

# ping Cheatsheet

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## Quick reference for testing network reachability and latency with ping in Linux

The `ping` command tests whether a host is reachable and shows round-trip latency. This cheatsheet covers common IPv4 and IPv6 checks, count and interval options, packet sizing, and practical troubleshooting patterns.

### Basic Syntax

Core `ping` command forms.

<code>ping host</code>	Continuously ping a host
<code>ping -c 4 host</code>	Send 4 echo requests, then stop
<code>ping -i 2 host</code>	Wait 2 seconds between packets
<code>ping -w 10 host</code>	Stop after 10 seconds
<code>ping --help</code>	Show available options

### Common Reachability Checks

Quick tests for DNS names and IP addresses.

<code>ping google.com</code>	Test DNS resolution and connectivity
<code>ping 8.8.8.8</code>	Test reachability to a public IPv4 address
<code>ping localhost</code>	Verify local TCP/IP stack
<code>`ping \$(hostname -I</code>	<code>awk '{print \$1}'`</code>
<code>ping router.local</code>	Test a local network device by hostname

## Count and Timing

Control how many packets are sent and how long `ping` runs.

<code>ping -c 3 host</code>	Send exactly 3 packets
<code>ping -c 5 -i 0.5 host</code>	Send 5 packets at 0.5-second intervals
<code>ping -w 5 host</code>	Stop after 5 seconds total
<code>ping -W 2 host</code>	Wait up to 2 seconds for each reply
<code>ping -c 10 -q host</code>	Show summary only after 10 packets

## IPv4 and IPv6

Force the address family when needed.

<code>ping -4 host</code>	Use IPv4 only
<code>ping -6 host</code>	Use IPv6 only
<code>ping6 host</code>	IPv6 ping on systems that provide <code>ping6</code>
<code>ping -c 4 -4 example.com</code>	Check IPv4 replies for a dual-stack host
<code>ping -c 4 -6 example.com</code>	Check IPv6 replies for a dual-stack host

## Packet Size and Interface

Adjust packet payload and source interface.

<code>ping -s 1400 host</code>	Send larger packets with 1400-byte payload
<code>ping -s 56 host</code>	Use the default payload size explicitly
<code>ping -I eth0 host</code>	Send packets from a specific interface
<code>ping -I 192.168.1.10 host</code>	Use a specific source address
<code>ping -D host</code>	Print timestamps before each reply

## Troubleshooting

Quick checks for common `ping` issues.

Name or service not known	DNS failed; test with an IP address directly
Destination Host Unreachable	Check routing, gateway, and local network link
100% packet loss	The host may be down, blocked by a firewall, or not routing replies
<code>ping: socket: Operation not permitted</code>	Use <code>sudo</code> or verify capabilities on systems with restricted raw sockets
IPv6 ping fails only	Confirm the host has AAAA records and IPv6 connectivity

## Related Guides

Use these guides for broader network troubleshooting workflows.

[ping Command in Linux](#)

Full **ping** guide with detailed examples

[IP command cheatsheet](#)

Inspect interfaces, addresses, and routes

[ss Command in Linux](#)

Inspect sockets and active network connections

[traceroute Command in Linux](#)

Trace the route packets take to a host

[SSH cheatsheet](#)

Quick reference for remote connectivity commands