

PING

The PING command permits testing of a communication path without involving clients and servers on each end. The basic PING function is supported at a low level by most TCP/IP stacks.

Syntax: `PING host`

Arguments: `host` - Specifies the IP address of the host to be Pinged. This may be an actual numeric address or a symbolic name that can be resolved to an IP address.

Example:

```
IPN237I ping e-vse.com
TCP915I PINGING 012.182.034.227 (e-vse.com)
TCP910I PING 1 was successful, milliseconds: 00058.
TCP910I PING 2 was successful, milliseconds: 00072.
TCP910I PING 3 was successful, milliseconds: 00065.
TCP910I PING 4 was successful, milliseconds: 00072.
TCP910I PING 5 was successful, milliseconds: 00074.
TCP910I PING Complete
```

- Notes:
- Each PING command causes five Ping operations to be attempted. The result of each attempt is displayed.
 - The PING process fails based upon a time out method. Response messages may not be instantaneous.
 - The PING command is extremely useful in determining the ability to reach a remote client.
 - If the PING command fails and the remote host is functional, ensure that the proper DEFINE ROUTE commands have been issued.
 - PING may also be issued with the CICS PING transaction and the batch PING client.
 - Some gateways will not forward traffic to VSE until they have received traffic from VSE. PING is a useful method for providing this initial traffic.
 - If the PING command fails and you are using a symbolic name that is being resolved by an external domain name server, make sure that you can successfully PING the domain name server.
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Related Commands: `PING_MESSAGE` - Controls the "ping request received" console message.
`TRACERT` - Displays each "hop" in a route along with the time required to reach it.
