
Pinging hosts using IPv6

Understanding IPv6 usage with Ping6

The Ping6 command

- Uses similar if not exactly the same flags and arguments as ping does for IPv4
- Not case sensitive

```
$ ping6 ipv6.he.net -c1
PING ipv6.he.net(ipv6.he.net) 56 data bytes
64 bytes from ipv6.he.net: icmp_seq=1 ttl=61 time=0.588 ms

--- ipv6.he.net ping statistics ---
1 packets transmitted, 1 received, 0% packet loss, time 0ms
rtt min/avg/max/mdev = 0.588/0.588/0.588/0.000 ms
```



Ping6 Usage cont.

```
$ ping6 ipv6.he.net -c1 -n
PING ipv6.he.net(2001:470:0:64::2) 56 data bytes
64 bytes from 2001:470:0:64::2: icmp_seq=1 ttl=61 time=0.771 ms

--- ipv6.he.net ping statistics ---
1 packets transmitted, 1 received, 0% packet loss, time 0ms
rtt min/avg/max/mdev = 0.771/0.771/0.771/0.000 ms
```

- Can also be used too discover other IPv6 enabled hosts on LAN

```
$ ping6 -I eth0 ff02::1
PING ff02::1(ff02::1) from fe80::21d:92ff:fe3d:991b eth0: 56 data bytes
64 bytes from fe80::21d:92ff:fe3d:991b: icmp_seq=1 ttl=64 time=0.039 ms
64 bytes from fe80::215:f2ff:fe1e:9659: icmp_seq=1 ttl=64 time=0.181 ms (DUP!)
64 bytes from fe80::207:e9ff:fe3a:4dce: icmp_seq=1 ttl=64 time=0.189 ms (DUP!)
64 bytes from fe80::215:f2ff:fe1e:969f: icmp_seq=1 ttl=64 time=0.201 ms (DUP!)
64 bytes from fe80::21d:7dff:fed6:c3b1: icmp_seq=1 ttl=64 time=0.216 ms (DUP!)
64 bytes from fe80::216:76ff:fe7c:2a90: icmp_seq=1 ttl=64 time=0.227 ms (DUP!)
64 bytes from fe80::215:f2ff:feb4:a0e0: icmp_seq=1 ttl=64 time=0.283 ms (DUP!)
64 bytes from fe80::219:d1ff:fe22:1823: icmp_seq=1 ttl=64 time=0.420 ms (DUP!)
64 bytes from fe80::219:d1ff:fe22:1826: icmp_seq=1 ttl=64 time=0.430 ms (DUP!)
^C
```





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