

neighbor

Syntax neighbor *neighbor-name* {
 authentication-key *password*;
 authentication-type *type*;
 bfd-liveness-detection {
 authentication {
 algorithm *algorithm-name*;
 key-chain *key-chain-name*;
 loose-check;
 }
 detection-time {
 threshold *milliseconds*;
 }
 minimum-interval *milliseconds*;
 minimum-receive-interval *milliseconds*;
 transmit-interval {
 threshold *milliseconds*;
 minimum-interval *milliseconds*;
 }
 multiplier *number*;
 version (0 | 1 | automatic);
 }
 (check-zero | no-check-zero);
 import *policy-name*;
 message-size *number*;
 metric-in *metric*;
 metric-out *metric*;
 receive *receive-options*;
 route-timeout *seconds*;
 send *send-options*;
 update-interval *seconds*;
}

Hierarchy Level [edit logical-systems *logical-system-name* protocols rip group *group-name*],
[edit logical-systems *logical-system-name* routing-instances *routing-instance-name* protocols
 rip group *group-name*],
[edit protocols rip group *group-name*],
[edit routing-instances *routing-instance-name* protocols rip group *group-name*]

Release Information Statement introduced before JUNOS Release 7.4.
Statement introduced in JUNOS Release 9.0 for EX Series switches.

Description Configure neighbor-specific RIP parameters, thereby overriding the defaults set for the routing device.

Options *neighbor-name*—Name of an interface over which a routing device communicates to its neighbors.

The remaining statements are explained separately.

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

Related Topics ■ Overview of RIP Neighbor Properties

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