

hold-time

Syntax hold-time *seconds*;

Hierarchy Level [edit logical-systems *logical-system-name* protocols ldp interface *interface-name*],
[edit logical-systems *logical-system-name* protocols ldp targeted-hello],
[edit logical-systems *logical-system-name* routing-instances *routing-instance-name* protocols
ldp interface *interface-name*],
[edit logical-systems *logical-system-name* routing-instances *routing-instance-name* protocols
ldp targeted-hello],
[edit protocols ldp interface *interface-name*],
[edit protocols ldp targeted-hello],
[edit routing-instances *routing-instance-name* protocols ldp interface *interface-name*],
[edit routing-instances *routing-instance-name* protocols ldp targeted-hello]

Release Information Statement introduced before JUNOS Release 7.4.
Support for LDP targeted hellos added in JUNOS Release 9.5.

Description Specify how long an LDP node should wait for a hello message before declaring a neighbor to be down. This value is sent as part of a hello message so that each LDP node tells its neighbors how long to wait. You can specify times for both link hello messages and targeted hello messages depending on the hierarchy level at which you configure the **hold-time** statement.

Options *seconds*—Hold-time value.

Range: 1 through 65,535 seconds

Default: 15 seconds for link hello messages, 45 seconds for targeted hello messages

Required Privilege Level routing—To view this statement in the configuration.
routing-control—To add this statement to the configuration.

Related Topics ■ Configuring the Delay Before LDP Neighbors Are Considered Down

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