with the suffix *-config* (*router-config* in the following example). If you specified a different filename when you copied the configuration, enter the filename; otherwise, press **Return** to accept the default.

```
Name of configuration file [router-config]?
```

- Step 7** Before the system reboots with the new configuration, it displays the instructions you entered for confirmation. If the instructions are not correct, enter **n** (no), and then press **Return** to cancel the process. To accept the instructions, press **Return**, or **y**, and then **Return**.

```
Configure using router-config from 1.1.1.1? [confirm]
Booting router-config from 1.1.1.1: !! [OK - 874/16000 bytes]
```

While the router retrieves and boots from the configuration on the remote host, the console display indicates whether or not the operation was successful. A series of !!!! and [OK] (as shown in the preceding example) indicates that the operation was successful. A series of . . . and [timed out] or [failed] indicate a failure (which would probably be due to a network fault or an incorrect server name, address, or filename). The following is an example of a failed attempt to boot from a remote server:

```
Booting Router-config . . . . . [timed out]
```

- Step 8** If the display indicates that the process was successful, proceed to the next step.
- If the display indicates that the process failed, verify the name or address of the remote server and the filename, and repeat the preceding steps. If you are unable to retrieve the configuration, contact your network administrator or refer to the end of this document for instructions on contacting technical assistance.
- Step 9** Issue the **copy startup-config tftp** command to display the currently running configuration on the terminal. Review the display and ensure that the configuration information is complete and correct. If it is not, verify the filename and repeat the preceding steps to retrieve the correct file, or use the **configure** command to add or modify the existing configuration. (Refer to the appropriate software documentation for descriptions of the configuration options available for the system and individual interfaces and specific configuration instructions.)
- Step 10** When you have verified that the currently running configuration is correct, issue the **copy running-config startup-config** command to save the retrieved configuration in NVRAM. Otherwise, the new configuration will be lost if you restart the system.

This completes the procedure for retrieving the configuration file.

Copying Files Between NVRAM and a Flash Memory Card

Copying a configuration file to a Flash memory card in the PCMCIA slot might be required if you do not have access to a TFTP server on which you can temporarily store your configuration file. You can then copy the configuration file back to NVRAM as required. Use the following sections to first copy the configuration file to a Flash memory card, and then to copy the configuration from the Flash memory card back to NVRAM.

Copying a Configuration File from NVRAM to a Flash Memory Card

Following is the procedure for copying your configuration file in NVRAM, to a Flash memory card. You can use the command **copy startup-config [slot0 | slot1];filename** for the copy procedure where **startup-config** is the file's source (NVRAM) and **[slot0 | slot1];filename** is the file's destination, in either of the Flash memory cards. However, the environmental variable **CONFIG_FILE** must be pointing (set) to NVRAM, which is the system default.

Note In the preceding example, the exclamation points (!!) appear as the file is copied. The “C” characters signify calculation of the checksum, which is a verification that the file has been correctly copied.

Replacing System Software EPROMs

This section describes procedures for upgrading the system software by replacing the eight erasable programmable read-only memory (EPROM) components on the RP and, if necessary, changing the positions of the jumpers on J3 and J4. Although the images for Software Release 9.17 maintenance releases are distributed on floppy disk instead of on replacement EPROMs (as is done for earlier releases), you will need this procedure if for some unforeseen reason you do have to replace the software EPROMs. System software images can also be netbooted.

The software resides on a set of eight EPROMs on the RP. The EPROMs are labeled with a EPROM number that corresponds to the RP EPROM socket in which it should be installed. The sockets have labels too, although obscure, on the silk-screen portion of the RP board. Each EPROM has a notch cut on one end to indicate proper orientation. It should be placed so that its notch faces the same direction as the notch in the EPROM socket. Do *not* rely on the orientation of the EPROM labels to indicate the correct position of the EPROMs on the board. Figure 5-7 shows the location of the EPROMs on the RP (labeled *ROM* instead of EPROM) and the EPROM numbers of each socket.

The jumpers on J3 and J4, which are shown in Figure 5-7, correspond to the size (capacity) of the EPROMs installed on the RP. If you replace the system software EPROMs with new EPROMs of a different size (larger or smaller than the 2-MB size used for the initial Release 9.17(1) image), you will also need to change the jumper settings on J3 or J4.

Figure 5-7 shows the orientation of J3 and J4 on the RP when set for 2 MB, the factory default. Figure 5-8 shows the jumper settings for each EPROM size with the jumpers oriented as in Figure 5-7. For example, if you are installing a new image that resides on 4-MB EPROMs, you will need to move the jumper on J3 from the upper two posts to the lower two posts. This is not required if you upgrade by downloading a new software image into Flash memory; it is only necessary when you physically replace the EPROMs.

All system software images prior to Software Release 9.17(7) reside on 2-MB ROMs. Release 9.17(7) resides on 4-MB EPROMs.

Follow these steps to upgrade the EPROMs in the RP:

- Step 1** Disconnect any devices connected to the RP console and auxiliary ports.
- Step 2** Turn OFF the system power.
- Step 3** While referring to the section Removing and Replacing the RP, SP, SSP, RSP7000, or RSP7000CI earlier in this chapter, remove the RP from the slot and place it on an antistatic mat or foam pad.
- Step 4** Referring to Figure 5-7, locate the eight system software EPROMs. The label on each installed EPROM indicates the EPROM number (1 through 8), as shown in Figure 5-7. Note the orientation of the notches on the end of each EPROM to aid in inserting the new ones. Do not rely on the orientation of the labels on the new EPROM for correct positioning.



Caution The correct placement of the EPROM is crucial. If improperly positioned, the EPROM could be damaged when the system is powered on. Also, to prevent damage to the board or any of the components from electrostatic discharge, be sure to follow the ESD procedures described in the section “Preventing Electrostatic Discharge Damage” in the chapter “Preparing for Installation.”

Figure 5-7 System Software ROM Sockets and Jumpers J3 and J4

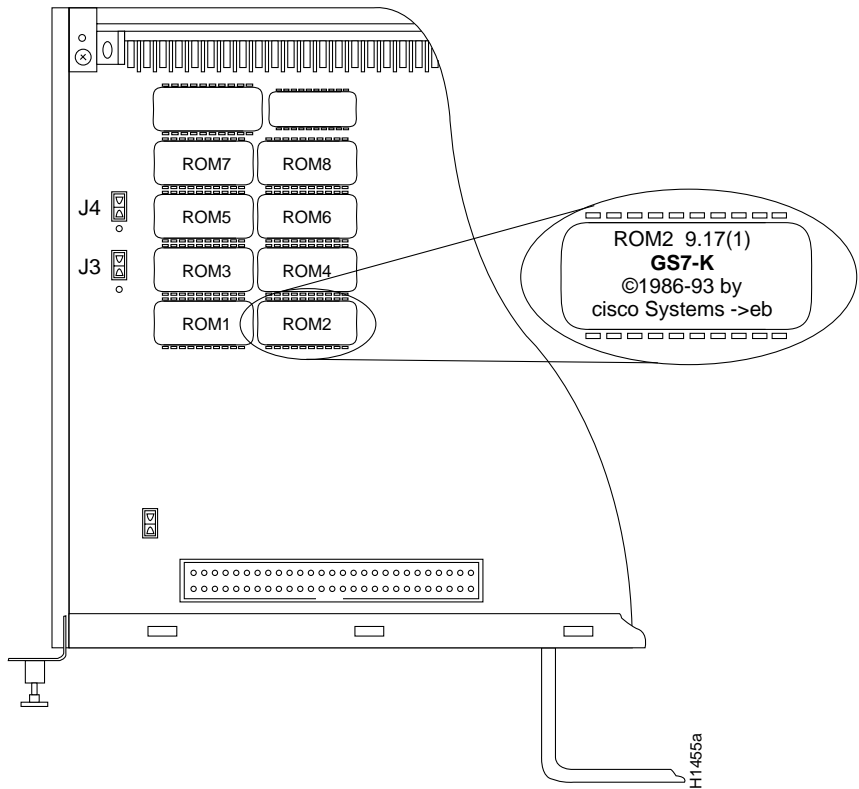


Figure 5-8 Jumper Settings for Software ROM Sizes

Jumper	EPROM Types	27010	27020	27040	27080
	Memory	1 Mb	2 Mb	4 Mb	8 Mb
J4					
J3					

H1485a

- Step 5** Use a chip extractor to remove the first EPROM from its socket. If you do not have a chip extractor available, use the tip of a screwdriver blade to gently pry the EPROM out of its socket.
- Step 6** Install the new EPROM in the same numbered socket as old EPROM you just removed. Observe the correct notch orientation for the new EPROM.
- Step 7** Repeat Steps 5 and 6 until all new EPROMs are installed. Be careful not to bend or break any of the pins. Use needlenose pliers to straighten a bent pin. If a pin breaks, you must obtain a replacement.

- Step 8** When all EPROMs have been replaced, follow the steps in the section Installing CxBus Interface Processors earlier in this chapter to reinstall the RP. Be sure to use the ejector levers to install the RP, then tighten the top and bottom captive installation screws.
- Step 9** Reconnect any console or auxiliary port cables to the connectors on the RP.
- Step 10** Turn on the system for an installation check, which is described in the section “Starting the Router” in the chapter “Installing the Router.”

Note If you power up a system when one or more of the EPROMs is incorrectly inserted, the system may print a message on the console port reporting a checksum error. If this happens, and if the EPROM is not the PLCC-type, remove the microcode EPROM, straighten the pins, then reinsert the EPROM and restart the system. If the EPROM is inserted backwards when power is turned on, the EPROM is damaged and requires replacement.

Replacing RP SIMMs (Upgrading DRAM)

The system DRAM resides on four single inline memory modules (SIMMs) on the RP. The default DRAM configuration is 16 MB (four 4 MB x 9 SIMMs). This section provides the steps for increasing the amount of DRAM from 16 MB to 64 MB by replacing the four 4 MB SIMMs with four 16 MB SIMMs. Some (earlier) RPs do not support 16 MB SIMMs; before upgrading, use the prerequisites in the following section to ensure that your RP will support the larger SIMMs.

Compatibility Requirements

Before replacing SIMMs to increase the amount of DRAM available in your system, ensure that your RP supports 16 MB SIMMs.

Only RPs that meet the following prerequisites support the larger (16 MB) SIMMs:

- If your system contains Software Release 9.17, the minimum requirements are:
 - System Software Release 9.17(8) (or a later 9.17 image) in ROM
 - System Bootstrap Version 4.6(7.3) (or a later 4.6 bootstrap version)
 - RP board revision B0 or later
- If your system contains Software Release 9.21, the minimum requirements are:
 - System Software Release 9.21(3) (or a later 9.21 image) in ROM
 - System Bootstrap Version 4.7(2.1) (or a later 4.7 bootstrap version)
 - RP board revision B0 or later

Bootstrap Version 4.6 is used exclusively with Software Release 9.17, and Bootstrap Version 4.7 is used exclusively with Software Release 9.21. The revision numbers (indicated within parentheses) for each version are revised independently of other bootstrap versions. Therefore, 4.6(7) can be a later version than 4.7(2).

Software Release 9.17(8), RP board revision B0, and System Bootstrap Version 4.6(7.3) began shipping as the default for Cisco 7000 series systems in March 1994. Software Release 9.21(3) and System Bootstrap Version 4.7(2.1) are expected to be available in May 1994.

RPs that shipped from the factory with Release 9.17(7) or earlier in ROM do *not* support 16 MB SIMMs. To verify that your RP supports the larger SIMMs, issue the following commands:

- Use the **show version** command to display the System Bootstrap Version.

```
7000# show version
GS Software (GS7), Version 9.17(8.1)
Copyright (c) 1986-1994 by cisco Systems, Inc.
Compiled Fri 04-Feb-94
```

```
System Bootstrap, Version 4.6(7.3)
```

If the display indicates that the System Bootstrap Version is an earlier version of 4.6 than 4.6(7.3), or an earlier version of 4.7 than 4.7(2.1), your RP will not support 16 MB SIMMs. Contact a service representative for information about the RP upgrade.

- Use the **show diag slot** command to display current hardware and diagnostic information about the processor installed in the slot you specify. Because the RP always resides in the same (RP) slot, specify slot 6 for a Cisco 7000 chassis. The third line of the display shows the current hardware (HW) and board revisions. (Do not confuse the HW revision with the board revision; you need only verify that the *board* revision is B0 or later.)

```
7000# show diag 6

Slot 6:
  EEPROM format version 1
  Route Processor, HW rev 1.1, board revision B0
  Serial number: 00809933  Part number: 73-0877-04
```

If the display indicates that the RP board revision is earlier than B0, your RP will not support 16 MB SIMMs. Contact a service representative for information about the RP upgrade.

- The SIMMs must meet the following requirements:
 - SIMMs must be the nine-module type, 16 MB x 9.
 - Minimum speed is 70 ns.
 - Maximum height is one inch.

All four SIMM sockets must be filled, and all must contain SIMMs of the same capacity and speed. The RP supports only 4 MB x 9 SIMMs (for a total of 16 MB) or 16 MB x 9 SIMMs (for a total of 64 MB). The RP does not support 32MB of DRAM because 8MB x 9 SIMMs are not available.

Parts and Tools

In addition to the tools you need to remove and replace the RP, you will also need the following tools and parts to replace SIMMs. If you need additional equipment, contact a service representative for ordering information.

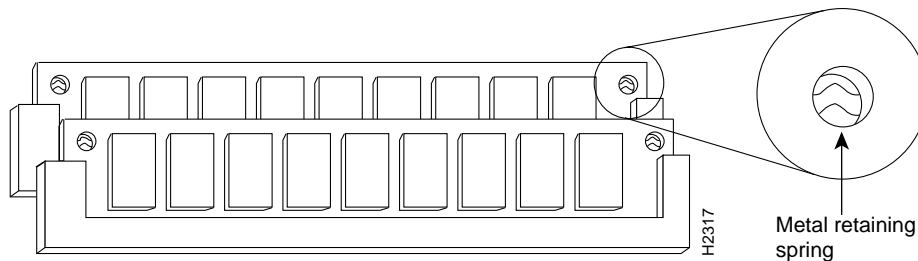
- Four 16 MB x 9, 70 ns SIMMs
- Antistatic mat or pad for the removed RP
- SIMM extraction tool manufactured by AMP, Inc. (AMP Part Number 382264-1). The toll-free phone number for AMP product information is 1 800 526-5142.

Removing SIMMs

Because the SIMMs on the RP are not intended to be replaced often, if at all, the SIMM sockets do not use the thumb tabs that are often used in PCs and other computer equipment. Each RP SIMM socket has two metal retaining springs, one at each end. (See Figure 5-9.) When a SIMM is fully seated in the socket, the retaining springs snap upward into the holes at the ends of the SIMM to lock

it in the socket. You need the AMP extraction tool to remove the SIMMs from this type of socket. The extraction tool has an embossed tip specifically designed to depress the retaining spring while wedging the SIMM out of the socket.

Figure 5-9 RP SIMM Sockets



Caution All four SIMM sockets must be filled, and all must contain SIMMs of the same size (capacity) and speed. You cannot mix SIMMs of different sizes or speeds in the four sockets.

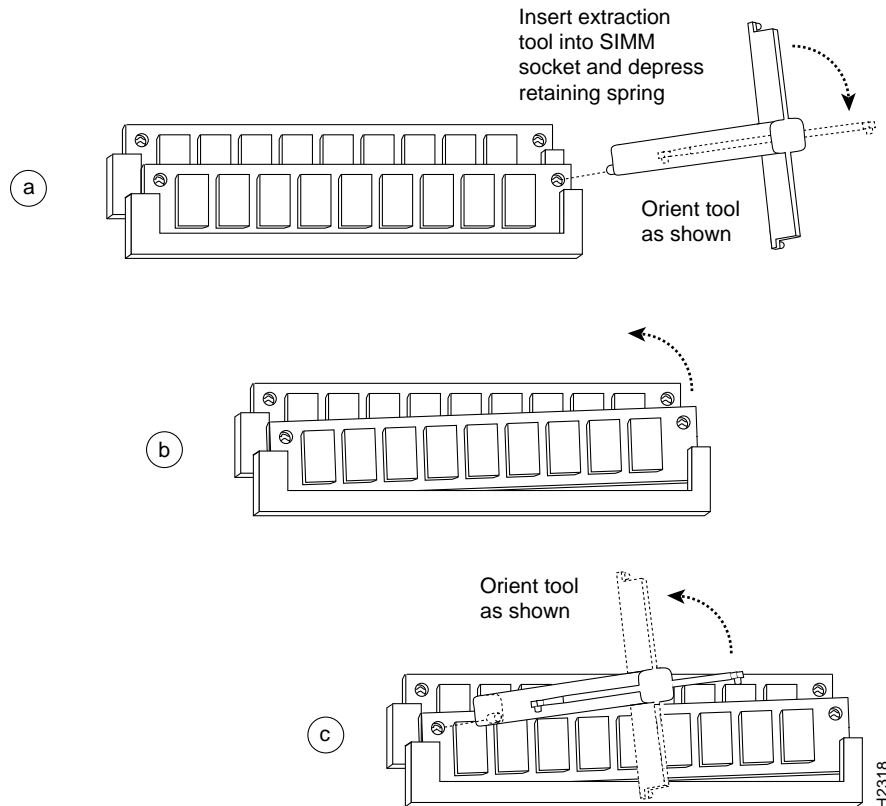


Caution Handle SIMMs by the card edges only. SIMMs are sensitive components that can be shorted by mishandling.

Follow these steps to remove the existing 4 MB SIMMs:

- Step 1** Turn OFF the system power and disconnect any devices connected to the RP console and auxiliary ports.
- Step 2** Follow the steps in the section Removing and Replacing the RP, SP, SSP, RSP7000, or RSP7000CI to remove the RP from the slot and place it on an antistatic mat or foam pad.
- Step 3** Place the RP on an antistatic mat or pad, and ensure that you are wearing an antistatic device, such as a wriststrap. Position the RP so that the backplane edge is closest to you, and the handle is away from you. The RP should be rotated 180 degrees from the orientation shown in Figure 5-4.
- Step 4** Locate SIMMs in sockets U35, U36, U58, and U59. You will remove the SIMM from the socket closest to you first, then work backward to remove the remaining SIMMs.
- Step 5** While holding the extraction tool at the handle (at the top of the *T*), insert the embossed tip into the hole in the right side of the SIMM. (See Figure 5-10a.)

Figure 5-10 Using the SIMM Extraction Tool



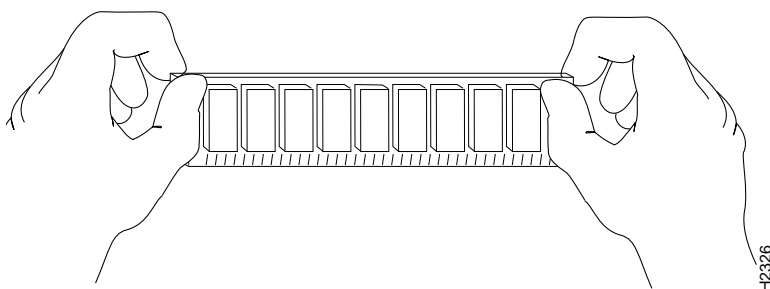
- Step 6** While pressing the tool downward (to keep the retainer spring depressed), rotate the tool clockwise until the right side of the SIMM is partially released from the socket. (See Figure 5-10b.)
- Step 7** Remove the tool from the right side, and insert the embossed tip into the hole in the left side of the same SIMM.
- Step 8** While pressing the tool downward, rotate the tool counterclockwise until the left side of the SIMM is released from the socket. (See Figure 5-10c.)
- Step 9** When both ends of the SIMM are released from the socket, grasp the ends of the SIMM with your thumb and forefinger and pull the SIMM completely out of the socket. Handle the edges of the SIMM only; avoid touching the memory module or pins, and the metal traces or fingers along the socket edge.
- Step 10** Place the SIMM in an antistatic bag to protect it from ESD damage.
- Step 11** Repeat Steps 4 through 10 for the remaining SIMMs.

This completes the SIMM removal procedure. Proceed to the next section to install the new SIMMs.

Installing New SIMMs

SIMMs are sensitive components that are susceptible to ESD damage. Handle SIMMs by the edges only; avoid touching the memory modules, pins, or traces (the metal *fingers* along the connector edge of the SIMM). (See Figure 5-11.)

Figure 5-11 Handling a SIMM



Caution Handle SIMMs by the card edges only. SIMMs are sensitive components that can be shorted by mishandling.

Follow these steps to install the new SIMMs:

- Step 1** With the RP in the same orientation as the previous procedure (with the backplane edge closest to you), install the first SIMM in the socket farthest from you. Then work from front to back, and install the last SIMM in the socket closest to you.
- Step 2** Remove a new SIMM from the antistatic bag.
- Step 3** Hold the SIMM component side up, with the connector edge (the metal *fingers*) closest to you.
- Step 4** Hold the sides of the SIMM between your thumb and middle finger, with your forefinger against the far edge, opposite the connector edge. (See Figure 5-11.)
- Step 5** Tilt the SIMM to approximately the same angle as the socket and insert the entire connector edge into the socket.



Caution When inserting SIMMs, use firm but not excessive pressure. If you damage a socket, you will have to return the RP to the factory for repairs.

- Step 6** Gently push the SIMM into the socket until the retaining springs snap into the holes in the SIMM. If necessary, rock the SIMM gently back and forth to seat the SIMM properly.
- Step 7** Repeat Steps 2 through 6 for the remaining SIMMs.
- Step 8** When all four SIMMs are installed, check all eight alignment holes (two on each SIMM), and ensure that the spring retainer is visible. If it is not, the SIMM is not seated properly. If any SIMM appears misaligned, carefully remove it and reseal it in the socket. Push the SIMM firmly back into the socket until the retainer springs snap into place.

Step 9 Follow the steps in the section Installing CxBus Interface Processors to reinstall the RP. Be sure to use the ejector levers to install the RP, then tighten the top and bottom captive installation screws.

Step 10 Reconnect any console or auxiliary port cables to the connectors on the RP.

Step 11 Turn on the system for an installation check, which is described in the chapter “Installing the Router.”

If the system fails to boot properly, or if the console terminal displays a checksum or memory error, check the following:

- Ensure that all four SIMMs are installed correctly. If necessary, shut down the system and remove the RP. Check the SIMMs by looking straight down on them and then at eye level. The SIMMs should all be aligned at the same angle and the same height when properly installed. If a SIMM appears to stick out, or rest in the socket at a different angle than the others, remove the SIMM and reinsert it. Then replace the RP and reboot the system for another installation check.
- All four sockets must contain SIMMs of the same size and speed, or the system will not operate. The SIMMs should have the following characteristics:
 - SIMMs must be the 16 MB x 9 type. Each SIMM should contain nine small memory components, as shown in Figure 5-9. (The actual layout of the SIMM can be different; it is only important that there are nine components.)
 - SIMMs must be 70 ns or faster. The speed is usually silkscreened along one edge of the SIMM.

If after several attempts the system fails to restart properly, contact a service representative for assistance. Before you call, make note of any error messages, unusual LED states, or any other indications that might help solve the problem.

Note The time required for the system to initialize (boot) varies with different router configurations. Routers with 64 MB of DRAM will take longer to boot than those with 16 MB of DRAM.

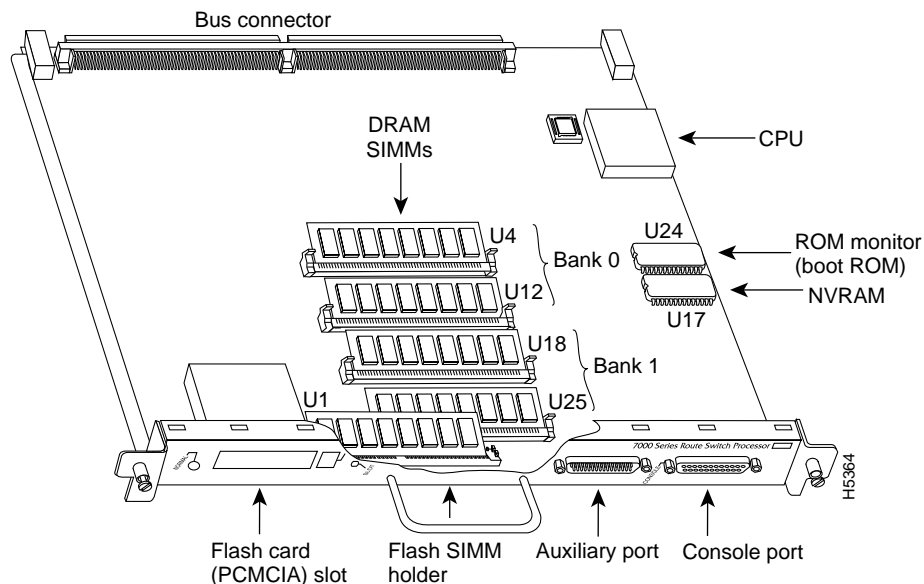
Replacing RSP7000 SIMMs (Upgrading DRAM)

The system DRAM resides on up to four SIMMs on the RSP7000. The DRAM SIMM sockets are U4 and U12 for Bank 0, and U18 and U25 for Bank 1. The default DRAM configuration is 16 MB (two 8-MB SIMMs in Bank 0). (See Figure 5-12.)

Note The total number of memory devices per SIMM differs for each manufacturer. The SIMMs in the following illustrations are generic representations of the actual DRAM SIMMs for your RSP7000.

This section describes the steps for increasing the amount of DRAM by replacing up to four SIMMs .

Figure 5-12 RSP7000 DRAM SIMMs



The SIMM sockets use the thumb tabs that are often used in PCs and other computer equipment. Each RSP7000 SIMM socket has two metal retaining springs, one at each end. (See Figure 5-13.) When a SIMM is fully seated in the socket, the retaining springs snap over the ends of the SIMM to lock it in the socket.

Before proceeding, ensure that you have the proper tools and ESD-prevention equipment available. To upgrade DRAM, you install SIMMs in one or two banks. Table 5-9 lists the various configurations of DRAM SIMMs that are available. Note which banks are used given the combinations of available SIMM sizes and the maximum DRAM you require. SIMMs must be 60 ns or faster and no taller than one inch.

Note Depending on your router configuration, Cisco IOS Release 11.1(1) might require more than 16 MB of DRAM for your RSP7000. Upgrade your system DRAM based on your current configuration and this potential requirement.

Table 5-9 RSSP7000 DRAM SIMM Configurations

DRAM Bank 0	Quantity	DRAM Bank 1	Quantity	Total DRAM	Product Names
U4 and U12	2 8-MB SIMMs	U18 and U25	–	16 MB	MEM-RSP-16M
U4 and U12	2 8-MB SIMMs	U18 and U25	2 4-MB SIMMs	24 MB ¹	MEM-RSP-24M
U4 and U12	2 16-MB SIMMs	U18 and U25	–	32 MB	MEM-RSP-32M(=)
U4 and U12	2 32-MB SIMMs	U18 and U25	–	64 MB	MEM-RSP-64M(=)
U4 and U12	2 32-MB SIMMs	U18 and U25	2 32-MB SIMMs	128 MB	MEM-RSP-128M(=)

1. The 24-MB DRAM configuration is also available as an 8-MB upgrade to the standard 16-MB configuration, by adding DRAM-Product Number MEM-RSP-8M= (consisting of two, 4-MB DRAM SIMMs), for a total of 24 MB.



Caution To prevent DRAM errors, each DRAM bank used must contain no less than two SIMMs of the same type. You must install either two SIMMs in bank 0 or four SIMMs in two banks.

Removing SIMMs

Place removed SIMMs on an antistatic mat and store them in an antistatic bag. You can use the SIMMs that you remove in compatible equipment.



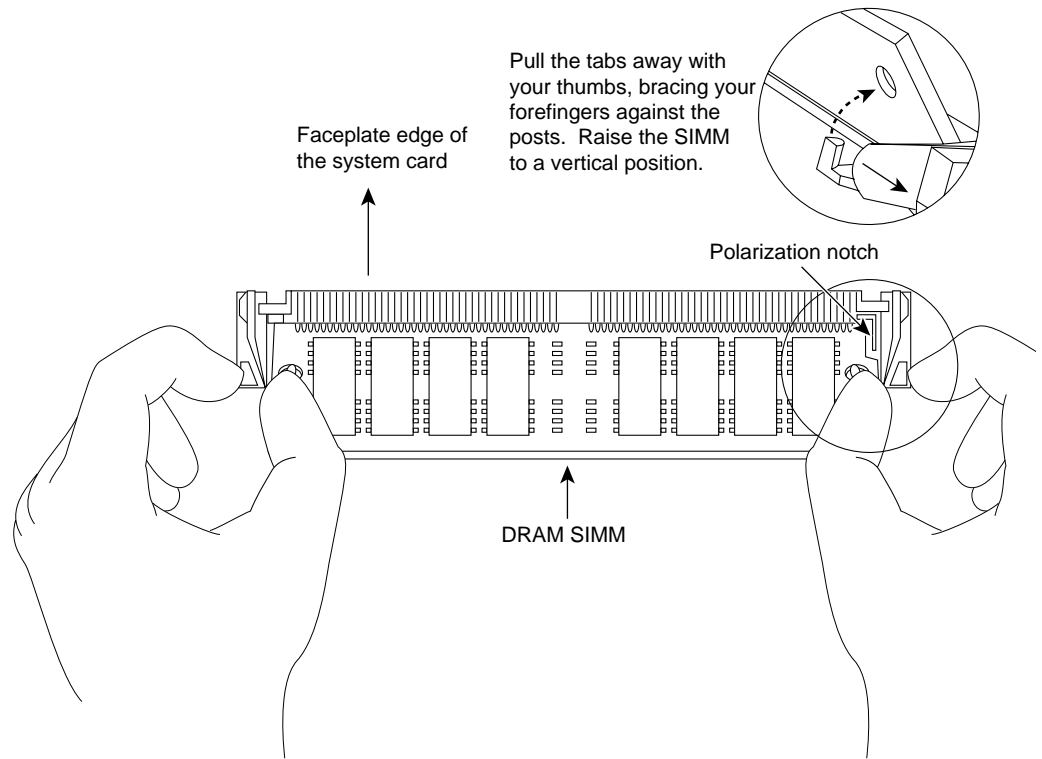
Caution To prevent ESD damage, handle SIMMs by the card edges only.

Follow these steps to remove the existing SIMMs:

- Step 1** Turn OFF the system power and follow the steps in the section “Removing and Replacing the RP, SP or SSP, RSP7000, or RSP7000CI.” Note that the RSP7000 does not support OIR.
- Step 2** Place the RSP7000 on an antistatic mat or pad, and ensure that you are wearing an antistatic device, such as a wrist strap. Position the RSP7000 so that the handle is away from you, and the edge connector is toward you; opposite of the position shown in Figure 5-12.
- Step 3** Locate SIMMs. The DRAM SIMMs occupy U4 and U12 in bank 0, and U18 and U25 in bank 1. (See Figure 5-12.)

Step 4 Release the spring clips from the SIMM that you wish to remove and release the SIMM from the socket. (See Figure 5-13.)

Figure 5-13 Releasing the SIMM Spring Clips



Step 5 When both ends of the SIMM are released from the socket, grasp the ends of the SIMM with your thumb and forefinger and pull the SIMM completely out of the socket. Handle the edges of the SIMM only; avoid touching the memory module or pins, and the metal traces, or *fingers*, along the socket edge.

Step 6 Place the SIMM in an antistatic bag to protect it from ESD damage.

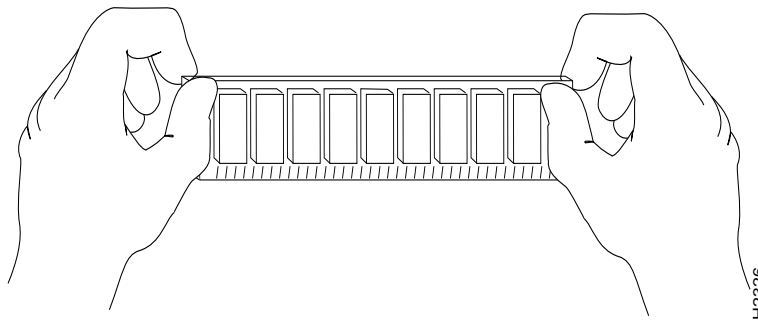
Step 7 Repeat Steps 4 through 6 for the remaining SIMMs, as required for your upgrade.

This completes the SIMM removal procedure. Proceed to the next section to install the new SIMMs.

Installing New SIMMs

SIMMs are sensitive components that are susceptible to ESD damage. Handle SIMMs by the edges only; avoid touching the memory modules, pins, or traces (the metal fingers along the connector edge of the SIMM).(See Figure 5-14.)

Figure 5-14 Handling a SIMM



Caution Handle SIMMs by the card edges only. SIMMs are sensitive components that can be shorted by mishandling.

Follow these steps to install the new SIMMs:

- Step 1** With the RSP7000 in the same orientation as the previous procedure (with the handle away from you and the edge connector toward you), install the first SIMM in the socket farthest from you. Then install the last SIMM in the socket closest to you.
- Step 2** Remove a new SIMM from the antistatic bag.
- Step 3** Hold the SIMM component side up, with the connector edge (the metal fingers) closest to you.
- Step 4** Hold the sides of the SIMM between your thumb and middle finger, with your forefinger against the far edge, opposite the connector edge. (See Figure 5-14.)
- Step 5** Tilt the SIMM to approximately the same an angle as the socket and insert the entire the connector edge into the socket.



Caution When inserting SIMMs, use firm but not excessive pressure. If you damage a socket, you will have to return the RSP7000 to the factory for repair.

- Step 6** Gently push the SIMM into the socket until the spring clips snap over the ends of the SIMM. If necessary, rock the SIMM gently back and forth to seat it properly.
- Step 7** Repeat Steps 2 through 6 for the remaining SIMMs.
- Step 8** When all SIMMs are installed, check all alignment holes (two on each SIMM), and ensure that the spring retainer is visible. If it is not, the SIMM is not seated properly. If any SIMM appears misaligned, carefully remove it and reseal it in the socket. Push the SIMM firmly back into the socket until the retainer springs snap into place.

This completes the SIMM replacement procedure.

Proceed to the section “Removing and Replacing the RP, SP or SSP, RSP7000, or RSP7000CI” to replace the RSP7000 in the chassis and restart the system for an installation check. Note that the RSP7000 does not support OIR

If the system fails to boot properly, or if the console terminal displays a checksum or memory error, check the following:

- Ensure that all SIMMs are installed correctly. If necessary, shut down the system and remove the RSP7000. Check the SIMMs by looking straight down on them and then inspecting them at eye level. The SIMMs should all be aligned at the same angle and the same height when properly installed. If a SIMM appears to stick out or rest in the socket at a different angle from the others, remove the SIMM and reinsert it. Then replace the RSP7000 and reboot the system for another installation check.
- Each DRAM SIMM bank must contain SIMMs of the same size and speed or the system will not operate. SIMMs must be 60 ns or faster. The speed is printed along one edge of the SIMM.

If after several attempts the system fails to restart properly, contact a service representative for assistance. Before you call, make note of any error messages, unusual LED states, or any other indications that might help solve the problem.

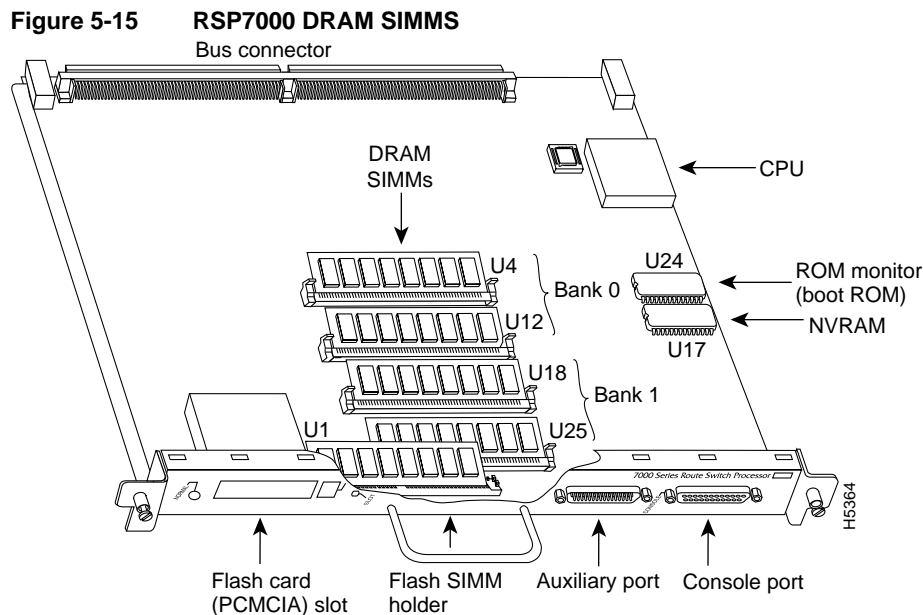
Note The time required for the system to initialize varies with different router configurations. Routers with 128 MB of DRAM will take longer to boot than those with 16 MB of DRAM.\

Replacing RSP7000 DRAM SIMMs

The system DRAM resides on up to four SIMMs on the RSP7000. The DRAM SIMM sockets are U4 and U12 for bank 0, and U18 and U25 for bank 1. The default DRAM configuration is 16 MB (two 8-MB SIMMs in Bank 0). (See Figure 5-15.)

Note The total number of memory devices per SIMM differs for each manufacturer. The SIMMs in the following illustrations are generic representations of the actual DRAM SIMMs for your RSP7000. To be sure that you are using the correct SIMMs, refer to the specific part or product numbers indicated in the approved vendor list (AVL) and by your DRAM upgrade requirements.

This section describes the steps for increasing the amount of DRAM by replacing up to four SIMMs that you obtain from an approved vendor.



The SIMM sockets use the thumb tabs that are often used in PCs and other computer equipment. Each RSP7000 SIMM socket has two metal retaining springs, one at each end. (See Figure 5-16.) When a SIMM is fully seated in the socket, the retaining springs snap over the ends of the SIMM to lock it in the socket.

Before proceeding, ensure that you have the proper tools and ESD-prevention equipment available. To upgrade DRAM, you install SIMMs in one or two banks. Table 5-10 lists the various configurations of DRAM SIMMs that are available. Note which banks are used given the combinations of available SIMM sizes and the maximum DRAM you require. SIMMs must be 60 ns or faster and no taller than one inch.

Note Depending on your router configuration, Cisco IOS Release 11.1(1) might require more than 16 MB of DRAM for your RSP7000. Upgrade your system DRAM based on your current configuration and this potential requirement.

Table 5-10 DRAM SIM Configurations

DRAM Bank 0	Quantity	DRAM Bank 1	Quantity	Total DRAM	Product Names
U4 and U12	2 8-MB SIMMs	U18 and U25	–	16 MB	MEM-RSP-16M
U4 and U12	2 8-MB SIMMs	U18 and U25	2 4-MB SIMMs	24 MB ¹	MEM-RSP-24M
U4 and U12	2 16-MB SIMMs	U18 and U25	–	32 MB	MEM-RSP-32M(=)
U4 and U12	2 32-MB SIMMs	U18 and U25	–	64 MB	MEM-RSP-64M(=)
U4 and U12	2 32-MB SIMMs	U18 and U25	2 32-MB SIMMs	128 MB	MEM-RSP-128M(=)

1. The 24-MB DRAM configuration is also available as an 8-MB upgrade to the standard 16-MB configuration, by adding DRAM-Product Number MEM-RSP-8M= (consisting of two, 4-MB DRAM SIMMs), for a total of 24 MB.



Caution To prevent DRAM errors, each DRAM bank used must contain no fewer than two SIMMs of the same type. You must install either two SIMMs in bank 0 or four SIMMs in two banks.

Removing SIMMs

Place removed SIMMs on an antistatic mat and store them in an antistatic bag. You can use the SIMMs that you remove in compatible equipment.

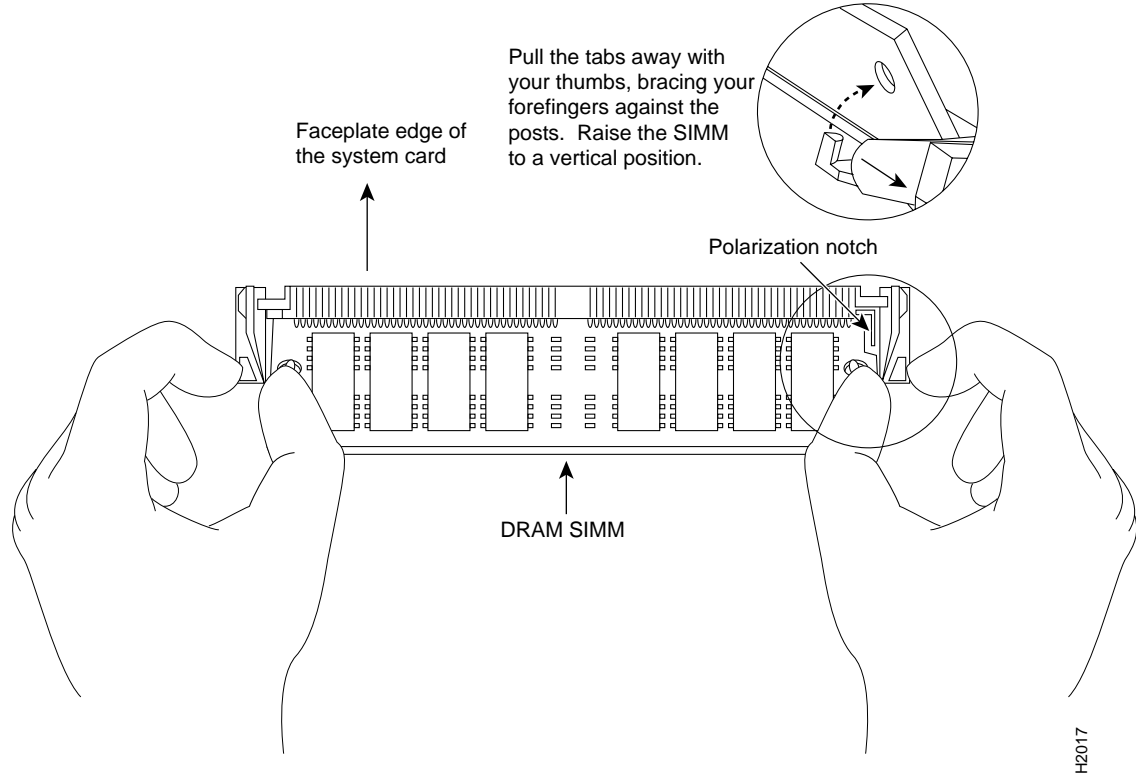


Caution To prevent ESD damage, handle SIMMs by the card edges only.

Follow these steps to remove the existing SIMMs:

- Step 1** Turn OFF the system power and follow the steps in the section “Removing and Replacing the RP, SP or SSP, RSP7000, or RSP7000CI.” Note that the RSP7000 does not support OIR.
- Step 2** Place the RSP7000 on an antistatic mat or pad, and ensure that you are wearing an antistatic device, such as a wrist strap. Position the RSP7000 so that the handle is away from you, and the edge connector is toward you, opposite of the position shown in Figure 5-15.
- Step 3** Locate SIMMs. The DRAM SIMMs occupy U4 and U12 in bank 0, and U18 and U25 in bank 1. (See Figure 5-15.)
- Step 4** Release the spring clips from the SIMM that you want to remove and release the SIMM from the socket. (See Figure 5-16.)

Figure 5-16 Releasing the SIMM Spring Clips



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Step 5 When both ends of the SIMM are released from the socket, grasp the ends of the SIMM with your thumb and forefinger and pull the SIMM completely out of the socket. Handle the edges of the SIMM only; avoid touching the memory module or pins, and the metal traces, or *fingers*, along the socket edge.

Step 6 Place the SIMM in an antistatic bag to protect it from ESD damage.

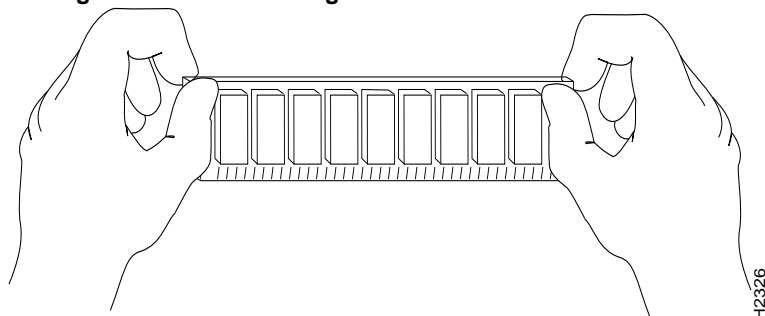
Step 7 Repeat Steps 4 through 6 for the remaining SIMMs, as required for your upgrade.

This completes the SIMM removal procedure. Proceed to the next section to install the new SIMMs.

Installing New SIMMs

SIMMs are sensitive components that are susceptible to ESD damage. Handle SIMMs by the edges only; avoid touching the memory modules, pins, or traces (the metal fingers along the connector edge of the SIMM). (See Figure 5-17.)

Figure 5-17 Handling the SIMM



Caution Handle SIMMs by the card edges only. SIMMs are sensitive components that can be shorted by mishandling.

Follow these steps to install the new SIMMs:

- Step 1** With the RSP7000 in the same orientation as the previous procedure (with the handle away from you and the edge connector toward you), install the first SIMM in the socket farthest from you. Then install the last SIMM in the socket closest to you.
- Step 2** Remove a new SIMM from the antistatic bag.
- Step 3** Hold the SIMM component side up with the connector edge (the metal fingers) closest to you.
- Step 4** Hold the sides of the SIMM between your thumb and middle finger, with your forefinger against the far edge, opposite the connector edge. (See Figure 5-17.)
- Step 5** Tilt the SIMM to approximately the same angle as the socket and insert the entire the connector edge into the socket.



Caution When inserting SIMMs, use firm but not excessive pressure. If you damage a socket, you will have to return the RSP7000 to the factory for repair.

- Step 6** Gently push the SIMM into the socket until the spring clips snap over the ends of the SIMM. If necessary, rock the SIMM gently back and forth to seat it properly.
- Step 7** Repeat Steps 2 through 6 for the remaining SIMMs.
- Step 8** When all SIMMs are installed, check all alignment holes (two on each SIMM), and ensure that the spring retainer is visible. If it is not, the SIMM is not seated properly. If any SIMM appears misaligned, carefully remove it and reseat it in the socket. Push the SIMM firmly back into the socket until the retainer springs snap into place.

This completes the SIMM replacement procedure.

Proceed to the section “Removing and Replacing the RP, SP or SSP, RSP7000, or RSP7000CI” to replace the RSP7000 in the chassis and restart the system for an installation check. Note that the RSP7000 does not support OIR

If the system fails to boot properly, or if the console terminal displays a checksum or memory error, check the following:

- Ensure that all SIMMs are installed correctly. If necessary, shut down the system and remove the RSP7000. Check the SIMMs by looking straight down on them and then inspecting them at eye level. The SIMMs should all be aligned at the same angle and the same height when properly installed. If a SIMM appears to stick out or rest in the socket at a different angle from the others, remove the SIMM and reinsert it. Then replace the RSP7000 and reboot the system for another installation check.
- Each DRAM SIMM bank must contain SIMMs of the same size and speed or the system will not operate. SIMMs must be 60 ns or faster. The speed is printed along one edge of the SIMM.

If after several attempts the system fails to restart properly, contact a service representative for assistance. Before you call, make note of any error messages, unusual LED states, or any other indications that might help solve the problem.

Note The time required for the system to initialize varies with different router configurations. Routers with 128 MB of DRAM will take longer to boot than those with 16 MB of DRAM.

FSIP Configurations

The FSIP supports EIA/TIA-232, EIA/TIA-449, V.35, and X.21 electrical interfaces in both DTE and DCE mode, and EIA-530 interfaces in DTE mode. The port adapter cable connected to each port determines the electrical interface type and mode of the port. To change the electrical interface type or mode of a port, you replace the port adapter cable and use software commands to reconfigure the port for the new interface. At system startup or restart, the FSIP polls the interfaces and determines the electrical interface type of each port (according to the type of port adapter cable attached). However, it does not necessarily repoll an interface when you change the adapter cable online. To ensure that the system recognizes the new interface type, you must shut down and reenble the interface after changing the cable. When setting up a new DCE interface or changing the mode of an interface from DTE to DCE, or when setting up a loopback test, you must also set the clock rate on the interface. If necessary, you can also use software commands to invert the clock to compensate for phase shifts caused by circuit delays or variances in cable lengths.

The default configuration for serial ports is DCE mode, NRZ format, and 16-bit CRC error correction. All serial interfaces support nonreturn to zero inverted (NRZI) format and 32-bit error correction, both of which are enabled with a software command.

Note This section contains brief descriptions and examples of software commands that you may need when installing or changing the configuration of serial interface ports. For complete command descriptions and instructions, refer to the related software documentation on UniverCD or printed manuals.

Configuring Timing (Clock) Signals

To use an FSIP port as a DCE interface, you must connect a DCE port adapter cable and set the clock speed with the **clockrate** command. You must also set the clock rate to perform a loopback test. This section describes how to use software commands to set the clock rate on a DCE port and, if necessary, how to invert the clock to correct a phase shift between the data and clock signals.

Setting the Clock Rate

All DCE interfaces require a noninverted internal transmit clock signal, which is generated by the FSIP. The default operation on an FSIP DCE interface is for the DCE device (FSIP) to generate its own clock signal (TxC) and send it to the remote DTE. The remote DTE device returns the clock signal to the DCE (FSIP port). When using DCE interfaces, you must connect a DCE-mode adapter cable to the port and specify the rate of the internal clock with the **clockrate** configuration command followed by the bits-per-second value. In the following example, the top serial interface on an FSIP in interface processor slot 3 (3/0) is defined as having a clockrate of 2 Mbps.

```
7000# configure terminal
interface serial 3/0
clockrate 2000000
^z
```

Following are acceptable clockrate settings:

1200, 2400, 4800, 9600, 19200, 38400, 56000, 64000, 72000, 125000, 148000, 500000, 800000, 1000000, 1300000, 2000000, 4000000

Speeds above 64 kbps (64000) are not appropriate for EIA/TIA-232; use EIA/TIA-449 on faster interfaces. Note that the faster speeds might not work if your cable is too long. If you change an interface from DCE to DTE, use the **no clockrate** command to remove the clock rate.

The FSIP ports support full duplex operation at DS1 (1.544 Mbps) and E1 (2.048 Mbps) speeds. Each four-port module (see the section “Fast Serial Interface Processor (FSIP)” in the chapter “Product Overview”) can support an aggregate bandwidth of 6.132 Mbps.

Because each four-port module shares a processor, you can delegate bandwidth to a single port and leave the other ports idle to optimize speed and bandwidth on a single interface. For example, you can configure four T1 interfaces on a module (one T1 on each port) such that they do not exceed 6.132 Mbps, or you can configure one port to operate at up to 6.132 Mbps, and leave the remaining three ports shut down. The type of electrical interface, the amount of traffic processed, and the types of external data service units (DSUs) connected to the ports affect actual rates.

Inverting the Clock Signal

Systems that use long cables may experience high error rates when operating at the higher speeds. Slight variances in cable length, temperature, and other factors can cause the data and clock signals to shift out of phase. Inverting the clock can often correct this shift. The **invert-transmit-clock** configuration command inverts the TxC clock signal for DCE interfaces. This prevents phase shifting of the data with respect to the clock.

To change the clock back to its original phase use the **no invert-transmit-clock** command. In the example that follows, the clock is inverted for the top serial port on an FSIP in interface processor slot 3:

```
7000# configure terminal
interface serial 3/0
invert-transmit-clock
^z
```

Configuring NRZI Format

The default for all interface types is for nonreturn to zero (NRZ) format; however, all types also support nonreturn to zero inverted (NRZI). NRZ encoding is most common. NRZI encoding is used primarily with EIA/TIA-232 connections in IBM environments. To enable NRZI encoding on any interface, specify the slot and port address of the interface followed by the command **nrzi-encoding**. In the example that follows, the top serial port on an FSIP in interface processor slot 3 is configured for NRZI encoding:

```
7000# configure terminal
interface serial 3/0
nrzi-encoding
^z
```

To disable NRZI encoding on a port, specify the slot and port address and use the **no nrzi-encoding** command.

For a brief overview of NRZ and NRZI, refer to the section “NRZ and NRZI Formats” in the chapter “Preparing for Installation.” For complete command descriptions and instructions, refer to the related software configuration and command reference documentation.

Configuring 32-Bit Cyclic Redundancy Check (CRC)

All interfaces (including the HIP) use a 16-bit cyclic redundancy check (CRC) by default but also support a 32-bit CRC. The 32-bit CRC function for the HIP is identical to that used for the FSIP.

Note To determine if your HIP will support a 32-bit CRC, use the **show diag** command. If the resulting display indicates Part Number 81-0050-01, Hardware Version 1.0, you cannot use the CRC-32 feature. If the display indicates Part Number 81-0050-02, Hardware Version 1.1, you can use the CRC-32 feature. If you are using HIP Microcode Version 1.2 and Maintenance Release 9.17(7) or earlier, the system will default to a 32-bit CRC. If you are using HIP Microcode Version 1.2 and Maintenance Release 9.17(8) or later, the system will default to a 16-bit CRC. If you are using HIP Microcode Version 1.3, any software release will cause the system to default to a 16-bit CRC.

CRC is an error-checking technique that uses a calculated numeric value to detect errors in transmitted data. The sender of a data frame divides the bits in the frame message by a predetermined number to calculate a remainder or *frame check sequence* (FCS). Before it sends the frame, the sender appends the FCS value to the message so that the frame contents are exactly divisible by the predetermined number. The receiver divides the frame contents by the same predetermined number that the sender used to calculate the FCS. If the result is not 0, the receiver assumes that a transmission error occurred and sends a request to the sender to resend the frame.

The designators 16 and 32 indicate the number of check digits per frame that are used to calculate the FCS. CRC-16, which transmits streams of 8-bit characters, generates a 16-bit FCS. CRC-32, which transmits streams of 16-bit characters, generates a 32-bit FCS. CRC-32 transmits longer streams at faster rates, and therefore provides better ongoing error correction with less retransmits. Both the sender and the receiver must use the same setting.

CRC-16, the most widely used throughout the United States and Europe, is used extensively with wide area networks (WANs). CRC-32 is specified by IEEE-802 and as an option by some point-to-point transmission standards. It is often used on SMDS networks and LANs.

The default for all serial interfaces is for 16-bit CRC. To enable 32-bit CRC on an interface, specify the slot and port address of the interface followed by the command **crc32**. In the example that follows, the top serial port on an FSIP in interface processor slot 3 is configured for 32-bit CRC:

```
7000# configure terminal
interface serial 3/0
crc32
^z
```

To disable CRC-32 and return to the default CRC-16 setting, specify the slot and port address and use the **no crc32** command.

For a brief overview of CRCs refer to the section “Cyclic Redundancy Checks (CRCs)” in the chapter “Preparing for Installation.” For complete command descriptions and instructions refer to the related software configuration and command reference documentation.

Configuring 4-Bit Cyclic Redundancy Check

The E1-G.703/G.704 interface supports 4-bit CRC in framed mode only. CRC-4 is not enabled by default.

To enable CRC-4 on the E1-G.703/G.704 interface, specify the slot and port address of the interface followed by the command **crc4**. In the example that follows, the top port on an FSIP in IP slot 3 is configured for CRC:

```
Router# configure terminal
interface serial 3/0
crc4
^z
```

To disable CRC-4 and return to the default of no CRC error checking, specify the slot and port address and use the **no crc4** command. For complete command descriptions and instructions, refer to the related software documentation.

Replacing Port Adapter Cables

The port adapter cable connected to each port determines the electrical interface type and mode of the port. The default mode of the ports is DCE, which allows you to perform a loopback test on any port without having to attach a port adapter cable. Although DCE is the default, there is no default clock rate set on the interfaces. When there is no cable attached to a port, the software actually identifies the port as *Universal, Cable Unattached* rather than either a DTE or DCE interface.

Following is an example of the **show controller cxbus** command that shows an interface port (2/0) that has an EIA/TIA-232 DTE cable attached, and a second port (2/1) that does not have a cable attached:

```
7000# show controller cxbus

Switch Processor 7, hardware version 11.1, microcode version 1.4
 512 Kbytes of main memory, 128 Kbytes cache memory, 299 1520 byte buffers
 Restarts: 0 line down, 0 hung output, 0 controller error
FSIP 2, hardware version 3, microcode version 1.0
 Interface 16 - Serial2/0, electrical interface is RS-232 DTE
   31 buffer RX queue threshold, 101 buffer TX queue limit, buffer size 1520
 Transmitter delay is 0 microseconds
 Interface 17 - Serial2/1, electrical interface is Universal (cable unattached)
   31 buffer RX queue threshold, 101 buffer TX queue limit, buffer size 1520
```

To change the electrical interface type or mode of a port online, you replace the serial adapter cable and use software commands to restart the interface and, if necessary, reconfigure the port for the new interface. At system startup or restart, the FSIP polls the interfaces and determines the electrical interface type of each port (according to the type of port adapter cable attached). However, it does not necessarily repoll an interface when you change the adapter cable online. To ensure that the system recognizes the new interface type, shut down and reenables the interface after changing the cable.

Perform the following steps to change the mode or interface type of a port by replacing the adapter cable. First replace the cable, then shutdown and bring up the interface with the new cable attached so that the system recognizes the new interface. If you are replacing a cable with one of the same interface type and mode, these steps are not necessary (simply replace the cable without interrupting operation).

Step 1 Locate and remove the adapter cable to be replaced.

Step 2 Connect the new cable between the FSIP port and the network connection. Tighten the thumbscrews at both ends of the cable to secure it in the ports.

Step 3 At the privileged level of the EXEC specify the port address, shut down the interface, and write the configuration to NVRAM. Add additional configuration commands, if any, before you exit from the configuration mode (before you enter ^z).

```
7000> en
Password: sshhhh
7000# configure terminal
int serial 3/5
shutdown
^z

7000# write mem
```

Step 4 Enter the configuration mode again and bring the port back up.

```
7000# configure terminal
int serial 3/5
no shutdown
^z
```

These steps will prompt the system to poll the interface and recognize the new interface immediately.

When configuring a port for a DCE interface for the first time, or when setting up a loopback test, you must set the clock rate for the port. When you connect a DCE cable to a port, the interface will remain down, the clock LEDs will remain off, and the interface will not function until you set a clock rate (regardless of the DCE mode default).

If you are changing the mode of the interface from DCE to DTE, you do not need to change the clock rate command for the port. After you replace the DCE cable with a DTE cable and the system recognizes the interface as a DTE, it will use the external clock signal from the remote DCE device and ignore the internal clock signal that the DCE interface normally uses. Therefore, once you configure the clockrate on a port for either a DCE interface or loopback, you can leave the clockrate configured and still use that port as a DTE interface.

Replacing Serial Port Adapters

Serial port adapters provide the high-density ports for FSIP serial interfaces. Each port adapter provides two ports, and each port supports any one of the available interface types: EIA/TIA-232, EIA/TIA-449, V.35, X.21, and EIA-530. (See the section “Serial Port Adapters” in the chapter “Product Overview.”) The adapter cable connected to the port determines the electrical interface type and mode (DTE or DCE) of the interface. Each FSIP is shipped from the factory with four or eight port adapters installed. Port adapters are spares; if you have spares on hand and have a failure, you can replace interfaces without having to return the FSIP to the factory. You cannot, however, add ports to an FSIP by installing additional port adapters. The four-port FSIP supports only one four-port module. To change the electrical interface type or mode of a port, you need only replace the adapter cable and reset the interface. When setting up a DCE port, you must also set the clock rate. Although DCE is the default mode, you do not need to specify the mode when configuring DTE interfaces. When the port recognizes the DTE interface cable, it automatically uses the clock signal from the remote DCE device.



Caution Remove and install port adapters only when it is necessary to replace interfaces. Do not attempt to isolate faults or to troubleshoot FSIPs or serial interfaces by swapping port adapters. The surface-mount circuitry on the port adapters will not tolerate excessive handling.

All serial interface types support NRZI format, which you set with a software command. (Refer to the section The SIMM sockets use the thumb tabs that are often used in PCs and other computer equipment. Each RSP7000 SIMM socket has two metal retaining springs, one at each end. (See Figure 5-16.) When a SIMM is fully seated in the socket, the retaining springs snap over the ends of the SIMM to lock it in the socket. later in this chapter.) For complete command descriptions and instructions, refer to the related software documentation.

Tools Required

You need the following tools to complete this procedure:

- Number 1 Phillips or 3/16-inch flat-blade screwdriver
- 3/16-inch nut driver
- Wrist strap or other grounding device to prevent ESD damage

Removing the FSIP

Two or four port adapters (each port adapter provides two ports) are installed on each FSIP at the factory, so in order to install a new port adapter (or to replace an existing one), you need to remove an existing port adapter. Each four-port module on an FSIP is driven by a CPU; four-port FSIPs contain one processor, and eight-port FSIPs contain two processors. You cannot add additional ports to a four-port FSIP to upgrade it to eight ports.

Follow these steps to remove and replace the FSIP:

- Step 1** Disconnect all network interface cables attached to the FSIP ports.
- Step 2** Put on a grounding strap and attach the equipment end to one of the captive installation screws on the rear of the chassis.
- Step 3** Use a screwdriver to loosen the two captive installation screws on the FSIP.
- Step 4** Place your thumbs on the upper and lower ejector levers and simultaneously push the top lever up and the bottom lever down to release the FSIP from the backplane connector.
- Step 5** Grasp the FSIP handle with one hand and place your other hand under the carrier to support and guide the FSIP out of the slot. Avoid touching the board.
- Step 6** Carefully pull the FSIP straight out of the slot, keeping your other hand under the carrier to guide it. (See Figure 5-2.) Keep the FSIP at a 90-degree orientation to the backplane.
- Step 7** Place the removed FSIP on an antistatic mat or antistatic foam and proceed to the following section, “Removing Port Adapters.”

Removing Port Adapters

Port adapters are installed on each FSIP at the factory. You must remove an existing port adapter in order to replace or install a new one. Each port adapter is anchored to the FSIP with two double-row vertical board-to-board (BTB) connectors and two Phillips-head screws that extend down into the standoffs. (See Figure 5-18.) The port adapter is also anchored to the carrier faceplate with four jackscrews with lock washers (two per port).

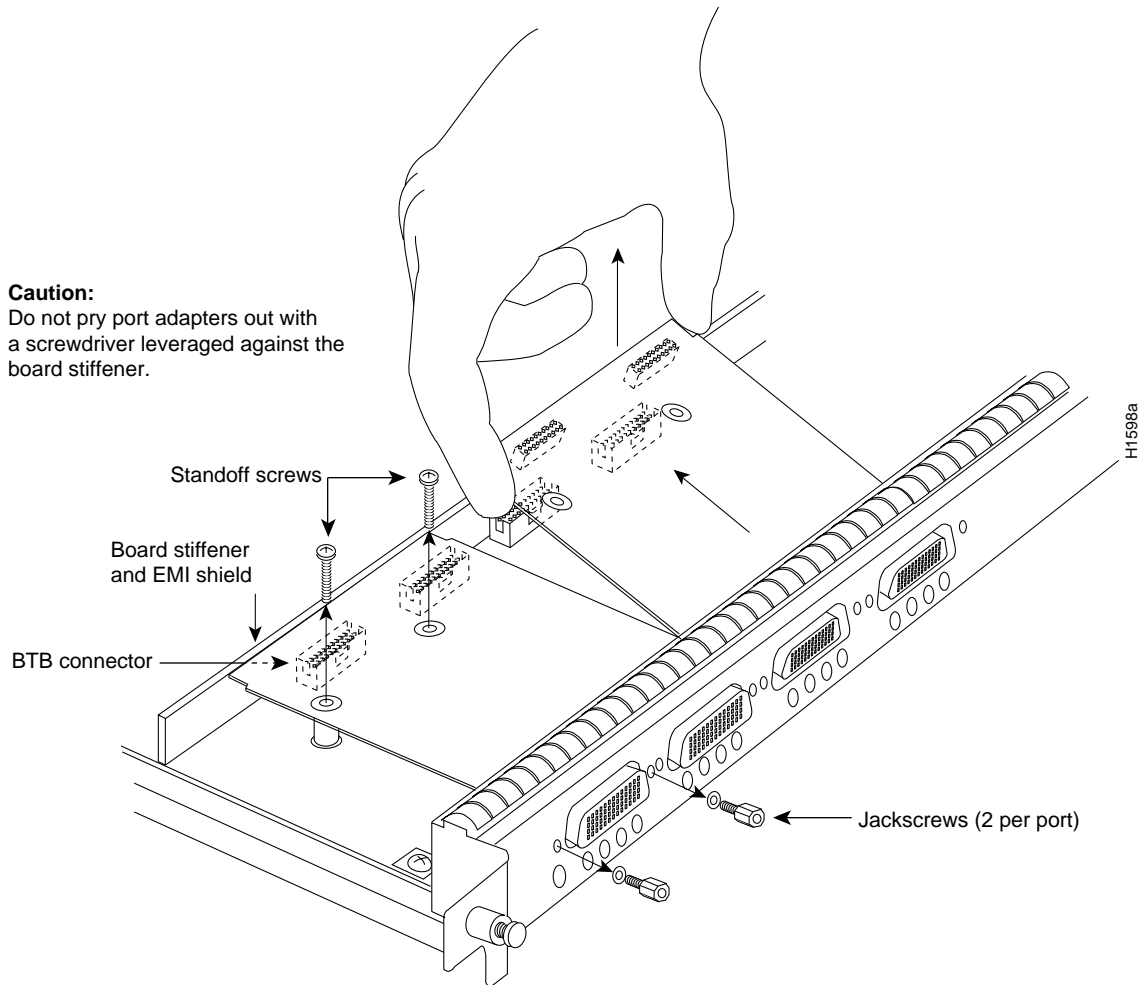


Caution The surface-mounted components on the port adapters are extremely susceptible to ESD damage. Keep each port adapter in a separate antistatic bag until you are ready to install it. Always wear a ground strap and handle boards as little as possible. When you must handle the board, limit contact to the board edges only, avoiding contact between the board and clothing.

To remove a port adapter from the FSIP perform the following steps:

- Step 1** Ensure that the FSIP is resting on an antistatic mat or on antistatic foam. You should still be wearing an ESD-prevention ground strap.
- Step 2** Position the FSIP so that it is in the same orientation as that shown in Figure 5-18.
- Step 3** Locate the port adapter to be replaced. Use a 3/16-inch nut driver to loosen the four jackscrews, one on either side of both serial connector ports.
- Step 4** Remove the jackscrews and washers and put them aside. You may need them to install the new port adapter.
- Step 5** Use a Phillips screwdriver to loosen and remove the two standoff screws. (See Figure 5-18.) You will need the standoff screws to install the new port adapter.
- Step 6** While avoiding contact with any traces or components on the board, insert your thumb and forefinger into the finger holes on the sides of the port adapter and gently lift it upward to dislodge the BTB connectors. If the port adapter resists, rock it very slightly from side to side until it pulls free of the FSIP connector.

Figure 5-18 Removing FSIP Port Adapters



Caution:
Do not pry port adapters out with a screwdriver leveraged against the board stiffener.



Caution Do not use a screwdriver or other tool to pry the port adapter up or out of the BTB connectors. In particular, do not use the board stiffener for leverage, or you will damage the FSIP board.

Step 7 When the port adapter BTB connector is completely disconnected from the BTB connector on the FSIP, tilt the back of the port adapter up at about a 70-degree angle from vertical and slowly pull it upward and outward (up and out using the orientation shown in Figure 5-18), away from the faceplate. The serial port connector will pull out of the cutouts in the faceplate.

Step 8 Immediately place the removed port adapter into an antistatic bag.

Step 9 Proceed to the next section to install a new port adapter.

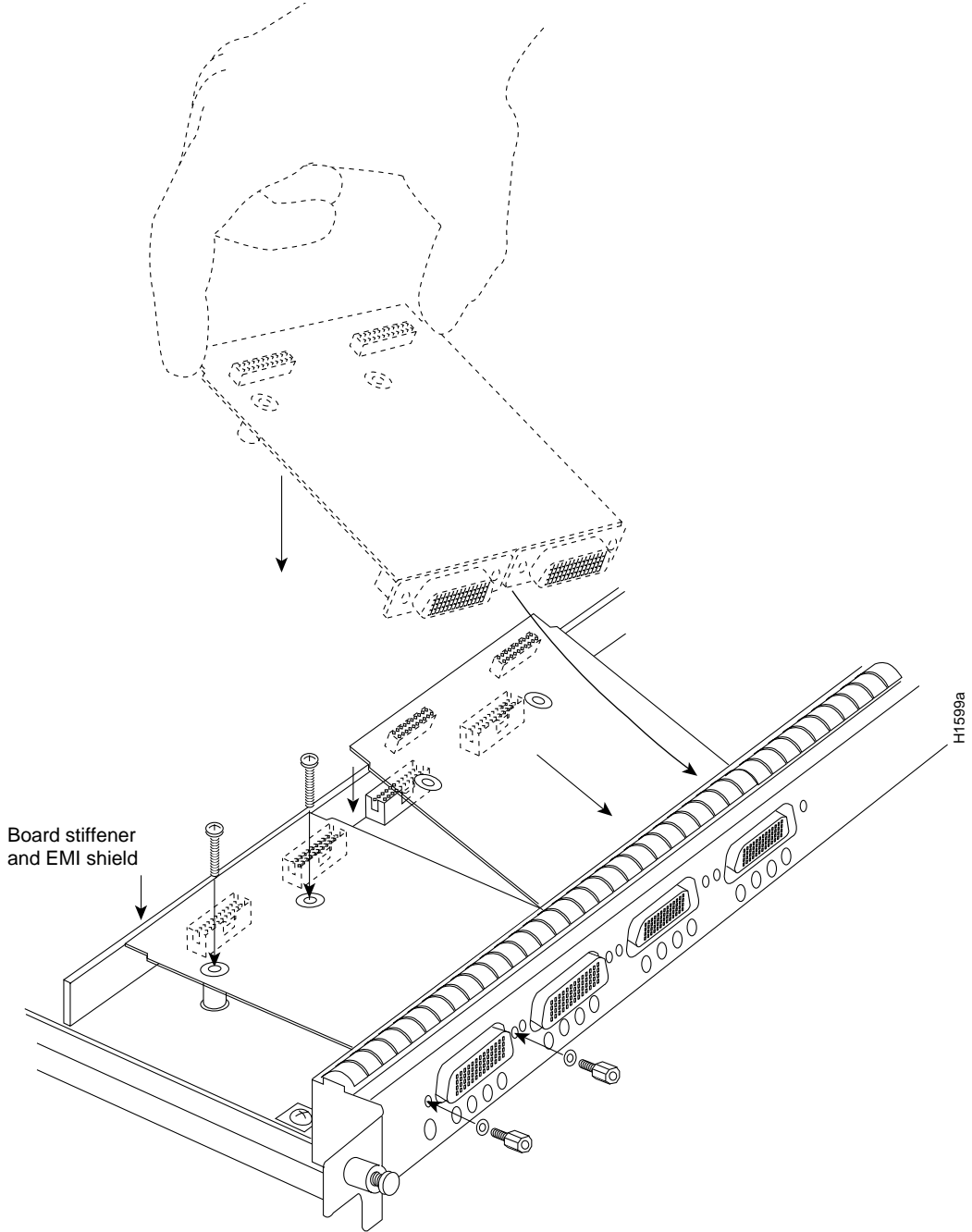


Caution Do not reinstall the FSIP in the chassis unless all port adapters are in place. The empty port will allow cooling air to escape freely through the cutouts in the faceplate, which could misdirect the airflow inside the chassis and allow components on other boards to overheat.

Installing Port Adapters

The FSIP should already be out of the chassis and have an empty space available for the new port adapter. If it is not, refer to the two previous sections to remove the FSIP from the chassis and remove a port adapter from the FSIP.

Figure 5-19 Installing FSIP Port Adapters



Refer to Figure 5-19 while performing the following steps:

- Step 1** Ensure that the FSIP is resting on an antistatic mat or on antistatic foam, and position it with the same orientation as that shown in Figure 5-19. You should still be wearing an ESD-prevention ground strap.
- Step 2** Carefully remove the new port adapter from its antistatic bag. Handle the port adapter by the board edges only.
- Step 3** If jackscrews are installed on the sides of the connectors, remove them and the four lock washers by turning them counterclockwise. If necessary, use a 3/16-inch nut driver to loosen them. Put the screws and washers aside.
- Step 4** While still handling the board edges only, position the port adapter so that it is in the orientation shown in Figure 5-19: at about a 70-degree angle from vertical, component side down, standoffs on the underside, and the external interface port connectors facing the inside of the carrier faceplate.
- Step 5** As shown in Figure 5-19, *partially* insert the port connectors through the back of the cutouts in the carrier faceplate. Do not force the connectors through the cutouts until the standoffs and BTB connectors are aligned.
- Step 6** With the port connectors partially inserted into the faceplate cutouts, slowly lower the back (opposite) side of the port adapter and continue to ease the port connectors through the cutouts until the BTB connectors on the FSIP and port adapter meet, and the standoffs on the underside of the port adapter are aligned with the standoff holes in the FSIP. Shift the port adapter until the port connectors are fully inserted through the cutouts, and the standoffs are aligned with the standoff holes.



Caution Before seating the port adapter onto the FSIP, ensure that the port adapter is aligned properly with the BTB connectors and the standoffs. Forcing a misaligned port adapter into place can damage the port adapter or the FSIP and cause immediate or intermittent failures.

- Step 7** Place your fingers along the back edge of the port adapter board and press down firmly until the BTB connectors mate. If the connectors resist, do not force them. Shift the port adapter around until the connectors mate properly.
- Step 8** Insert the two long Phillips-head screws through the two standoffs and finger-tighten them. These screws extend through the standoffs and the FSIP board and thread into the metal carrier.
- Step 9** Install a lockwasher on each of the four jackscrews.
- Step 10** On the front of the carrier faceplate, insert the four jackscrews through the front of the faceplate and into the holes on either side of both port connectors.
- Step 11** When all screws and connectors are aligned properly, use a Phillips screwdriver to tighten the standoff screws and a 3/16-inch nut driver to tighten the four jackscrews. Do not overtighten any of the screws.
- Step 12** Proceed to the next section to reinstall the FSIP in the chassis.

Replacing the FSIP in the Chassis

There should now be four or eight port adapters installed on the FSIP. If there are not, do not install the FSIP until you install all port adapters or until you install a blank interface processor carrier in the FSIP slot.



Caution Do not reinstall the FSIP unless all port adapters are installed. The empty port will allow cooling air to escape freely through the cutouts in the faceplate, which could misdirect the airflow inside the chassis and allow components on other boards to overheat.



Caution Handle interface processors by the handles and carrier edges only to prevent ESD damage.

- Step 1** Grasp the FSIP handle with one hand and place your other hand under the carrier to support the FSIP and guide it into the slot. (See Figure 5-2.) Avoid touching the board.
- Step 2** Place the back of the FSIP in the slot and align the notch on the bottom of the carrier with the groove in the slot. (See Figure 5-1.)
- Step 3** While keeping the FSIP at a 90-degree orientation to the backplane, carefully slide the carrier into the slot until the FSIP faceplate makes contact with the ejector levers. (See Figure 5-1.)
- Step 4** Using the thumb and forefinger of each hand, simultaneously push the top lever down and the bottom lever up (as shown in Figure 5-1) to fully seat the FSIP in the backplane connector.
- Step 5** Use a number 1 Phillips or a 3/16-inch flat-blade screwdriver to tighten the captive installation screws on the top and bottom of the FSIP.
- Step 6** Reconnect the network interface cables or other connection equipment to the FSIP interface ports.
- Step 7** When you insert the new FSIP, the console terminal will display several lines of status information about the OIR as it reinitializes the interfaces. Change the state of the interfaces to up and verify that the configuration matches that of the interfaces you replaced.
- Step 8** Use the **configure** command or the **setup** command facility to configure the new interfaces. You do not have to do this immediately, but the interfaces will not be available until you configure them and bring them up.
- Step 9** After you configure the interfaces, use the **show controller serial** or the **show interfaces** commands to display the status of the new interfaces.

This completes the port adapter replacement procedure. For complete command descriptions and instructions, refer to the related software configuration and command reference documentation.

MIP Configurations

Following are procedures for configuring T1 and E1 interfaces on the MIP.

Configuring the Interfaces

If you installed a new MIP or if you want to change the configuration of an existing controller, you must enter the configuration mode. If you replaced the MIP that was previously configured, the system will recognize the new MIP and bring it up in the existing configuration.

After you verify that the new MIP is installed correctly (the enabled LED is on), use the privileged-level **configure** command to configure the new MIP controller. Be prepared with the information you will need, such as the following:

- T1 and/or E1 information, for example clock source (for T1), line code, and framing type
- Channel-group information and timeslot mapping
- Protocols and encapsulations you plan to use on the new interfaces
- Internet protocol (IP) addresses if you will configure the interfaces for IP routing
- Whether the new interface will use bridging

Refer to the *Router Products Configuration Guide* and *Router Products Command Reference* publications for a summary of the configuration options available and instructions for configuring the MIP controller.

Configuring Jumper J6 on the E1 Port Adapter

By default, channelized E1 port adapters are set with capacitive coupling between the receive (Rx) shield and chassis ground. This provides direct current (DC) isolation between the chassis and external devices, as stated in the G.703 specification. Jumper J6 controls this function. To make changes, remove the E1 port adapter from the mother board, place one of the spare jumpers on J6 pins one and two *or* pins two and three (refer to Table 5-11), and replace the port adapter on the motherboard. Pin 1 of J6 is designated with a square. (See Figure 5-20.)

For procedures on removing the E1 port adapter from the MIP, refer to the section “Removing and Replacing MIP Port Adapters” in this chapter.

Figure 5-20 Location of Jumper J6 on the E1 Port Adapter—Partial View

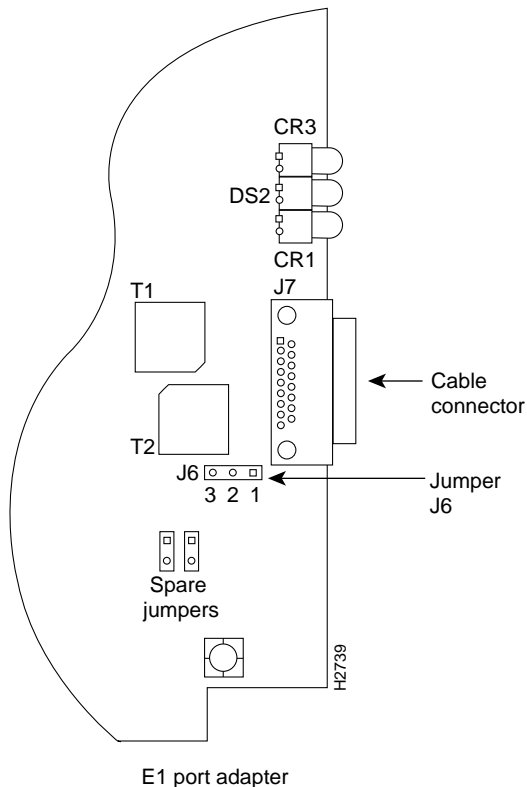


Table 5-11 E1 Port Adapter Jumper J6 Settings and Functions

Pins and Impedance	Function
1 and 2 for 120 ohm	Controls capacitive coupling for either 120-ohm or 75-ohm operation. An installed jumper directly connects the Rx shield to chassis ground.
2 and 3 for 75 ohm	



Warning To prevent problems with the E1 interface and to reduce the potential for injury, jumper J6 should be installed by trained service personnel *only*. For either impedance option, a jumper installed at J6 bypasses the AC-decoupling capacitor to ground, thereby coupling the interface directly to AC. This is a setting that could pose a risk of severe injury. By default and for safety, J6 has no jumper installed.

After you set jumper J6, proceed to the section “Removing and Replacing MIP Port Adapters” in this chapter.

Using the EXEC Command Interpreter

Before you use the **configure** command, you must enter the privileged level of the EXEC command interpreter with the **enable** command. The system will prompt you for a password if one has been set.

The system prompt for the privileged level ends with a pound sign (#) instead of an angle bracket (>). At the console terminal, enter the privileged level as follows:

Step 1 At the user-level EXEC prompt, enter the **enable** command. The EXEC prompts you for a privileged-level password, as follows:

```
Router> enable
```

```
Password:
```

Step 2 Enter the password (the password is case sensitive). For security purposes, the password is not displayed.

Step 3 When you enter the correct password, the system displays the privileged-mode system prompt (#) as follows:

```
Router#
```

Step 4 Proceed to the following section to configure the MIP controller.

Using the Configure Commands

Following are instructions for a configuration: enabling a controller and specifying IP routing. You might also need to enter other configuration subcommands, depending on the requirements for your system configuration and the protocols you plan to route on the interface.

The channel-groups must be mapped before the MIP controller can be configured.

For complete descriptions of configuration subcommands and the configuration options available, refer to the *Router Products Configuration Guide* and *Router Products Command Reference* publications.

Following are commands used to map the channel-group; the default variable is listed first:

Commands for T1:

controller t1 *slot/applique*

clock source [*line* | *internal*]

linecode [*ami* | *b8zs*]

framing [*sf* | *esf*]

loopback [*local* | *remote*]

shutdown

channel-group *number timeslots list* [speed {56 | 48 | 64}]

For speed, 56 is the default.

Commands for E1:

controller e1 *slot/applique*

Not required for E1

linecode [*hdb3* | *ami*]

framing [*crc4* | *no-crc4*]

loopback

shutdown

channel-group *number timeslots list* [speed {56 | 48 | 64}]

For speed, 64 is the default.

Number is the channel-group 0 to 23 for T1 and 0 to 29 for E1.

Timeslots list is a number between 1 to 24 for T1 and 1 to 31 for E1. It conforms to D3/D4 numbering for T1. Timeslots may be entered individually and separated by commas or as a range that is separated by a hyphen (for example, 1-3, 8, 9-18). For E1 and T1, 0 is illegal.

Speed specifies the DSO speed of the channel-group: T1 default is 56 kbps and E1 default is 64 kbps.

Note Cisco 7000 series routers identify channel-groups as serial interfaces by slot number (interface processor slots 0 to 4), applique (0 or 1), and channel-group number (0 to 23 for T1 and 0 to 29 for E1) in the format, *slot/port:channel-group*. For example, the address of the MIP installed in interface processor slot 4, with applique 1 and channel-group 5, would be serial *4/1:5*.

T1 Configuration

The following steps describe a basic T1 configuration. Press the **Return** key after each configuration step.

Step 1 At the privileged-mode prompt, enter the configuration mode and specify that the console terminal will be the source of the configuration subcommands as follows:

```
Router# conf t
Enter configuration commands, one per line. End with CNTL/Z. Router(config)#
```

Step 2 At the prompt, specify the controller to configure by entering the subcommand **cont**, followed by **t1**, and *slot/applique* (interface processor slot number/applique). The example that follows is for the MIP in interface processor slot 4, applique 1:

```
Router(config)# cont t1 4/1
```

Step 3 At the prompt, specify the clock source for the controller. The **clock source** command will determine which end of the circuit provides the clocking.

```
Router(config-controller)# clock source line
```

Note The clock source should only be set to use the internal clocking for testing the network or if the full T1 line is used as the channel-group. Only one end of the T1 line should be set to internal.

Step 4 At the prompt, specify the **framing** type.

```
Router(config-controller)# framing esf
```

Step 5 At the prompt, specify the **linecode** format.

```
Router(config-controller)# linecode b8zs
Router(config-controller)#
%CONTROLLER-3-UPDOWN: Controller T1 4/1, changed state to up
Router(config-controller)#
```

Step 6 At the prompt, specify the **channel-group** modification command, channel-group and timeslots to be mapped. The example shows channel-group 0 and timeslots 1, 3 through 5, and 7 selected for mapping.

```
Router(config-controller)# channel-group 0 timeslots 1,3-5,7
Router(config-controller)#
%LINEPROTO-5-UPDOWN: Line protocol on Interface Serial4/1:0, changed state to down
%LINEPROTO-5-UPDOWN: Line protocol on Interface Serial4/1:0, changed state to up
Router(config-controller)#
Router(config-controller)#
```

Step 7 At the prompt, specify the interface, serial, slot, applique, and channel-group to modify.

```
Router(config-controller)# int serial 4/1:0
```

Step 8 At the prompt, assign an IP address and subnet mask to the interface with the **ip address** configuration subcommand as in the following example:

```
Router(config-if)# ip address 1.1.15.1 255.255.255.0
Router(config-if)#
```

Step 9 Add any additional configuration subcommands required to enable routing protocols and adjust the interface characteristics.

Step 10 After including all of the configuration subcommands, to complete the configuration, enter **^Z** (hold down the Control key while you press Z) to exit the configuration mode.

Step 11 Write the new configuration to memory as follows:

```
Router# write memory
```

The system will display an OK message when the configuration is stored.

Step 12 Exit the privileged level and return to the user level by entering **disable** at the prompt as follows:

```
Router# disable
```

```
Router>
```

Step 13 Proceed to the following section to check the interface configuration with **show** commands.

E1 Configuration

The following steps describe a basic E1 configuration. Press the Return key after each step.

Step 1 At the privileged-mode prompt, enter the configuration mode and specify that the console terminal will be the source of the configuration subcommands as follows:

```
Router# conf t
Enter configuration commands, one per line. End with CNTL/Z. Router(config)#
```

Step 2 At the prompt, specify the controller to configure by entering the subcommand **cont**, followed by **e1**, and **slot/applique** (interface processor slot number/applique). The example that follows is for the MIP in interface processor slot 4, applique 1:

```
Router(config)# cont e1 4/1
```

Step 3 At the prompt, specify the **framing** type.

```
Router(config-controller)# framing crc4
```

Step 4 At the prompt, specify the **linecode** format.

```
Router(config-controller)# linecode hdb3
Router(config-controller)#
%CONTROLLER-3-UPDOWN: Controller E1 4/1, changed state to up
Router(config-controller)#
```


- Step 5** At the prompt, specify the **channel-group** modification command, channel-group and timeslots to be mapped. The example shows channel-group 0 and timeslots 1, 3 through 5, and 7 selected for mapping.

```
Router(config-controller)# channel-group 0 timeslots 1,3-5,7
Router(config-controller)#
%LINEPROTO-5-UPDOWN: Line protocol on Interface Serial4/1:0, changed state to down
%LINEPROTO-5-UPDOWN: Line protocol on Interface Serial4/1:0, changed state to up
Router(config-controller)#
Router(config-controller)#
```

- Step 6** At the prompt, specify the interface, serial, slot, applique, and channel-group to modify.

```
Router(config-controller)# int serial 4/1:0
```

- Step 7** At the prompt, assign an IP address and subnet mask to the interface with the **ip address** configuration subcommand as in the following example:

```
Router(config-if)# ip address 1.1.15.1 255.255.255.0
Router(config-if)#
```

- Step 8** Add any additional configuration subcommands required to enable routing protocols and adjust the interface characteristics.

- Step 9** After including all of the configuration subcommands, to complete the configuration, enter **Ctrl-Z** (hold down the Control key while you press Z) to exit the configuration mode.

- Step 10** Write the new configuration to memory as follows:

```
Router# write memory
```

The system will display an OK message when the configuration is stored.

- Step 11** Exit the privileged level and return to the user level by entering **disable** at the prompt as follows:

```
Router# disable
Router>
```

- Step 12** Proceed to the following section to check the interface configuration with **show** commands.

Checking the Configuration

After configuring the new interface, use the **show** commands to display the status of the new interface or all interfaces.

Command Descriptions and Examples

Following are descriptions and examples of the **show** commands. Descriptions are limited to fields that are relevant for verifying the configuration.

- The **show version** command displays the configuration of the system hardware (the number of each interface processor type installed), the software version, the names and sources of configuration files, and the boot images.

```
Router> show version

GS Software (GS7), Version 10.0(5187) (for E1, 10.3[1])
Copyright (c) 1986-1994 by cisco Systems, Inc.
Compiled Wed 02-Feb-94 15:52
```

```
ROM: System Bootstrap, Version 4.6(1) [fc2], SOFTWARE

Router uptime is 42 minutes
System restarted by reload
System image file is "wmay/gs7-k", booted via tftp from 131.108.13.111

RP (68040) processor with 16384K bytes of memory. X.25 software, Version 2.0, NET2, BFE
and GOSIP compliant. Bridging software.
1 Switch Processor.
1 EIP controller (6 Ethernet).
1 TRIP controller (4 Token Ring).
1 FSIP controller (4 Serial).
1 MIP controller (1 T1). (or 1 E1, and so forth)
6 Ethernet/IEEE 802.3 interfaces.
4 Token Ring/IEEE 802.5 interfaces.
6 Serial network interfaces.
1 FDDI network interface.
128K bytes of non-volatile configuration memory.
4096K bytes of flash memory sized on embedded flash.
Configuration register is 0x100
```

- The **show controllers cbus** command displays the internal status of the SP and each CxBus interface processor, including the interface processor slot location, the card hardware version, and the currently running microcode version. It also lists each interface (port) on each interface processor including the logical interface number, interface type, physical (slot/port) address, and hardware (station address) of each interface. The following example shows the MIP installed in interface processor slot 1:

```
Router# show controller cbus

Switch Processor 5, hardware version 11.1, microcode version 170.46
  Microcode loaded from system
  512 Kbytes of main memory, 128 Kbytes cache memory 105 1520 byte buffers,
  75 4496 byte buffers Restarts: 0 line down, 0 hung output, 0 controller error
FIP 0, hardware version 2.2, microcode version 170.12
  Microcode loaded from system
  Interface 0 - Fddi0/0, address 0000.0c03.648b (bia 0000.0c03.648b)
  15 buffer RX queue threshold, 37 buffer TX queue limit, buffer size 4496
  ift 0006, rql 13, tq 0000 01A0, tql 37

(text omitted from example)

MIP 2, hardware version 1.0, microcode version 10.0
  Microcode loaded from system
  Interface 16 - T1 2/0, electrical interface is Channelized T1
  10 buffer RX queue threshold, 14 buffer TX queue limit, buffer size 1580 ift 0001, rql
  7, tq 0000 05B0, tql 14
  Transmitter delay is 0 microseconds
Router#
```

- The **show controller t1** command displays the status of the default T1 (which is specified in RFC 1406). The command, **show controller t1 slot/applique**, displays the verbose information for a particular T1.

```
Router# show cont t1
T1 4/1 is up.
No alarms detected.
Framing is ESF, Line Code is AMI, Clock Source is line
Data in current interval (0 seconds elapsed):
  0 Line Code Violations, 0 Path Code Violations 0 Slip Secs, 0 Fr Loss Secs,
  0 Line Err Secs, 0 Degraded Mins 0 Errored Secs, 0 Bursty Err Secs,
  0 Severely Err Secs, 0 Unavail Secs
Total Data (last 79 15 minute intervals):
  0 Line Code Violations, 0 Path Code Violations, 0 Slip Secs, 0 Fr Loss Secs,
  0 Line Err Secs, 0 Degraded Mins, 0 Errored Secs, 0 Bursty Err Secs,
  0 Severely Err Secs, 0 Unavail Secs
Router#
```

- The **show controller e1** command displays the status of the default E1 (which is specified in RFC 1406). The command, **show controller e1 slot/applique**, displays the verbose information for a particular E1.

```
Router# show cont e1
E1 4/1 is up.
No alarms detected.
Framing is E1-crc, Line Code is hdb3
Data in current interval (0 seconds elapsed):
  0 Line Code Violations, 0 Path Code Violations 0 Slip Secs, 0 Fr Loss Secs,
  0 Line Err Secs, 0 Degraded Mins 0 Errored Secs, 0 Bursty Err Secs,
  0 Severely Err Secs, 0 Unavail Secs
Total Data (last 79 15 minute intervals):
  0 Line Code Violations, 0 Path Code Violations, 0 Slip Secs, 0 Fr Loss Secs,
  0 Line Err Secs, 0 Degraded Mins, 0 Errored Secs, 0 Bursty Err Secs,
  0 Severely Err Secs, 0 Unavail Secs
Router#
```

- The **show configuration** command displays the contents of the system configuration file stored in NVRAM. This file should reflect all new configuration changes you made and wrote to memory with the **write memory** command.

```
Router# show config

Using 1708 out of 130048 bytes
!
version 10.0 (or 10.3 for E1)
!
hostname Router
!
enable password *****
!
clsns routing
!
controller T1 4/1 (for E1, E1 4/1, and so forth)
framing esf (for E1, crc4, and so forth)
linecode b8zs (for E1, hdb3, and so forth)
channel-group 0 1,3,5,7
channel-group 1 2,4,6,8-10
!
interface Ethernet 1/0
ip address 131.108.43.220 255.255.255.0
no mop enabled
!
```

```
interface Ethernet1/1
no ip address
shutdown
!
interface Ethernet1/2
no ip address
shutdown
!
interface Ethernet1/3

(display text omitted)
```

- The **show protocols** command displays the global (system-wide) and interface-specific status of any configured Level 3 protocol.

```
Router> show protocols

Global values:
  Internet Protocol routing is enabled
  CLNS routing is enabled (address 41.0000.0000.0000.0001.0000.0000.00) Fddi0/0 is down,
  line protocol is down
  Internet address is 1.1.20.1, subnet mask is 255.255.255.0
  CLNS enabled
  Ethernet1/0 is up, line protocol is up
  Internet address is 131.108.43.220, subnet mask is 255.255.255.0

(display text omitted)
```

Using **Show** Commands to Verify the MIP Status

The following procedure describes how to use the **show** commands to verify that the new MIP interface is configured correctly:

- Step 1** Use the **show version** command to display the system hardware configuration. Ensure that the list includes the new MIP network interface.
- Step 2** Display all of the current CxBus interface processors and their interfaces with the **show controllers cbus** command. Verify that the new MIP appears in the correct slot.
- Step 3** Display the T1 and/or E1 alarm condition with the **show controller T1** and/or **show controller E1** command.
- Step 4** Specify the new interface with the **show interfaces serial slot/port:channel-group** command and verify that the first line of the display specifies the serial interface with the correct slot, port, and channel-group number. Also verify that the interface and line protocol are in the correct state: up or down.
- Step 5** Display the protocols configured for the entire system and specific interfaces with the command **show protocols**. If necessary, return to the configuration mode to add or remove protocol routing on the system or specific interfaces.
- Step 6** Display the entire system configuration file with the **show configuration** command. Verify that the configuration is accurate for the system and each interface.

If the interface is down and you configured it as up, or if the displays indicate that the hardware is not functioning properly, ensure that the network interface is properly connected and terminated. If you still have problems bringing the interface up, contact a customer service representative for assistance.

This completes the configuration procedure for the new MIP interface.

Removing and Replacing MIP Port Adapters

Port adapters provide the ports for the E1 and T1 interfaces. Each port adapter provides one port. Each MIP is shipped from the factory with one or two port adapters installed. *You cannot add ports to an MIP by installing an additional port adapter.* However, you need to remove an existing E1 port adapter in order to access jumper J6.

Before proceeding, refer to the section “Removing and Replacing the RP, SP, SSP, RSP7000, or RSP7000CI” in this chapter.



Caution To prevent damaging the MIP and port adapters, remove and install port adapters only when it is necessary. Do not attempt to isolate faults or to troubleshoot MIPs or interfaces by swapping port adapters. The surface-mount circuitry on the port adapters will not tolerate excessive handling. *Do not mix T1 and E1 port adapters on the same mother board.*

Tools Required

You need the following tools to complete this procedure:

- Number 1 Phillips screwdriver
- 3/16-inch nut driver
- An ESD-preventive wrist strap or other grounding device to prevent ESD damage

Removing a Port Adapter

Port adapters are installed on each MIP at the factory. Each port adapter is anchored to the MIP with one plastic double-row vertical board-to-board (BTB) connector and four Phillips screws that extend through standoffs, into the motherboard. (See Figure 5-21.) The port adapter is also anchored to the carrier faceplate with two jackscrews and two lock washers.

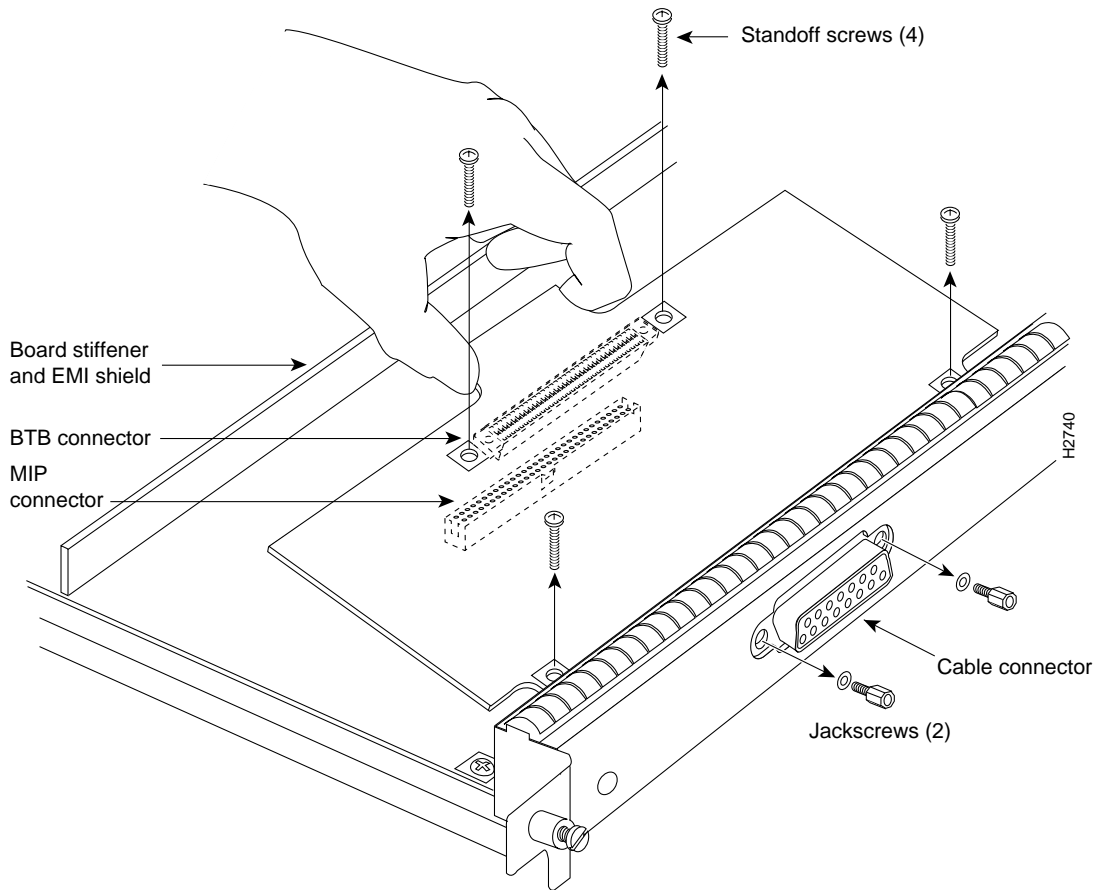


Caution The surface-mounted components on the port adapters are extremely susceptible to ESD damage. Keep each port adapter in a separate antistatic bag until you are ready to install it. Always wear an ESD-preventive ground strap and handle boards as little as possible. When you must handle the board, limit contact to the board edges only, avoiding contact between the board and clothing.

To remove an E1 port adapter from the MIP, refer to Figure 5-21 and perform the following steps:

- Step 1** Ensure that the MIP is resting on an antistatic mat or on antistatic foam. You should still be wearing an ESD-preventive strap.
- Step 2** Position the MIP so that it is in the same orientation shown in Figure 5-21.
- Step 3** Locate the E1 port adapter to be removed and use a 3/16-inch nut driver to loosen the two jackscrews, one on either side of the cable connector. (See Figure 5-21.)

Figure 5-21 Removing an E1 Port Adapter



- Step 4** Remove the jackscrews and washers and put them aside.
- Step 5** Use a number 1 Phillips screwdriver to loosen and remove the four standoff screws. (See Figure 5-21.) The port adapter is now held in place only by the plastic BTB connector.
- Step 6** While avoiding contact with any traces or components on the board, insert your thumb and forefinger under the extension behind the BTB connector and gently lift the adapter upward to dislodge it from the MIP connector. If the port adapter resists, rock it very slightly from side to side until it pulls free of the MIP connector.



Caution To prevent damage to the MIP, do not pry the port adapter out with a screwdriver or any other tool. In particular, do not use the board stiffener for leverage.

- Step 7** When the port adapter is completely disconnected from the MIP connector, tilt the back of the port adapter up at about a 70-degree angle from vertical and slowly pull it up and out (using the orientation shown in Figure 5-21) and away from the faceplate. The MIP cable connector will pull out of the cutout in the faceplate.
- Step 8** To reconfigure jumpers on the E1 port adapter, refer to the section Configuring Jumper J6 on the E1 Port Adapter earlier in this section. After you have set the jumpers, proceed to the next section, “Replacing a Port Adapter.”



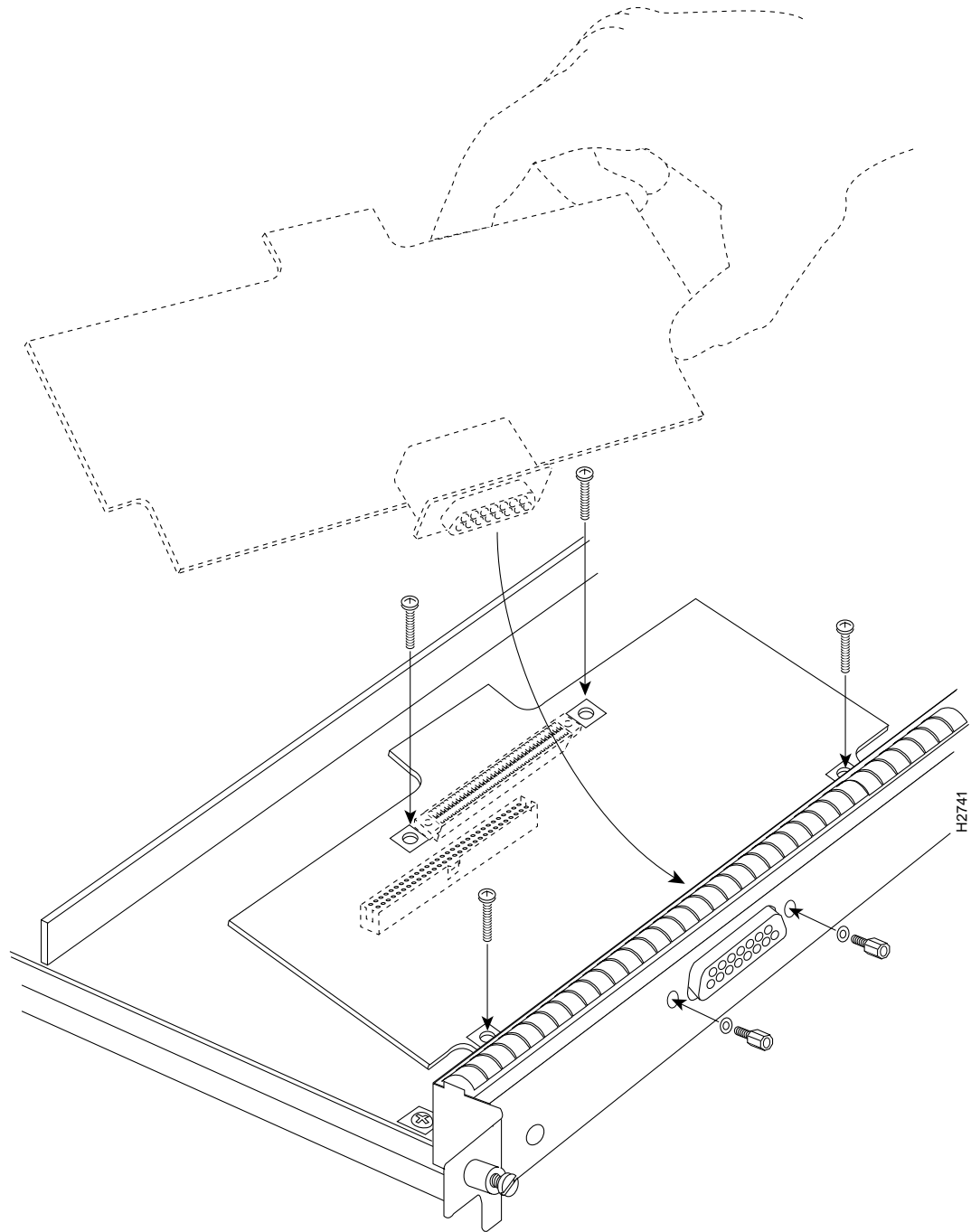
Caution To prevent overheating chassis components, do not reinstall the MIP in the chassis unless all port adapters are in place. The empty port will allow cooling air to escape freely through the cutouts in the faceplate, which could misdirect the airflow inside the chassis and allow components on other boards to overheat.

Replacing a Port Adapter

If necessary, refer to the previous section to remove an E1 port adapter from the MIP. Refer to Figure 5-22 while you perform the following steps:

- Step 1** Ensure that the MIP is resting on an antistatic mat or on antistatic foam and position it with the same orientation as that shown in Figure 5-22. You should still be wearing an ESD-preventive ground strap.
- Step 2** Handle the port adapter by the board edges only.
- Step 3** Position the port adapter so that it is in the orientation shown in Figure 5-22: at about a 70-degree angle from vertical, component-side down, standoffs on the underside, and the external interface cable connector facing the inside of the carrier faceplate.
- Step 4** As shown in Figure 5-22, *partially* insert the cable connector through the back of the cutout in the carrier faceplate. Do not force the cable connector through the cutout until the standoffs and BTB connector is aligned.
- Step 5** With the cable connector partially inserted into the faceplate cutout, slowly lower the back (opposite) side of the port adapter. Continue to ease the cable connector through the cutout until the BTB connector and the MIP and port adapter meet and the standoffs on the MIP are aligned with the standoff holes in the port adapter. Shift the port adapter until the cable connector is fully inserted through the cutouts and the standoffs are aligned with the standoff holes. (See Figure 5-22.)

Figure 5-22 Installing an E1 Port Adapter



- Step 6** Place your fingers over the BTB connector and firmly (but gently) press down until the BTB connector mates with the MIP connector. If the connector resists, do not force it. Shift the port adapter around until the connectors mate properly.
- Step 7** Insert the four long Phillips screws through the four port adapter holes and finger-tighten them. These screws extend through the standoffs and the MIP board and thread into the metal carrier.
- Step 8** Install a lockwasher on each of the two jackscrews.

- Step 9** Insert the two jackscrews through the front of the carrier faceplate and into the holes on either side of the cable connector.
- Step 10** When all screws and connectors are aligned properly, use a Phillips screwdriver to tighten the four standoff screws and a 3/16-inch nut driver to tighten the two jackscrews. *Do not overtighten any of these screws.*
- Step 11** Follow the steps in the section “Installing CxBus Interface Processors” in this chapter to reinstall the MIP in the chassis.
- Step 12** Reconnect the network interface cables or other connection equipment to the MIP interface ports.



Caution To prevent potential EMI and overheating problems, do not replace the MIP in the chassis unless all port adapters are installed. An empty port violates the EMI integrity of the system, and also allows cooling air to escape freely through the cutouts in the carrier faceplate, which could misdirect the airflow inside the chassis and allow components on other boards to overheat.

When you insert the new MIP, the console terminal will display several lines of status information about OIR as it reinitializes the interfaces. Change the state of the interfaces to up and verify that the configuration matches that of the interfaces you replaced.

Use the **configure** command or the **setup** command facility to configure the new interfaces. You do not have to do this immediately, but the interfaces will not be available until you configure them and bring them up.

After you configure the interfaces, use the **show controller cbus**, **show controller T1**, and **show controller E1** commands to display the status of the new interface. For brief descriptions of commands, refer to the section “Using Show Commands to Verify the MIP Status,” in this chapter

For complete command descriptions and instructions refer to the appropriate software publications.

This completes the port adapter replacement procedure.

Installing and Replacing Power Supplies

The 700W (AC-input or DC-input) power supplies used in the router support redundant hot swap. When two power supplies are installed, you can install, remove, or replace one of the supplies without affecting system operation. When power is removed from one supply, the redundant power feature causes the second supply to ramp up to full power and maintain uninterrupted system operation.

In systems with dual power supplies and when separate power sources are available, connect each power supply to separate input lines so that, in case of a line failure, the second source will most likely still be available. Always install the first power supply in the lower power supply bay and the second, if any, in the upper bay.

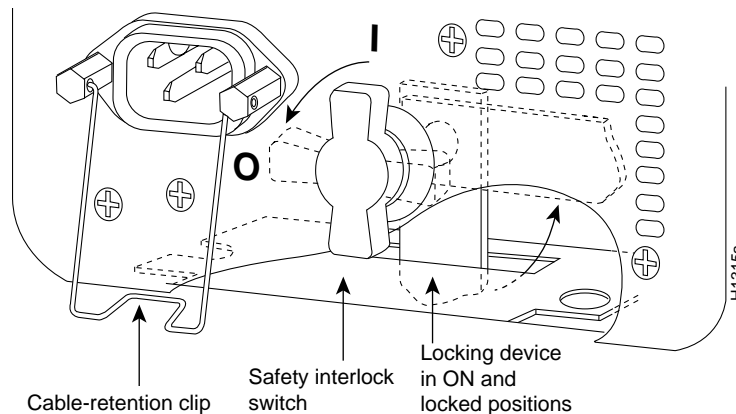
The power supply switch is also an interlock tab. (See Figure 5-23.) When the switch is on, the tab extends into a slot in the chassis to prevent the power supply from being removed.

A power cable connects each power supply to the site power source. On the AC-input supply, a cable-retention clip, which snaps up and around the power cable connector after the cable is connected to the AC receptacle on the power supply, prevents the cable from accidentally being pulled out or from falling out. On the DC-input supply, nylon cable ties, that you provide, are used for strain relief on the DC-input power cable connected to the terminal block.



Warning To prevent injury, use both hands to remove and install power supplies. Each weighs 20 pounds.

Figure 5-23 Power Supply Interlock—AC-Input Power Supply Shown



Tools Required

You will need a number 2 Phillips or 1/4-inch flat-blade screwdriver (whichever is appropriate) to remove and install filler plates and to loosen or tighten the captive screw on the power supply. For the DC-input power supply, you will need two 4-inch nylon cable ties to attach the DC-input power cable to the bracket beneath the terminal block.

Installing Power Supplies

At initial installation, you will install the power supplies after you place the chassis in its permanent location to avoid moving an extra 20 or 40 pounds around while setting up the chassis. Steps for installing the power supplies are included as part of the initial installation procedure and are not duplicated here. For power-supply installation procedures, refer to the section “Inserting Power Supplies” in the chapter “Installing the Router.” For power-supply removal procedures, refer to the procedure that follows.

Removing Power Supplies

Redundant power supplies support OIR. If you remove one power supply, the second supply immediately ramps up to supply full power to the system to maintain uninterrupted operation. Always install a filler plate over an empty power supply bay to protect the connectors from contamination.

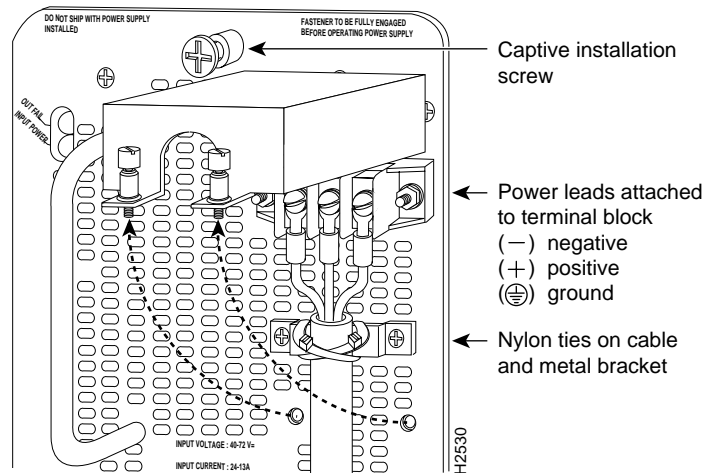
Follow these steps to remove a power supply:

- Step 1** On the power supply to be removed, turn OFF the switch. The interlock tab will retract into the unit. (See Figure 5-23.)
- Step 2** Disconnect the power cable from the power source.

Step 3 For the AC-input power supply, lift up the cable retention clip and remove the power cable from the AC receptacle.

For the DC-input power supply, loosen the captive installation screws on the terminal block cover, lift the cover, remove the nylon ties (used for strain relief), and then remove the three power leads from the terminal block. (See Figure 5-24.)

Figure 5-24 Removing Nylon Cable Ties and Power Leads from DC-Input Power Supply



Step 4 Use a screwdriver to loosen and remove the captive installation screw on the top of the supply. (See Figure 5-25.)

Step 5 Grasp the power supply handle and place your other hand underneath to support the bottom of the supply as shown in Figure 5-26.

Step 6 Pull the supply out of the bay and put it aside.

Step 7 If the power supply bay is to remain empty, install a power-supply filler plate (MAS-7KBLANK) over the opening and secure it with a mounting screw. This not only protects the inner chassis from dust, but also protects the connectors in the rear of the bay, which expose current levels when the chassis is powered ON.

Figure 5-25 Power Supply Captive Installation Screw—AC-Input Power Supply Shown

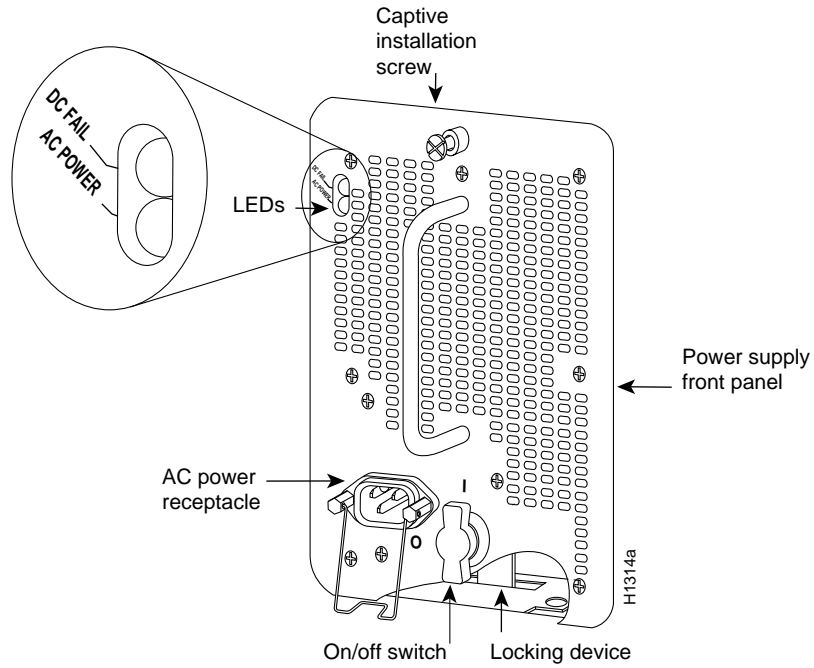
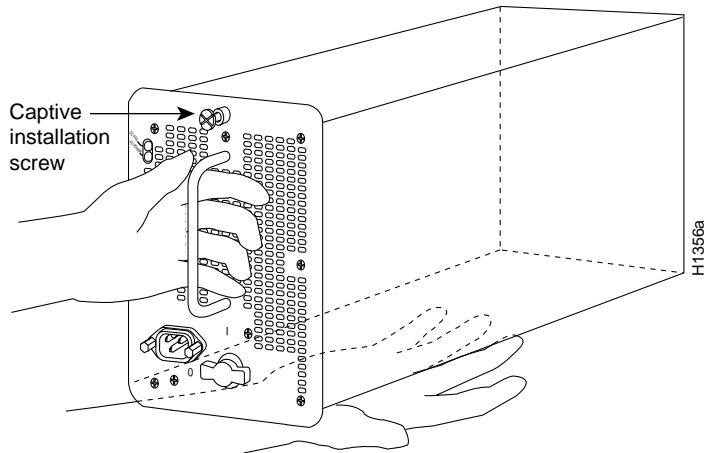


Figure 5-26 Handling a Power Supply—AC-Input Power Supply Shown



Warning Keep hands and fingers out of the power supply bays. High voltage is present on the power backplane when the system is operating.

Removing and Replacing the Front Chassis Panels

This section provides the procedures for removing and replacing the chassis top front panel (MAS-7KTFP) and bottom front panel (MAS-7KBFP) in order to access the internal chassis components and to replace the panels that have been damaged.

The air filter and replaceable internal components are accessible by removing the top and bottom front panels of the chassis. The bottom front chassis panel is vented and works with the chassis blower to draw cooling air into the chassis. If the bottom panel is not installed correctly, or if it is cracked or broken, the flow of cooling air can be redirected and may cause overheating inside the chassis. Replace panels if they are cracked or broken, or if damage prevents them from fitting on the chassis properly.

You must remove the bottom front panel before you can remove the top front panel. The plastic bottom front panel is attached to the chassis with ball studs. The top front panel is attached to the chassis with two screws. If you are cleaning the air filter, you do not have to shut down the system if you can remove the filter, vacuum it, and replace it in less than five minutes. Always shut down the system before removing the chassis top front panel. With the top front panel removed, 100A of current is exposed on the front of the backplane and around the power supply wiring harnesses.



Warning Before accessing the chassis interior, turn off all power supply switches and unplug the power cord. When the power is on, high current (100A) is exposed on the backplane and around the power supply and wiring harnesses. Use extreme caution when working near the power supply.

Tools Required

You need a 3/16-inch flat-blade or number 1 Phillips screwdriver to remove the top front chassis panel. Earlier chassis (the first several hundred shipped) use slotted screws, and later chassis use Phillips screws to secure the top front panel to the chassis. No tools are required to remove the bottom front chassis panel.

Removing the Panels

You must remove the bottom front panel before you can remove the top front panel. The plastic bottom front panel is attached to the chassis with ball studs. The top front panel is attached to the chassis with two screws. The EMI shielding around the outer edge of the top front panel acts as a spring and compresses when you push the panel into the chassis to keep the panel fitted tightly into the chassis opening.

To remove the front panels, perform the following steps:

- Step 1** Grasp the bottom edge of the bottom chassis panel.
- Step 2** Pull the bottom of the panel out about one inch, then place your fingers behind the sides of the panel and pull it OFF the chassis. (See Figure 5-27.)
- Step 3** On the top front panel, use a number 1 Phillips or a 3/16-inch flat-blade screwdriver to loosen the two captive screws at the bottom edge of the panel frame. (See Figure 5-28.)
- Step 4** Place one hand against the top front center of the panel to brace it. (See Figure 5-28a.) The top of the panel acts as a pivot point when you pull the bottom out and away from the chassis.
- Step 5** With your other hand, grasp the front of the panel by inserting your fingers into the opening on the underside of the front plastic panel. (See the right hand in Figure 5-28a.)

Figure 5-27 Removing the Bottom Front Panel

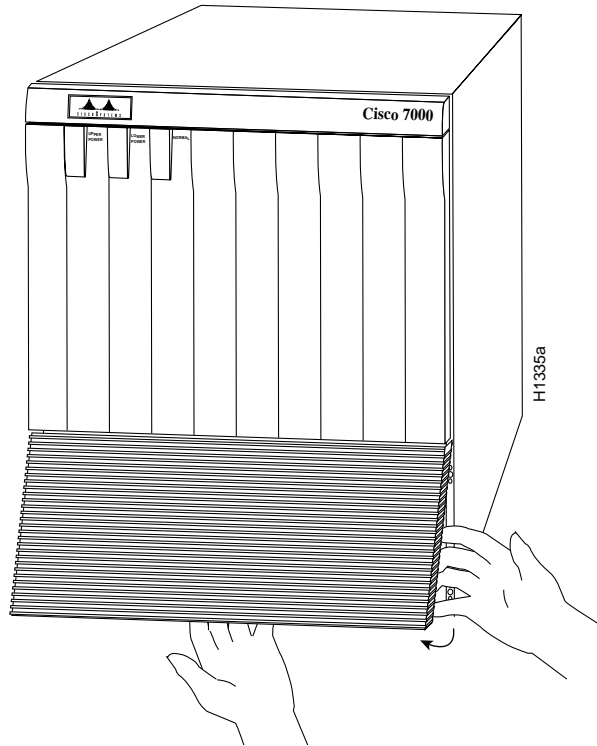
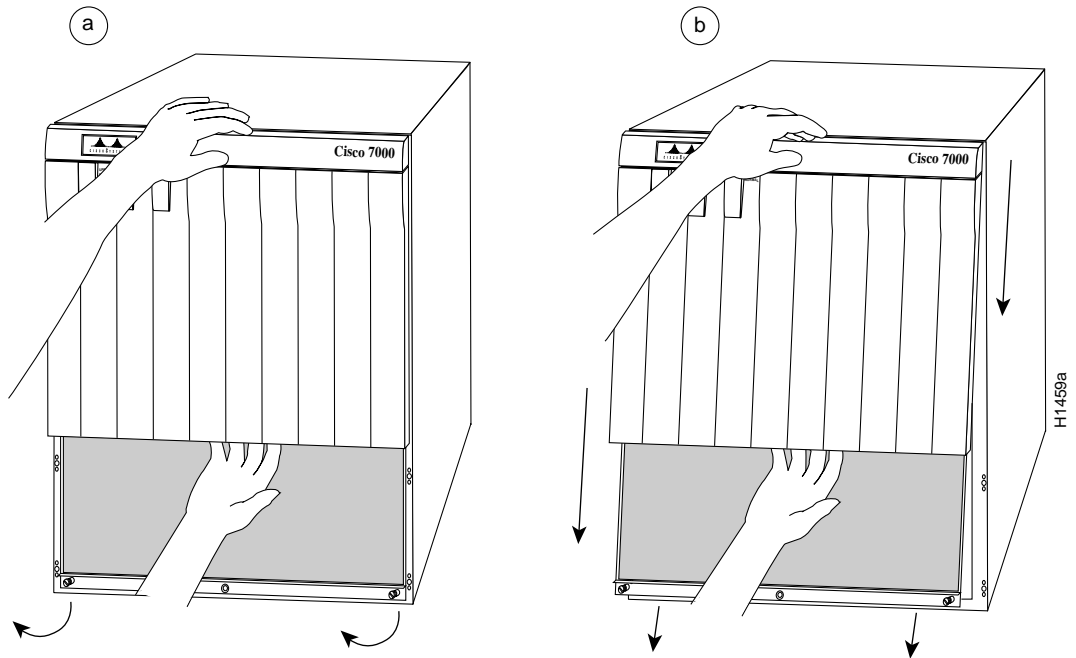


Figure 5-28 Removing the Top Front Panel



- Step 6** While pushing slightly against the top of the panel to constrain it, pivot the bottom edge of the frame outward about 2 inches. (See Figure 5-28a.) Because of the tightly compressed EMI shielding, you will have to use significant force to pull the bottom of the panel outward. However, be careful that you do not pull the panel more than 2 inches away from the chassis, or you may damage the inner bezel or LED board.
- Step 7** When the bottom of the frame clears the chassis opening, keep your hands in the same positions and pull the panel down and OFF the chassis. (See Figure 5-28b.)

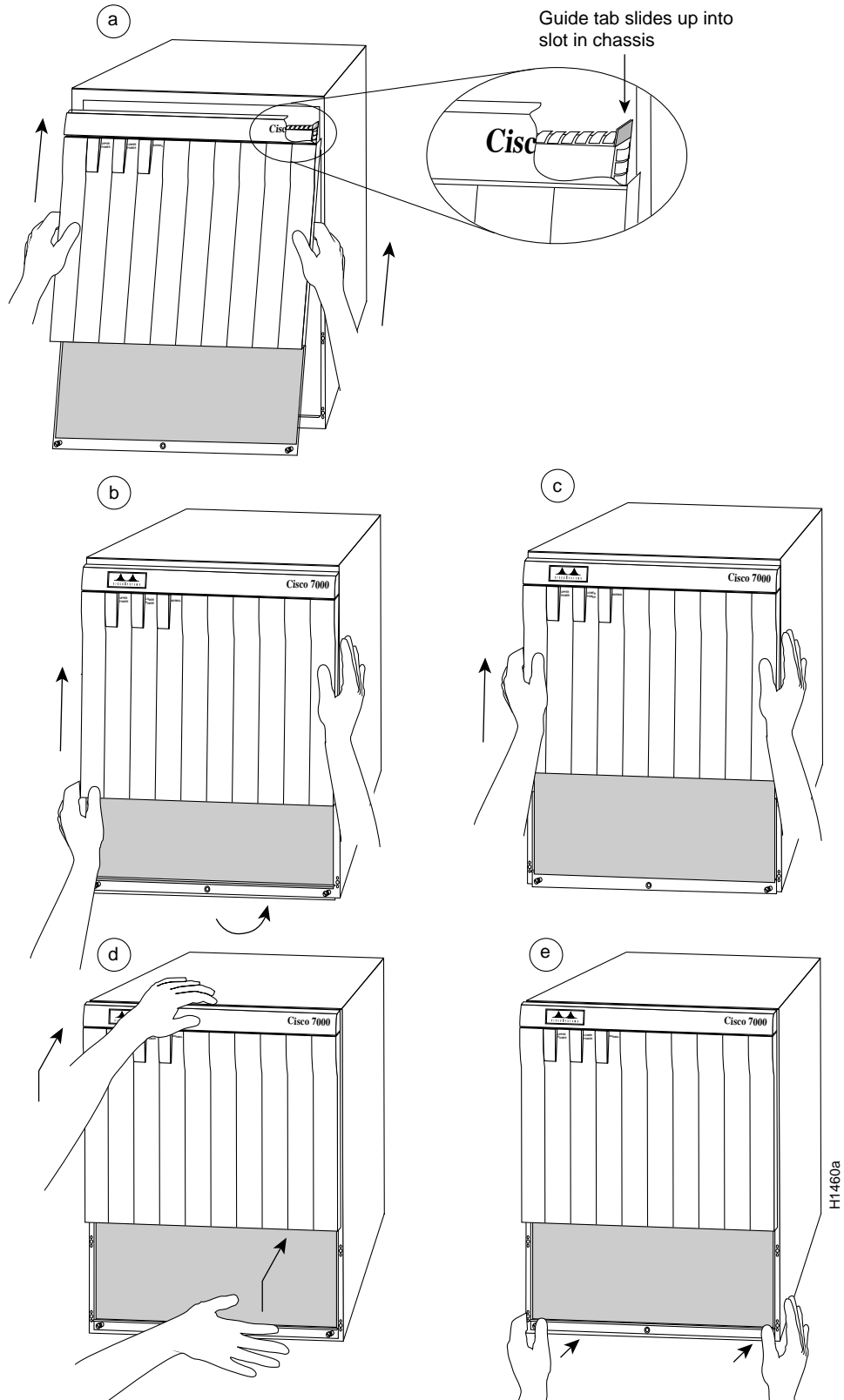
Replacing the Panels

Follow these steps to replace the front chassis panels.

- Step 1** Grasp the sides of the top panel with both hands. (See Figure 5-29a.)
- Step 2** Two guide tabs at the top edges of the panel fit into two slots in the top edges of the chassis opening. Tilt the top of the panel back (away from you) about 30 degrees from vertical and slide the two guide tabs into the chassis slots. (See Figure 5-29a.)
- Step 3** Check the top of the panel and make sure it is lined up with the top of the chassis opening. Failure to align the panel at this point can result in equipment damage when performing the next step.
- Step 4** Push the panel upward to push the tabs into the slots (see Figure 5-29a) and pivot the bottom of the panel toward the chassis until the panel frame meets the chassis. (See Figure 5-29b.) Maintain a steady upward pressure to keep the guide tabs in the chassis slots.
- Step 5** When the panel is flush against the front of the chassis, push the panel upward until the bottom of the panel is level with the bottom of the chassis opening. (See Figure 5-29c.)
- Step 6** Place the palm of one hand against the top front center of the panel to brace it and hold it in place, and place the palm of your other hand against the lip on the bottom edge of the frame. (See Figure 5-29d.)
- Step 7** Use your hand at the bottom of the frame to push the bottom of the panel upward and back into the chassis opening until the tabs on the front sides of the panel are flush against the front of the chassis. (See Figure 5-29d.) You will have to use significant force to compress the EMI shielding enough to fit into the opening. If the panel resists, pull it slightly downward and make sure that the panel is lined up with the top and sides of the opening in the chassis.
- Step 8** When the tabs on the front sides of the panel are flush against the sides of the chassis, tighten the two captive screws in the bottom edge of the frame.
- Step 9** To replace the bottom front panel, place the ball studs on the back of the panel over the holes in the front lip of the chassis and push the panel onto the chassis until the ball studs snap into place. (See Figure 5-29e.)

This completes the chassis front panel removal and replacement procedures.

Figure 5-29 Replacing the Top Front Panel



Cleaning and Replacing the Air Filter

The air filter removes dust from the air drawn in by the blower. The edges of the air filter fit into the lower frame of the top front chassis panel. (See Figure 5-28.) Use the following guidelines for air filter maintenance:

- Remove and vacuum the air filter at least once every two weeks, or more often in unusually dusty environments.
- If vacuuming is not possible, you can remove the filter and wash it, but ensure that it is completely dry before replacing it in the chassis. Have spares on hand in case the filter tears or becomes worn. A dirty filter can prohibit the flow of cooling air into the chassis and may cause an overtemperature condition.
- You do not need to shut down the system if you can remove, clean, and replace the filter within five minutes. Do not operate the system for more than five minutes without a filter installed.
- Do not vacuum the air filter while it is installed in the chassis.



Caution Never place a wet filter in the chassis; the moisture drawn into the chassis can damage the equipment.

Tools Required

You will need a small hand vacuum to clean the air filter. Have a spare filter on hand so that you can replace it if necessary without leaving the system operating without a filter or bottom front panel.

Accessing and Cleaning or Replacing the Filter

Perform the following steps to check the filter and clean or replace it if necessary:

- Step 1** Remove the bottom front panel. (Refer to the section “Removing the Panels” earlier in this chapter.) The edges of the air filter fit into the lower frame of the top front panel.
- Step 2** Remove the filter by grasping it in the center and pulling the edges out of the frame.
- Step 3** Check the condition of the filter. If the filter is extremely dusty, or if it appears worn or torn, discard it after you ensure that you have a replacement available. Proceed to Step 7 to install the new filter.
- Step 4** Move the filter away from the chassis and vacuum it thoroughly. Do not vacuum the filter when it is installed or near the chassis opening; doing so can dislodge substantial amounts of dust and allow loose particles to enter the chassis.
- Step 5** If the filter needs washing, refer to Step 7 to install a temporary replacement filter. If a replacement is not available, shut down the system until the filter dries and you can safely replace it. Do not operate the system for more than five minutes without a filter installed.
- Step 6** Wash the filter in running water, or discard it and replace it with a new filter. The filter must be thoroughly dry before you replace it in the chassis.
- Step 7** Place the new or clean, *dry* filter over the frame and push the edges into it with your fingers. Ensure that all edges are tucked into the frame.
- Step 8** To replace the bottom front panel, align the bottom of the panel with the holes on the front of the chassis, then push the edges in until the ball studs snap into place.



Caution Never place a wet filter in the chassis; the moisture drawn into the chassis can damage the equipment.

Replacing Internal Components

The replaceable internal components are accessible by removing the top and bottom front chassis panels. Always turn off the system power before removing the chassis top front panel. With the top front panel removed, 100A of current is exposed on the front of the backplane and around the power supply wiring harnesses.

Note Each replaceable component ships with installation documentation. Refer to the accompanying documentation for updated procedures and information.

This section contains replacement procedures for the following equipment:

- LED board (MAS-7KLED), the small circuit board that contains the system LEDs and which connects internally to the RP. Replace this board if an LED or the board itself fails.
- Blower (MAS-7KFAN), the chassis fans (in a single unit) that draw in cooling air and distribute it across the RP, SP (or SSP), and interface processors.
- Arbiter board (MAS-7KARB), slave to the switch processor. This board is mounted on the front side of the backplane.

Figure 5-30 shows the locations of each of these components inside the front cavity of the chassis (shown with both front chassis panels removed).



Warning Before performing any procedures in this chapter, review the following sections in Chapter 2: “Safety Recommendations,” “Working with Electricity,” and “Preventing Electrostatic Discharge Damage.”



Warning Ensure that all power supply switches are turned OFF before removing the chassis top front panel to expose the chassis interior. When the power supplies are operating, high current levels are present in the exposed wiring in the front interior of the chassis.

Replacing the LED Board

The LED board contains the three status LEDs that provide system (normal) and power supply (upper power and lower power) status on the front panel. Replace the LED board if it fails or if one of the LEDs fails.

The LED board is mounted on a horizontal plane near the top of the chassis interior. (See Figure 5-30.) The board slides into two brackets mounted to the front of the backplane and attaches to a connector on the backplane. Two pins in the brackets and a metal spring keep the board in place. (See Figure 5-31.)

Tools Required

You need a number 1 Phillips or 3/16-inch flat-blade screwdriver to remove the top front chassis panel.



Warning Before accessing the chassis interior, turn the system power OFF and unplug the power cord. The backplane carries high voltages when the system is operating.

Figure 5-30 Internal Chassis Components

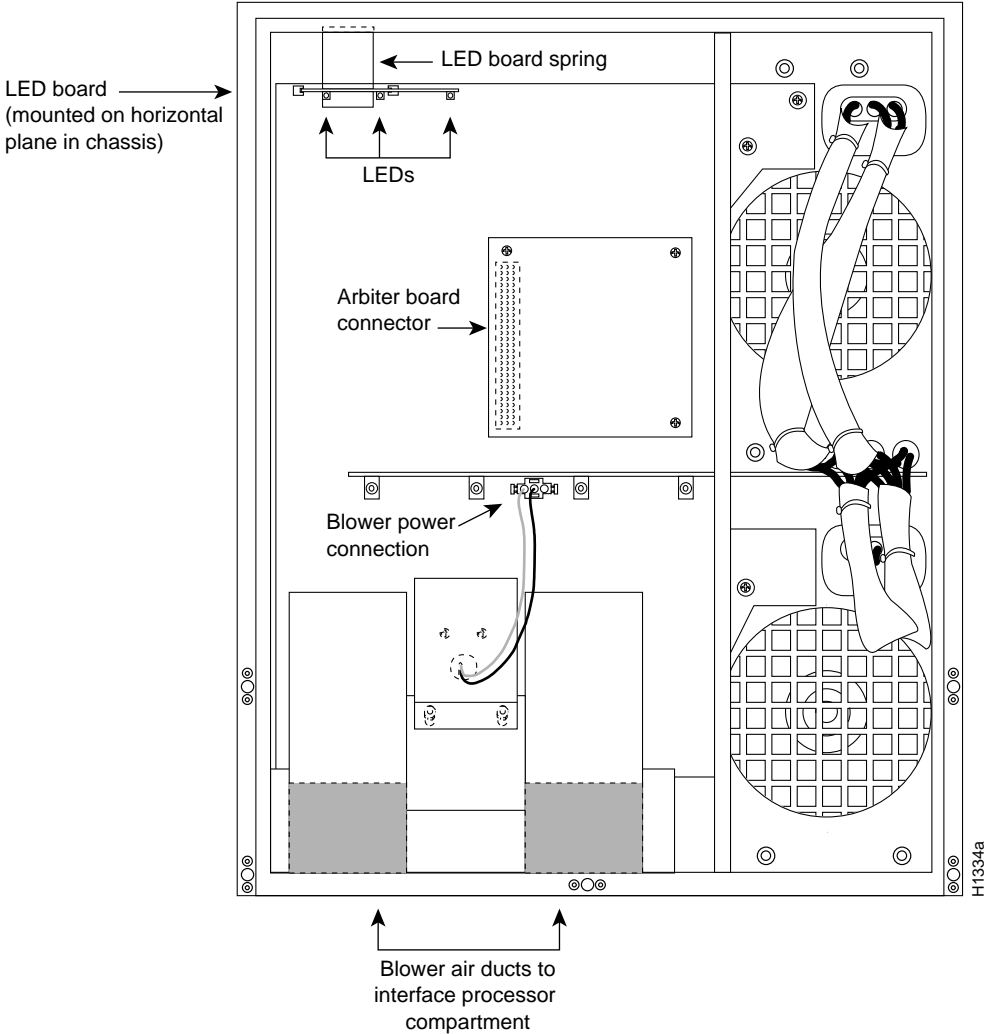
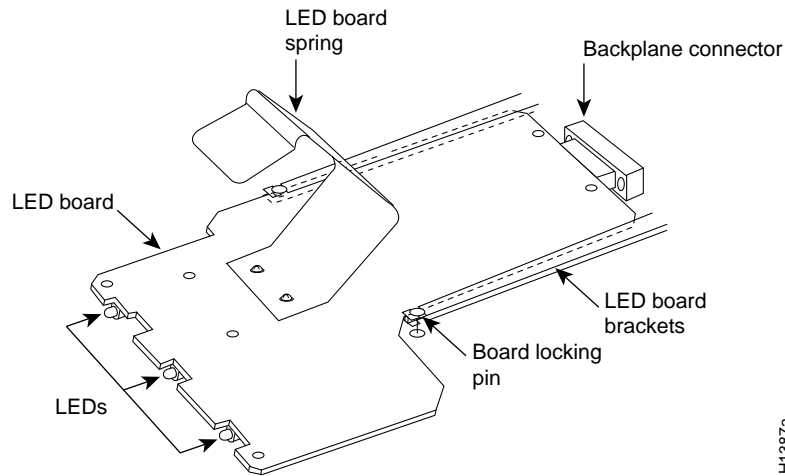


Figure 5-31 LED Board



H1387a

Removing the LED Board

Remove the existing LED board as follows:

- Step 1** On each installed power supply, turn OFF the power switch and unplug the power cord from the AC source.
- Step 2** Remove the front panels according to the procedure in the section “Removing and Replacing the Front Chassis Panels” earlier in this chapter.
- Step 3** Locate the LED board (see Figure 5-30), which is mounted on a horizontal plane in two plastic brackets.
- Step 4** Two steel pins near the front of the brackets hold the board in place. (See Figure 5-31.) On each pin, place your thumb on the top of the pin and your forefinger underneath the bracket to support it, and press the pins down and out of the guide holes in the board.



Caution Handle the LED board by the edges only to avoid damage from ESD.

- Step 5** Grasp the edges of the board and place a finger on the top of the LED board spring to depress it.
- Step 6** Keep the spring depressed as you pull the board straight out at a 90-degree orientation to the backplane.
- Step 7** Place the board in an antistatic bag if returning it to the factory.

Installing a New LED Board

Install the new LED board as follows:

- Step 1** Ensure that the power supplies are still turned OFF.
- Step 2** Hold the board with the LEDs toward you, with the spring on the top, and with the LEDs and components on the underside of the board. Grasp the edges of the board and place a finger on the top of the LED board spring to depress it.
- Step 3** Slide the back edge of the board (the end with the connector) into the guides in the plastic brackets. (See Figure 5-31.)
- Step 4** Keep the spring depressed as you push the board straight in at a 90-degree orientation to the backplane until the connector on the LED board is fully seated in the backplane connector.
- Step 5** Release the spring; it will spring up against the chassis ceiling.
- Step 6** A steel pin at the front of each bracket holds the board in place. On each side, place your thumb underneath the pin and your forefinger on top of the bracket to support it, and press the pin up through the guide hole in the board. If the pin does not extend fully upward, push the board firmly into the backplane connector until the pins align with the guide holes in the board.
- Step 7** Replace the top and bottom front chassis panels (refer to the section “Removing and Replacing the Front Chassis Panels” earlier in this chapter) and proceed to the following section to verify the installation.

Installation Checkout

Perform the following steps to verify that the new LED board is installed correctly.

- Step 1** Turn ON the power switches on all installed power supplies.
- Step 2** After the system boots successfully, verify that the normal LED goes on. If it does not, do the following:
 - Check the normal LED on the RP. If it is not on, the system has not reached normal operating state. Refer to the troubleshooting procedures in the chapter “Troubleshooting the Installation.”
 - If the normal LED on the RP is on, the system software is functioning properly. On all installed power supplies, turn the switch OFF and reseal the LED board by following Steps 2 through 6 of the previous procedure, “Installing a New LED Board.”
- Step 3** Verify that the upper and lower power LEDs light for the installed power supplies. If they do not, check the LEDs on the AC-input (or DC-input) power supplies in the back of the chassis as follows:
 - Check the AC power (or input power) LED on the power supply for the front panel LED that does not light. If the AC power (or input power) LED is on, the power supply is functioning properly. Turn OFF the system power and reseal the LED board by following Steps 2 through 6 of the previous procedure, “Installing a New LED Board.”
 - If the power supply AC power (or input power) LED is not on, or if the DC fail (or out fail) LED is on, the power supply has failed. Refer to the troubleshooting procedures in the chapter “Troubleshooting the Installation.”
- Step 4** If after several attempts the LEDs do not operate properly, or if you experience trouble with the installation (for instance, if the guide pins do not align with the holes in the board), contact a customer service representative for assistance.

Replacing the Chassis Blower

The chassis blower draws cooling air in through the chassis bottom front panel and sends it up through the floor of the inner rear compartment to cool the RP, SP (or SSP), and interface processors. The absence of cooling air can cause the interior of the chassis to heat up and may cause an overtemperature condition.



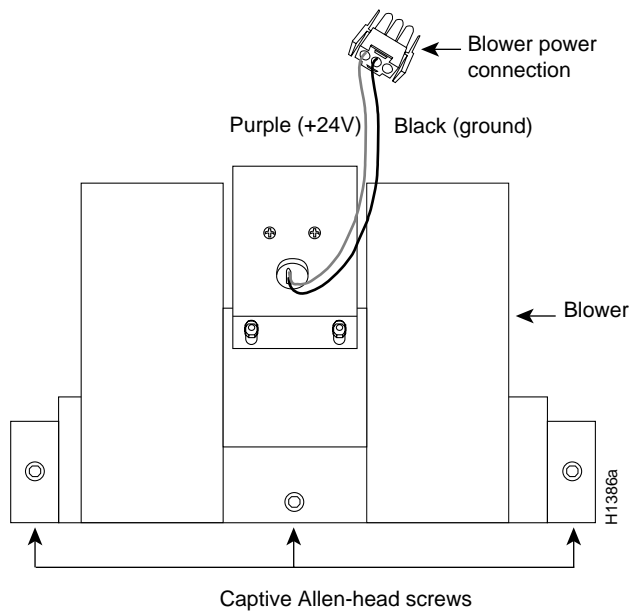
Caution Never operate the system if the blower is not functioning properly or if one is not installed. An overtemperature condition can result in severe equipment damage.

The blower is located at the bottom of the chassis interior. (See Figure 5-30.) Two air ducts on the rear of the blower, shown shaded in the illustration, fit snugly into the two cutouts in the backplane. The blower is secured to the backplane with three large captive Allen-head screws, which are shown in Figure 5-32.



Warning Before accessing the chassis interior, turn off the power switch and unplug the power cord. Use extreme caution when working near the backplane; high voltage is present when the system is operating.

Figure 5-32 Chassis Blower



Tools Required

The following tools are required for this procedure:

- 3/16-inch flat-blade screwdriver to remove the chassis top front panel.
- Long (12 inches or longer) 3-mm center hex Allen-head wrench or driver for the captive screws on the blower. (A T-handle driver is included with blower spares kits.)
- Flashlight (optional).

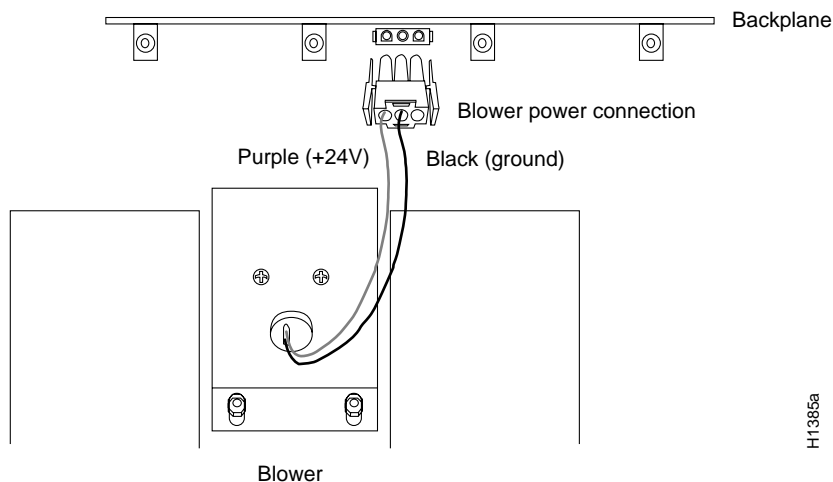
Although the far left Allen-head screw on the blower is slightly obscured from view by the left lip of the chassis and the left blower air duct, an access hole in the lip of the chassis is provided specifically for access to this screw. By inserting the Allen wrench straight into the access hole, you should be able to find the screw without any trouble. However, if you do have trouble finding the screw, and if the lighting around the chassis is poor, you may need a flashlight to locate the screw and position the Allen wrench correctly.

Removing the Blower

Remove the existing chassis blower as follows:

- Step 1** On each installed power supply, turn OFF the power switch and unplug the power cable from the power source.
- Step 2** Remove the front panels according to the procedure in the section “Removing and Replacing the Front Chassis Panels” earlier in this chapter.
- Step 3** Locate the blower (see Figure 5-30), which is mounted to the bottom of the backplane, and the blower power connector (see Figure 5-33), which is connected to a port in backplane under the white power bar. Note the orientation of the blower power connector and its orientation in the backplane port.

Figure 5-33 Blower Power Connector



- Step 4** Disconnect the blower 24 VDC power connector from the backplane by pinching the sides of the connector inward and pulling the connector out and away from the backplane. Lay the connector and wiring on top of the blower to keep it out of the way while you remove the blower.

- Step 5** Using a long Allen wrench, loosen each of the three captive screws by turning them counterclockwise two full turns. Use the access hole in the lower lip of the chassis to access this screw. Insert the wrench straight into the hole at a 90-degree angle to the backplane. If necessary, use a flashlight to locate and guide the wrench to the screw.
- Step 6** When all three screws are loosened, unscrew them from the backplane. These captive screws are fixed to the blower; do not attempt to completely remove them.
- Step 7** Two air ducts on the blower extend into the two cutouts in the backplane. (See Figure 5-30.) Grasp the blower with both hands and pull it outward (toward you and away from the backplane) while gently rocking it slightly up and down, and left to right, to free the blower ducts from the backplane.
- Step 8** If the blower does not budge, check the three captive screws and ensure that they are free of the backplane. (They are fixed to the blower, but they should spin freely.)
- Step 9** Pull the blower outward using steady pressure and jogging it until it frees the backplane.
- Step 10** Lift the blower out of the chassis and place it aside out of traffic areas.
- Step 11** Do not replace the front chassis panels until you install a new blower. If the system is inadvertently turned on without the blower installed, the internal chassis components may overheat, which can result in severe equipment damage.



Caution Never operate the system if the blower is removed or if it is not functioning properly. An overtemperature condition can result in severe equipment damage.

Installing a New Blower

Install the new chassis blower as follows:

- Step 1** Ensure that the power supplies are still turned OFF.



Warning Before accessing the chassis interior, turn off the system power and unplug the power cord. Use extreme caution when working near the backplane; high voltage is present when the system is operating.

- Step 2** Note the orientation of the two air ducts on the back of the new blower and the two cutouts in the backplane. The two ducts fit snugly into the backplane cutouts.
- Step 3** Hold the blower with the two air ducts facing away from you, and the three captive screws along the bottom of the side facing you (in the orientation shown in Figure 5-32). Lay the connector and wiring on top of the blower to keep it out of the way while you install the blower.
- Step 4** Place the blower into the front chassis cavity so it rests on the floor of the chassis, then lift the blower up slightly and align the air ducts with the backplane cutouts.
- Step 5** Push the air ducts into the cutouts. If necessary, wiggle the blower slightly as you push it inward (the ducts fit snugly into the cutouts) until the edges of the blower meet the backplane.

- Step 6** Use the Allen wrench to turn each of the captive installation screws clockwise about two full turns to ensure that they are aligned in the backplane holes; you should not feel much resistance. If a screw is hard to turn, do not force it. Wiggle the chassis around, ensure that the screw is straight, and try tightening the screw again. If after several attempts the screw does not tighten easily, refer to the following section “Installation Checkout,” for further instructions.
- Step 7** Tighten each of the three captive installation screws by turning them clockwise. The far left screw is slightly obscured by the left lip of the chassis and the left blower air duct, but is accessible by inserting a long Allen wrench into the access hole in the lower lip of the chassis. Insert the wrench straight into the hole at a 90-degree angle to the backplane. If necessary, use a flashlight to locate and guide the wrench to the screw.
- Step 8** Locate the blower power connection port (see Figure 5-33), which is under the white power bus bar on the backplane. Both the port and the connector are keyed so the flat edge of the connector is at the bottom.
- Step 9** Hold the blower 24 VDC power connector with the flat edge down and the red or purple (+24V) wire to the left, and plug the connector into the backplane connector. When the connector is fully inserted, two plastic tabs snap outward to secure the connector in place.
- Step 10** Replace the top and bottom front chassis panels (refer to the section “Removing and Replacing the Front Chassis Panels” earlier in this chapter) and proceed to the next section to verify the installation.

Installation Checkout

Perform the following steps to verify that the new blower is installed correctly.

- Step 1** Turn ON all AC-input (or DC-input) power supplies. The AC power LED on all AC-input power supplies (or the input power LED on the DC-input power supplies) should go on. If any do not, or if the DC fail LED is on, on the AC-input power supply (or the out fail LED on the DC-input power supply), the power supply has failed. Refer to the troubleshooting procedures in the chapter “Troubleshooting the Installation.”
- Step 2** Listen for the blower; you should immediately hear it operating. If you do not hear it, turn OFF the system power and do the following:
- Remove the top and bottom front chassis panels. (Refer to the section “Removing and Replacing the Front Chassis Panels” earlier in this chapter.)
 - Check the blower power connector and ensure that it is fully seated in the backplane port by pinching the sides and pushing it firmly into the port.
 - Check the two wires between the blower and the power connector: the red or purple +24V wire and the black ground wire. Ensure that they have not pulled out of the power connector by pinching each wire near the back connector and pushing it firmly into the connector.
 - Replace the front chassis panels, turn the power supplies back ON, and listen for the blower.
- Step 3** If after several attempts the blower does not operate, or if you experience trouble with the installation (for instance, if the captive installation screws do not align with the backplane holes), contact a customer service representative for assistance.

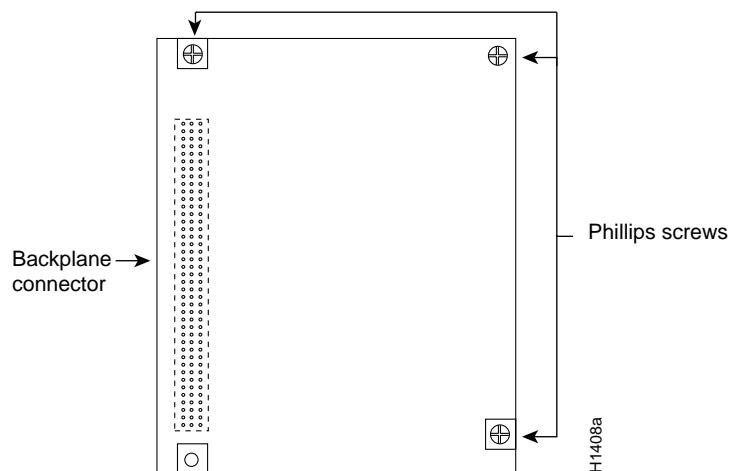
This completes the blower replacement.

Replacing the Arbiter Board

The arbiter board provides switching and traffic control assistance to the SP (or SSP). The board is categorized as an FRU (as opposed to a spare), which means that it can only be replaced by a Cisco certified technician. The arbiter board needs to be replaced only if it fails.

The arbiter board is mounted directly to the backplane above the power bus bar. (See Figure 5-30.) A connector on the back of the arbiter board plugs into a backplane connector, and three Phillips screws hold the board in place at the top and lower right corners of the board. (See Figure 5-34.)

Figure 5-34 Arbiter Board



Tools Required

You need the following tools to complete this procedure:

- Number 1 Phillips screwdriver to replace the arbiter board in most chassis
- 3/16-inch flat-blade screwdriver to remove the top front chassis panel in some systems



Warning Before accessing the chassis interior, turn off all power supply switches and unplug the power cord. Use extreme caution when working near the backplane; high voltage is present when the system is operating.

Removing the Arbiter Board

Remove the existing arbiter board as follows:

- Step 1** On each installed power supply, turn OFF the power switch and disconnect the power cable from the power source.
- Step 2** Remove the front panels according to the procedure in the section “Removing and Replacing the Front Chassis Panels” earlier in this chapter.
- Step 3** Locate the arbiter board (see Figure 5-30), which is mounted directly to the upper part of the backplane above the power bus bar. The arbiter board is held in place by the connector and three Phillips screws as shown in Figure 5-34.

- Step 4** Use the Phillips screwdriver to loosen each of the three screws by turning each counterclockwise two full turns. When all three screws are loosened, unscrew them completely from the board and put them aside. You will need them to install the new arbiter board.
- Step 5** Handling the arbiter board by the edges only, grasp the edges of the board and pull the board straight out at a 90-degree orientation to the backplane to disconnect the board connector from the backplane.
- Step 6** Place the board in an antistatic bag for return to the factory if required.

Installing a New Arbiter Board

Install the new arbiter board as follows:

- Step 1** Ensure that all power supply switches are still turned OFF.
- Step 2** Handling the arbiter board by the edges only, hold the board in the orientation shown in Figure 5-30. The connector should be on the back of the board (the side facing away from you), and the component side of the board should be facing you.
- Step 3** Place the board over the backplane connector and align the three holes in the corners of the board with the holes in the backplane.
- Step 4** Place your fingers around the left edge of the board and push the board straight in toward the backplane at a 90-degree orientation until the board connector is fully seated in the backplane port.
- Step 5** The holes on the top and lower right of the board should align with the holes in the backplane. If they do not, refer to the following procedure, “Installation Checkout.”
- Step 6** Replace the three Phillips screws in the top left, top right, and lower right holes in the board, and turn each two full turns to secure the board in the backplane. When all screws are in place and the board is aligned, tighten all three screws.
- Step 7** Replace the top and bottom front chassis panels (refer to the section “Removing and Replacing the Front Chassis Panels” earlier in this chapter) and proceed to the next section to verify the installation.

Installation Checkout

Perform the following steps to verify that the new arbiter board is installed correctly.

- Step 1** Turn each power supply back ON. The AC power LED on all AC-input power supplies (or the input power LEDs on the DC-input power supplies) should go on. If any do not, or if the DC fail LED on the AC-input power supply (or the out fail LED on the DC-input power supply) is on, the power supply has failed. Refer to the troubleshooting procedures in the chapter “Troubleshooting the Installation.”
- Step 2** After the system boots successfully, verify that the normal LED on the RP goes on. If it does not, refer to the troubleshooting procedures in the chapter “Troubleshooting the Installation.”
- Step 3** Verify that the enable LED on the SP (or SSP) goes on and remains on. If it does not, turn OFF the system power and do the following:
 - Remove the top and bottom front chassis panels (refer to the section “Removing and Replacing the Front Chassis Panels” earlier in this chapter).

- Check the arbiter board and ensure that it is fully seated in the backplane port by pushing the connector edge firmly into the backplane port.
- Remove and reseal the SP (or SSP) in the slot. Use the ejector tabs to eject the card out of the slot, then simultaneously press both tabs inward (press the top ejector down and the bottom ejector up) to push the card into the backplane connectors.
- Replace the front chassis panels. Turn ON the power supplies and repeat Steps 1 and 2.

Step 4 If after several attempts the arbiter does not appear to be functioning properly, or if you experience trouble with the installation (for instance, if the holes in the board do not align with the backplane holes), contact a customer service representative for assistance.

This completes the arbiter replacement.

Note All spares are shipped with detailed, up-to-date instructions (called *configuration notes*) for installing and, if applicable, configuring the spare.

If you must return the chassis to the factory, be sure to remove all power supplies and to repack the chassis in the original shipping container. If the shipping container and packing material are no longer available, contact a customer service representative for instructions.