

Upgrading Software from version 3.2.0.7 to 3.2.1.13 on PowerConnect 6200 Series Switches

Connecting to the Switch Serial port

Use a DB9 null modem serial cable. Connect one end to switch and the other to your PC. Set terminal emulation software to correct settings (default setting 9600 baud, 8 data bits, no start bits, 1 stop bit, no flow control).

Using TFTP and the CLI



NOTE: A TFTP server must be on the network and the switch software must be accessible by the TFTP server before attempting to download the switch software by TFTP. The switch out of band management port is routed through the active CMC.

1. Connect to the switch serial port. The following prompt is displayed:

```
console>
```

2. Ensure that an IP address is assigned to the management interface on the switch . Use the following commands to assign an IP address (this example uses IP address 10.10.10.101).

```
console> enable
console# config
console(config)# ip address 10.10.10.101 /24
```

3. Enter **console# copy tftp://{tftp address}/{file name} image** to copy the software to the Master switch (see section “Stacking Notes”). The file is copied but does not become active until the file is selected as the Active Image file after the switch is reset. The following is an example of the information that is displayed:

```
console# copy tftp://10.10.10.200/PC6200v3.2.1.13.stk image
Mode..... TFTP
Set TFTP Server IP..... 10.10.10.200
TFTP Path..... ./
TFTP Filename..... PC6200v3.2.1.13.stk
Data Type..... Code
Destination Filename..... image
Management access will be blocked for the duration of the transfer
Are you sure you want to start? (y/n) y
TFTP code transfer starting
```

```
.....
```

```
Verifying CRC of file in Flash File System
```

```
Unpacking the image file.
```

```
Distributing the code to the members of the stack!
```

File transfer operation completed successfully.



NOTE: Stacked switches take longer to download than a standalone switch. See section "Stacking Notes".

4. Enter **console# show version** to verify which software version is currently running on each switch. The following is an example of the information which is displayed:

```
console#show version
Image Descriptions
image1 : default image
image2 :
Images currently available on Flash
-----
unit      image1      image2      current-active  next-active
-----
1         3.2.0.7     3.2.1.13    image1          image1
```

5. Since image2 has the new software, enter **console# boot system image2** to boot from image2

```
console# boot system image2

Activating image image2 ..
```

6. Update the bootcode (new bootcode is downloaded with the software):



NOTE: This step can take 3 minutes to complete. Do not reset the switch during this time.

```
console# update bootcode
Update bootcode and Reset? (Y/N)
Updating boot code ...
```

7. The switch reboots automatically.

Stacking Notes

Regarding steps 3, 4 and 5 above:

- The "copy" command will take longer to complete with a stack of switches. This is due to the master switch copying the software to the member switches. The master switch will display the line "Distributing the code to the members of the stack!" for several minutes until the copy is done.
- The "copy" command will copy the software to the non-active image on all the switches.

Examples:

- If all switches in the stack have image1 as active, then the downloaded software will go to image2 on all switches and a single "boot system image2" command will select image2 for the next active image on all switches in the stack.

```
console#show version
Image Descriptions
image1 : default image
image2 :
```

Images currently available on Flash

unit	image1	image2	current-active	next-active
1	3.2.0.7	3.2.1.13	image1	image1
2	3.2.0.7	3.2.1.13	image1	image1

```
console# boot system image2
```

Activating image image2 ..

```
console#show version
```

Image Descriptions

image1 : default image

image2 :

Images currently available on Flash

unit	image1	image2	current-active	next-active
1	3.2.0.7	3.2.1.13	image1	image2
2	3.2.0.7	3.2.1.13	image1	image2

- If the switches in the stack have some image1 active and some image2 active members, then the downloaded software will go to the non-active image on each switch and multiple "boot system <unit> imageX" commands will be required to select the next active image on each switch in the stack.

```
console#show version
```

Image Descriptions

image1 : default image

image2 :

Images currently available on Flash

unit	image1	image2	current-active	next-active
1	3.2.0.7	3.2.1.13	image1	image1
2	3.2.1.13	3.2.0.7	image2	image2

```
console# boot system 1 image2
```

Activating image image1 ..

```
console# boot system 2 image1
```

Activating image image1 ..

```
console#show version
```

Image Descriptions

image1 : default image

image2 :

Images currently available on Flash

unit	image1	image2	current-active	next-active
1	3.2.0.7	3.2.1.13	image1	image2
2	3.2.1.13	3.2.0.7	image2	image1

Using XMODEM and the Startup Menu

The switch software can be downloaded to a single switch (not a stack) via the Startup menu accessed during the boot process. The boot process can be initiated by cycling power or by commanding a reload from the CLI (command line interface).

1. Connect to the external (not through the CMC. Startup menu is not visible through the CMC, only by directly connecting to the switch) switch serial port (default setting 9600 baud, 8 data bits, no start bits, 1 stop bits) and enter the CLI mode. The following prompt is displayed:

```
console>
```

2. Type **enable** to enter the enable CLI mode:

```
console> enable
console#
```

3. Type **reload**. The following message is displayed:

```
console# reload
```

```
Are you sure you want to reload the stack? (y/n)
```

4. Type **y**. The switch reboots.
5. When the switch reboots, the following menu is displayed:

```
1 - Start operational code.
2 - Start Boot Menu.
Select (1, 2):
```

6. Select **2** to start the boot Menu. The Boot menu is displayed.

```
Boot Menu Version: 13 Oct 2006
```

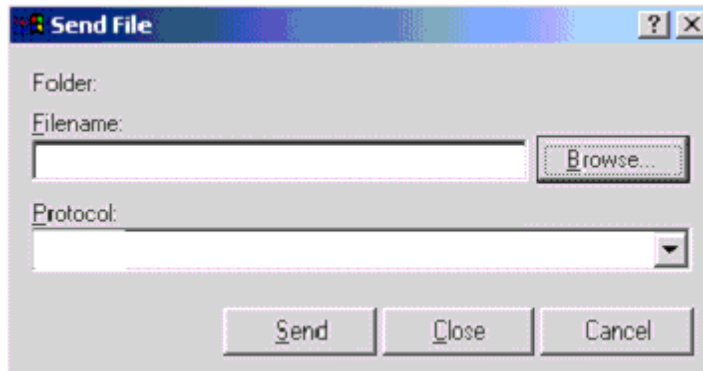
```
Options available
```

```
1 - Start operational code
2 - Change baud rate
3 - Retrieve event log using XMODEM
4 - Load new operational code using XMODEM
5 - Display operational code vital product data
6 - Run flash diagnostics
7 - Update boot code
8 - Delete backup image
9 - Reset the system
10 - Restore configuration to factory defaults (delete config files)
11 - Activate Backup Image
12 - Password Recovery Procedure
[Boot Menu]
```

7. Type **4** to **Load new operational code using XMODEM**, The following prompt is displayed:

```
Ready to receive the file with XMODEM/CRC....
Ready to RECEIVE File xcode.bin in binary mode
Send several Control-X characters to cancel before transfer starts.
```

8. Using any VT100 emulator (Windows HyperTerminal shown here), select the download file option. The **Send File** window is displayed. Click the **Send** button.



9. Enter the path and filename for the software (for example: PCM6200Mv3.2.0.9.stk)
10. Ensure the protocol is defined as Xmodem (use Xmodem-1K if available for a much quicker download)
11. Click **Send**. The software is downloaded.
12. Once the download is complete (this may take an hour or longer), select **7** to **update boot code** from the boot Menu and then enter **Y** to reset the switch

```
[Boot Menu] 7
Do you wish to update Boot Code and reset the switch? (y/n) y
```

13. The switch reboots automatically.