# Flash Reset a switch

### **Step 1.**

Connect up your console cable and power on the switch, whilst holding down the “mode” button:

### **Step 2.**

Initialize the flash file system with the command**: flash\_init**

### **Step 3.**

Delete the **config.text** file from the flash directory:

### **Step 4.**

Delete the **vlan.dat** file from the flash directory:

### **Step 5.**

Reboot the switch and you’re done:

# Cisco Console

1. Connect using PuTTY on your Com port.
2. If it is the initial setup say N**o** to the initial configuration dialog
3. You should see “Switch>”
4. Type “en” this is short for enable
5. You should see “Switch#”
6. Check the initial run configuration by typing “sh running-config" or type “sh run” and hit the Tab key to auto complete “sh” is short for “show”
7. Press space to keep going through the information

# Global Configuration

1. Type “configure t” or “conf” and press Tab to auto complete
2. Type “hostname” to change the name of the switch e.g. “WBLSwitch2”
3. You should now see your switches names instead of “Switch#”

# Set up VLAN

1. Type “int vlan 1”
2. Type “ip address “Ip address and Subnet mask” ”

# Set up Default Gateway

1. At global level configuration
2. “ip default-gateway “DefaultGateway”

# Set up Telnet/SSH

1. “line vty 0 15”
2. “password”

# Set password to allow privileged access

1. Type “enable secret ?” This will show the commands available for the password
2. We will use “0”
3. “enable secret 0 “Password””
4. Type “service password-encryption"
5. “end”

# Saving the configuration

1. “copy running-config startup-config"
2. Press enter afterwards
3. Destination filename: “filename or press enter to overwrite startup-config”
4. It should be saved
5. Reboot the switch

# Useful commands

* “?” Show what commands are available
* “exit” to go back to standard “config”
* Int range g0/1 - 48

**Change turnk mode!**

(config-if)#switchport trunk encapsulation ?

**Reset certain ports**

WBLSwitch3(config)#default interface range fastEthernet 0/43 - 45