

Monitoring OSPF Routing Information

Purpose Use the monitoring functionality to monitor OSPF routing information.

Action To view OSPF routing information in the J-Web interface, select **Monitor > Routing > OSPF Information**.

To view OSPF routing information in the CLI, enter the following CLI commands:

- show ospf neighbor
- show ospf interface
- show ospf statistics

Meaning Table 1 summarizes key output fields in the OSPF routing display.

Table 1: Summary of Key OSPF Routing Output Fields

| Field | Values | Additional Information |
|------------------------|--|--|
| OSPF Neighbors | | |
| Address | Address of the neighbor. | |
| Interface Name | Interface through which the neighbor is reachable. | |
| State | State of the neighbor: Attempt, Down, Exchange, ExStart, Full, Init, Loading, or 2way. | Generally, only the Down state, indicating a failed OSPF adjacency, and the Full state, indicating a functional adjacency, are maintained for more than a few seconds. The other states are transitional states that a neighbor is in only briefly while an OSPF adjacency is being established. |
| ID | ID of the neighbor. | |
| Priority | Priority of the neighbor to become the designated switch. | |
| OSPF Interfaces | | |
| Interface | Name of the interface running OSPF. | |
| State | State of the interface: BDR, Down, DR, DRother, Loop, PtToPt, or Waiting. | The Down state, indicating that the interface is not functioning, and PtToPt state, indicating that a point-to-point connection has been established, are the most common states. |
| Area | Number of the area that the interface is in. | |
| DR ID | Address of the area's designated device. | |
| BDR ID | Address of the area's backup designated device. | |
| Neighbors | Number of neighbors on this interface. | |

Table 1: Summary of Key OSPF Routing Output Fields *(continued)*

| Field | Values | Additional Information |
|--------------------------|--|------------------------|
| Adjacency Count | Number of devices in the area using the same area identifier. | |
| Stub Type | The areas into which OSPF does not flood AS external advertisements | |
| Passive Mode | In this mode the interface is present on the network but does not transmit or receive packets. | |
| Authentication Type | The authentication scheme for the backbone or area. | |
| Interface Address | The IP address of the interface. | |
| Address Mask | The subnet mask or address prefix. | |
| MTU | The maximum transmission unit size. | |
| Interface Cost | The path cost used to calculate the root path cost from any given LAN segment is determined by the total cost of each link in the path. | |
| Hello Interval | Displays how often the switch sends hello packets out of the interface. | |
| Dead Interval | The interval during which the switch receives no hello packets from the neighbor. | |
| Retransmit Interval | The interval for which the switch waits to receive a link-state acknowledgment packet before retransmitting link-state advertisements to an interface's neighbors. | |
| OSPF Statistics | | |
| Packet Type | Type of OSPF packet. | |
| Packets Sent | Total number of packets sent. | |
| Packets Received | Total number of packets received. | |
| Depth of flood Queue | Number of entries in the extended queue. | |
| Total Retransmits | Number of retransmission entries enqueued. | |
| Total Database Summaries | Total number of database description packets. | |

- Related Topics**
- [Configuring an OSPF Network \(J-Web Procedure\)](#)
 - [Layer 3 Protocols Supported on EX-series Switches](#)

