

Hex 2 0 0 1 : 0 d b 8 : c 0 a 8 :: 0 0 0
 Binary 0010 0000 0000 0001 : 0000 1101 1011 1000 : 1100 0000 1010 1000 :: 0000 0000 0000 0000
 :

0 : 0 0 0 0 : 0 0 0 0 : 0 0 0 0 : 0 0 0 0

After borrowing 9 bits, the red bits are unchanged, but now the subnetted blue bits are shown:

Hex 2 0 0 1 : 0 d b 8 : c 0 a 8 : 0 0 0 0 :
 Binary 0010 0000 0000 0001 : 0000 1101 1011 1000 : 1100 0000 1010 1000 : 0000 0000 0000 0000
 :

Decimal	0	1
Binary	0000	0001
Hex	0	1
Decimal	0	2
Binary	0000	0010
Hex	0	2
Decimal	0	3
Binary	0000	0011
Hex	0	3
Decimal	0	4
Binary	0000	0100
Hex	0	4
Decimal	0	5
Binary	0000	0101
Hex	0	5
Decimal	0	6
Binary	0000	0110
Hex	0	6
Decimal	0	7
Binary	0000	0111
Hex	0	7
Decimal	0	8
Binary	0000	1000
Hex	0	8
Decimal	0	9
Binary	0000	1001
Hex	0	9
Decimal	0	10
Binary	0000	1010
Hex	0	A
Decimal	0	11
Binary	0000	1011
Hex	0	B

□ +64 more host bits □

Decimal	0	12
Binary	0000	1100
Hex	0	C
Decimal	0	13
Binary	0000	1101
Hex	0	D
Decimal	0	14
Binary	0000	1110
Hex	0	E
Decimal	0	15
Binary	0000	1111
Hex	0	F
Far right hextet reached max value, F, reset far right hextet to 0, increment next hextet by 1. Continue listing networks.		
Hex	1	0
Binary	0001	0000
Decimal	1	1
Binary	0001	0001
Hex	1	1
Decimal	1	2
Binary	0001	0010
Hex	1	2
Decimal	1	3
Binary	0001	0011
Hex	1	3
Decimal	1	4
Binary	0001	0100
Hex	1	4
Decimal	1	5
Binary	0001	0101
Hex	1	5
Decimal	1	6
Binary	0001	0110
Hex	1	6
Decimal	1	7
Binary	0001	0111
Hex	1	7
Decimal	1	8
Binary	0001	1000
Hex	1	8
Decimal	1	9
Binary	0001	1001
Hex	1	9
Decimal	1	10
Binary	0001	1010
Hex	1	A
Decimal	1	11

Binary	0001 1011
Hex	1 B
Decimal	1 12
Binary	0001 1100
Hex	1 C
Decimal	1 13
Binary	0001 1101
Hex	1 D
Decimal	1 14
Binary	0001 1110
Hex	1 E
Decimal	1 15
Binary	0001 1111
Hex	1 F
□	□ □
□	□ □
□	□ □
□	0111 0000
□	7 0
□	□ □
□	□ □
□	0111 1111
□	7 F

< This address is valid to be assigned on an interface in IOS.

Once we reach this number, to increment again would change a blue bit, a network bit. So the next network ID is listed on the next line:

2 0 0 1 : 0 d b 8 : c 0 a 8 : 0 0 8 0
 0010 0000 0000 0001 : 0000 1101 1011 1000 : 1100 0000 1010 1000 : 0000 0000 1000 0000

The process repeats with green bits all zero until the green bits are all ones, then the blue bits would roll to 2, then 3, all the way up to F, then the blue bits would roll to 0000 0001 0000

and so on. This means the progression of network IDs would look like this:

< If I enter this address (with host bits all zero) on an interface, this error appears:
 %2001:DB8:C0A8:80::/57 should not be configured on {int} a subnet router anycast
 If I enter that same address and end the command with "anycast" no error appears.
 eg:ipv6 add 2001:DB8:C0A8:80::/57 anycast
 no error on the above command

If I enter ipv6 address 2001:DB8:C0A8:7F:FFFF:FFFF:FFFF:FFFF/57

I see this error:

{address} should not be configured on {int}, a reserved anycast

In both error cases above, the entered address was

accepted on the interface in spite of the error.

```
0 0 0 0
0 0 8 0
0 1 0 0
0 1 8 0
0 2 0 0
0 2 8 0
□
□
□
0 A 0 0
0 A 8 0
0 B 0 0
0 B 8 0
□
□
□
0 F 0 0
0 F 8 0
1 0 0 0
1 0 8 0
2 0 0 0
2 0 8 0
□
□
□
F 0 0 0
F 0 8 0
F 1 0 0
F 1 8 0
□
□
□
F A 0 0
```

```

F A 8 0
□
□
□
F F 0 0
F F 8 0

```

Once you reach FF80, all the blue bits are now ones, which means you have reached your last subnet. Note the blue bits values:

```

2 0 0 1 : 0 d b 8 : c 0 a 8 : F F 8 0
0010 0000 0000 0001 : 0000 1101 1011 1000 : 1100 0000 1010 1000 : 1111 1111 1000 0000

```

Now allow the green bits to roll through all their values in succession in the last subnet.

The next value after FF80 is:

```

F F 8 1
1111 1111 1000 0001
F F F F

```

Until all green bits set to one: 1111 1111 1111 1111

If you tried to continue, you would have to change a red bit, which is not allowed, you don't own those bits, the ISP does.

< Attempting to assign this address (with hosts all zero) results in error: ...should not be configured on {int}, a subnet router anycast

< This is not a subnet ID, it is one of the available IPv6 addresses.

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