

MetaConsole for MMC: Getting Started

version 2.3



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Overview

A *management console* is a single tool used to manage entire networks. It is a framework within which device- or service-specific management modules can share a user interface, alarm monitoring, and other basic functions. Popular management consoles include Microsoft Management Console (MMC), HP OpenView, Tivoli Enterprise, and CA Unicenter. In MMC, the management modules are called *snap-ins*.

MetaConsole technology provides a solution that works with multiple management consoles and multiple network protocols on multiple platforms.

This guide describes the architecture of MetaConsole and the installation of MetaConsole in an MMC environment.

MetaConsole Documentation

For any type of device you want to manage using MetaConsole, there are two relevant documents in the suite of MetaConsole documentation:

- A *getting started* guide describing MetaConsole's components and explaining the requirements, installation steps, and other details specific to the management environment
- A *client user's guide* describing the MetaConsole client's management of a particular type of device

You are reading the getting started guide for MetaConsole in an MMC environment.

- Chapter 1, a high-level introduction to the MetaConsole architecture, is useful if you desire a basic understanding of what's happening "under the hood," but you can use MetaConsole without reading this chapter.
- Chapter 2 helps you plan your MetaConsole installation to meet your specific needs; it includes important information about mixing MetaConsole versions.
- Chapter 3 provides instructions for installing and starting MetaConsole for MMC.
- Chapter 4 describes configuration options of the MetaConsole client for MMC.
- Chapter 5 covers additional MetaConsole server configuration that you perform through a text file.

Chapter 1. Architecture

The MetaConsole application architecture is three-tiered. The major components are:

- MetaConsole client —this is the front-end component that integrates with the console

There is one client per console, managing all supported devices.

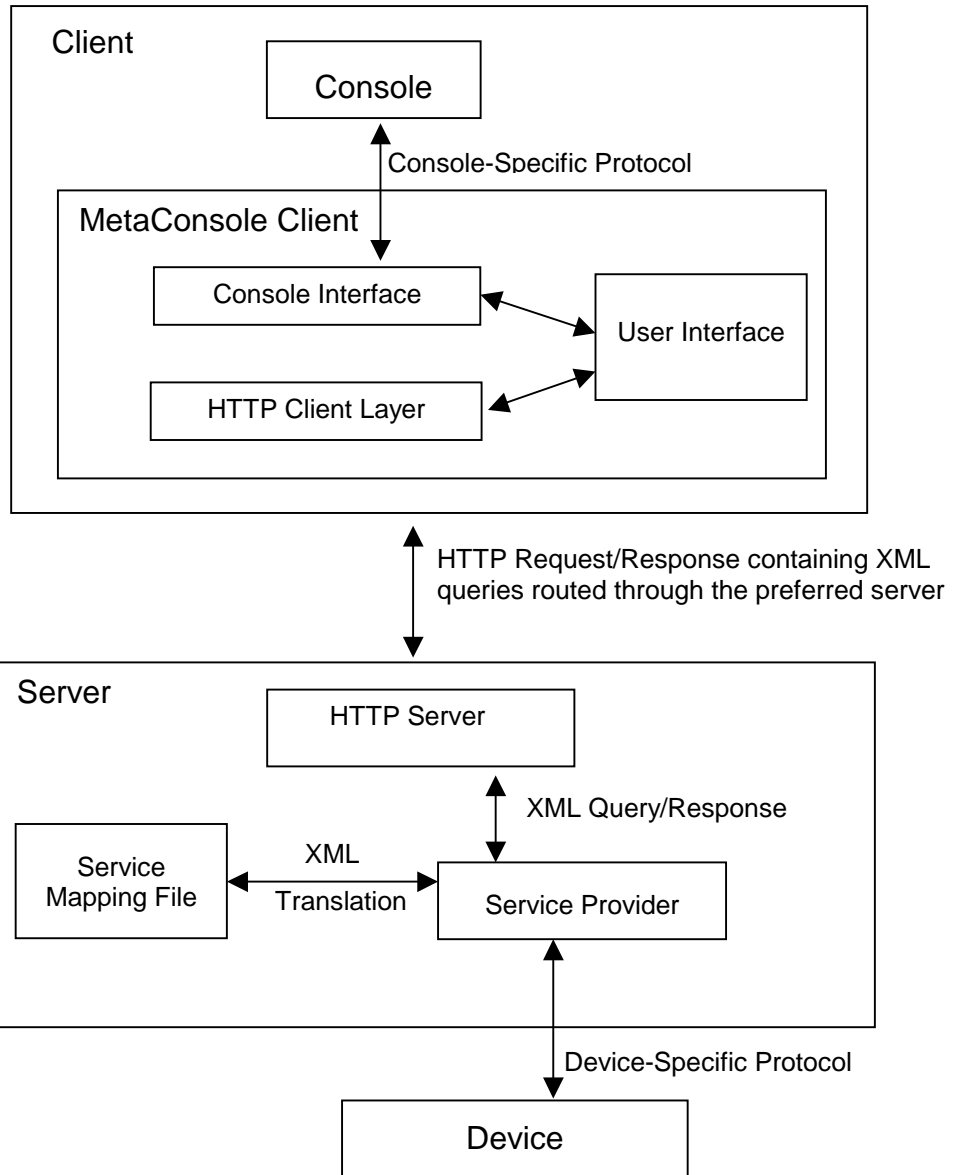
- MetaConsole server — this is the back-end component that communicates with MetaConsole clients and with the devices to be managed

A MetaConsole server acts as an agent collecting data for the MetaConsole clients. It can route queries and responses to and from other MetaConsole servers. A server that acts as a proxy in this way is the *preferred server* for the client.

- MetaConsole service providers — these contain the knowledge necessary to communicate with a managed device or service

Typically, a service provider exists for each vendor or class of devices.

The following diagram provides details.



Client

The client component includes three major sub-components:

- The console interface cooperates with the host console so the client functions in a manner native to that console. For example, the console interface in the MetaConsole client for MMC uses the MMC API and ensures that the client performs all functions expected of MMC snap-ins.
- The HTTP client layer communicates with the MetaConsole server using Hypertext Transfer Protocol (chosen because it is a well-defined protocol that works across firewalls). HTTP requests sent by the MetaConsole client contain queries encoded in XML; the responses returned by the MetaConsole server are also encoded in XML and can contain (at the client's request) style sheets with instructions for rendering the XML data.
- The user interface component is generally common among MetaConsole clients for different management consoles. This sharing provides the same "look and feel" regardless of whether the user has OpenView, Microsoft Management Console, another console, or a browser. The user interface is rendered by the client using the style sheets provided by the server.

The client might extend the common MetaConsole user interface in console-specific ways to use all the capabilities of the management console. For example, the navigation tree is usually adapted to reflect the native method used by the console to display devices.

Server

The MetaConsole server includes two sub-components:

- The HTTP server controls communication with the client.
- The Service Provider Interface controls the communication with the various service providers.

The MetaConsole server manages multiple service providers and takes care of routing client requests to the correct service providers.

Service Providers

Each MetaConsole server has one or more service providers that can be loaded on that server. Each service provider performs four main functions:

- Translates the HTTP server's XML queries into the protocol understood by the device and translates the device's responses into XML documents.
- Has a service mapping file that defines the translations from XML to the device-specific protocol.
- Discovers devices in the network.
- Polls and listens for alarms from the devices that it is communicating with for the purpose of asynchronous event notification.

Chapter 2. Planning Your MetaConsole Deployment

MetaConsole was designed to be deployed in various and diverse environments. MetaConsole runs well for the small workgroup and can be scaled up, with several MetaConsole servers being deployed in a large enterprise to handle very large networks. Due to this scalable design, it is important that you consider how you would like to deploy MetaConsole, making appropriate choices for your environment.

This chapter also covers considerations that are independent of network size and design but that will help you get the best use of MetaConsole.

Using Multiple MetaConsole Servers

You can install the MetaConsole server on as many computers as you like. A MetaConsole server can service multiple clients. These clients can be of different types (MMC, HP OpenView, and so on).

You can install the MetaConsole client on as many computers as you like. Each client must be able to communicate with at least one MetaConsole server. The client and server can be on the same computer. Each client must designate a specific MetaConsole server as the preferred server.

Given these options, it is important that you plan carefully for your MetaConsole deployment.

A MetaConsole client can communicate with multiple MetaConsole servers, each with its own set of service providers and devices. You should consider using multiple MetaConsole servers within a network when:

- Performance is an issue. To improve performance within a large network, multiple MetaConsole servers can be deployed such that each server has a reasonable set of devices to manage. Clients communicate with different servers depending on the devices that they will be managing.
- Logical groups of devices need to be created. This can be achieved by:
 - Providing each MetaConsole server with a different set of service providers to load, such that each such grouping reflects the different functions one might be seeking to segregate (such as printer management and server management).
 - Providing each MetaConsole server with a different set of sub-net ranges over which to perform discovery. This allows physical segregation of a network. For example, devices on the first floor and devices on the second floor can be managed through different servers.

Segregation by function or by location is useful in large networks.

- Network traffic needs to be reduced. Dividing a network into logical components and assigning each component a MetaConsole server to manage it cuts down on network traffic.

The following will help you in deciding if multiple MetaConsole servers are appropriate for your environment.

Are you managing devices of multiple service providers?

To manage devices of multiple service providers, you might consider dividing the management load among multiple MetaConsole servers. This would also allow you to have multiple administrators with different job functions (such as managing servers and managing printers).

Are you managing a large number of devices?

To manage many devices, you might consider dividing the management load among multiple MetaConsole servers. By decreasing the load on each MetaConsole server, you allow the server to respond more quickly to client requests and improve client performance.

Do devices of the same service provider require different settings?

If different devices belonging to the same service provider require different settings, you can set up two MetaConsole servers, each with a different range for the service provider and with the appropriate alarm events selected.

Must the navigation tree reflect logical groupings of devices?

If devices have logical groupings that need to be reflected in the client's navigation tree (see *About the Client* on page 14), you can use multiple servers. For example, Marketing and Engineering might be set up with separate servers so users from each department can locate appropriate devices easily.

Are you running MetaConsole across a firewall?

If you are using MetaConsole across a firewall, you might consider setting up a MetaConsole server with an address accessible outside the firewall and configure it to manage only the devices that you want the person accessing this server to be able to manage. As MetaConsole clients use HTTP to access the MetaConsole server, access to the server itself will be available; HTTP access is typically available across a firewall.

Running MetaConsole as a Service

If you are running MetaConsole on a computer running Windows NT or Windows 2000, you might consider running MetaConsole as a service. Services can be started automatically after the operating system boots and do not require a user to log on. This is especially useful when you are running MetaConsole on an unattended computer.

Monitoring the Network and Using Alarms

MetaConsole gives you flexibility in the monitoring of network activity. MetaConsole monitors managed devices for changes in state, warnings and errors. Monitoring is done by polling as well as through asynchronous event notification via trap reception.

Each service provider has a pre-decided set of alarms that it can generate. These alarms correspond to a change in state of one or more polled variables on a device or a trap that may be received from a device. For each service provider, you select the types of events that should trigger alarms and the poll rate for alarms. (For details, see the client user's guide for a particular service provider.) You can then view alarms in several ways.

When an event of a selected type occurs, MetaConsole notifies you with a flashing message in the status bar the MetaConsole client window. In addition, you can view lists of alarms on the **View Alarms** page within each MetaConsole server's **Configuration** node. (See *Viewing Alarms* on page 18.)

You can use the **Alarm Notification Methods** page at the top level of MetaConsole configuration to select any combination of alert boxes, system beeps, email messages, and pager text messages as additional alarm notification methods. (See *Specifying Alarm Notification Methods* on page 15.) The **Alert Box** option causes a message box to appear when a monitored event is detected.

Choosing an Alarms Database

MetaConsole ships with the HSQLDB database. This database stores the alarm (event) information. The HSQLDB database is loaded into memory when the MetaConsole server starts and records alarm information in a flat file in the MetaConsole directory.

The database adds alarm information at the rate of approximately 1000 events per megabyte. Acknowledging all events increases the file size to approximately 500 events per megabyte, but the database is optimized each time the MetaConsole server is started. The optimized database stores alarm events at the rate of 2000 events per megabyte.

Performance is based largely upon the amount of RAM on your system. However, serious degradation to server performance can occur once the database file size increases beyond 50 MB. The larger the database is, the longer it takes to load into memory when the MetaConsole server starts. A 10-MB file can take several minutes to load.

You can save the HSQLDB database by copying and storing the database files `MetaConsoleDB.data`, `MetaConsoleDB.properties`, and `MetaConsoleDB.script`. You can create a new database by deleting the old database files and running the `runcreator.exe` application in the MetaConsole directory.

If you prefer a more familiar and robust database, you can download and install one. The MetaConsole server interfaces with Microsoft's SQL database and MySQL database. The Microsoft SQL database must be purchased and licensed but the MySQL database can be downloaded free and used under a General Public License. For details about installation, see *Installing MSSQL Database* or *Installing MySQL Database*, beginning on page 12

Chapter 3. Installation

This chapter describes the installation of MetaConsole.

The devices that your client will manage need not be present on your network when you install MetaConsole.

Prerequisites

Server

The following table describes the hardware and software requirements for the MetaConsole server.

Platform	Hardware	Software
Windows (NT 4.0 SP6; 2000, 2003, XP)	Pentium 700 MHz 256 MB available RAM 190 MB free hard disk space	
Solaris 8	Sun Ultra 5 512 MB available RAM 190 MB free hard disk space	CDE, XWindows, or OSF Motif
HP-UX 11.x	HP B2000 512 MB available RAM 190 MB free hard disk space	HP VUE, CDE, XWindows, or OSF Motif
Red Hat Linux 7.0, 7.2	Pentium 300 MHz 128 MB available RAM 190 MB free hard disk space	Gnome

Client

The following table describes the hardware and software requirements for the MetaConsole client.

Platform	Hardware	Software
Windows NT 4.0 SP6, 2000, or XP	Pentium 300 MHz 128 MB available RAM 35 MB free hard disk space	Microsoft Internet Explorer 5.5 or 6.0 with Sun's Java Plug-in 1.4 (http://java.sun.com/products/plugin/) MMC 1.2 or 2.0

MMC need not be present during MetaConsole installation. You can first install the MetaConsole server and client, and then install MMC and add the client to it.

Database

The following table describes the databases and corresponding drivers that are supported within MetaConsole.

Database	Notes
HSQldb HSQldb 1.7.0	This is the default database that ships with MetaConsole.
MSSQL 2000 (Version 8.0) MSSQL 2000 Driver for JDBC	For details about installation this database, see <i>Installing MSSQL Database</i> , beginning on page 12. The Microsoft MSSQL database must be purchased and licensed.
MySQL Admin 1.4 MySQL Connector/J 2.0.14 for JDBC	For details about installation, <i>Installing MySQL Database</i> , beginning on page 13. The MySQL software is free and licensed under the General Public License. The software can be downloaded at http://www.mysql.com

Placement of Components

You can install the client on as many computers as you like. Each client must be able to communicate with at least one MetaConsole server. The client and server can be on the same computer.

You can install the MetaConsole server on as many computers as you like. A MetaConsole server can service multiple clients. These clients can be of different types (browsers, MMC, HP OpenView, and so on). For more information, see *Using Multiple MetaConsole Servers* on page 5.

Installing MetaConsole Components

An installation program guides you through the process of installing the MetaConsole server, client, or both.

To use the installation program:

1. Insert the MetaConsole CD (for installers distributed via CD-ROM) or locate the `install.html` file (for installers distributed remotely via the Web).
2. Start the installation program:
 - CD-ROM distributions:
 - [Windows] If the installation program does not start automatically, run `<INSTALLER_NAME>.exe` in the `Disk1\InstData\Windows` directory on the CD.
 - [HP-UX, Solaris, Linux]
 - a. Log in as `root`.
 - b. Execute `sh ./<INSTALLER_NAME>.bin` in the `Disk1\InstData\HPUX`, `Disk1\InstData\Solaris`, or `Disk1\InstData\Linux` directory on the CD.
 - Web-based distributions:
 - a. Open the `install.html` file in a web browser.
 - b. Click the **Start Installer** button.

The platform is detected and the platform-specific installer is saved locally and executed.

3. Accept the license agreement.
You cannot install and use MetaConsole if you do not accept the agreement.
4. Select the component or components to install:
 - a. MetaConsole server
 - b. Client for MMC
 - c. Client for HP OpenView
For information, see *MetaConsole for OpenView: Getting Started*.
 - d. Client for Tivoli NetView
For information, see *MetaConsole for NetView: Getting Started*.
 - e. Client for CA Unicenter
For information, see *MetaConsole for Unicenter: Getting Started*.
5. Specify an installation directory.
The default directory is recommended.
On Windows, this is C:\Program Files\MetaConsole.
On HP-UX, Linux, and Solaris, this is /opt/MetaConsole.
6. [MetaConsole server] Specify a TCP/IP port number.
The default port number, 80, is recommended, but if it is already in use, you can specify any unused port number.
7. [Windows NT, 2000, and XP] [MetaConsole server] Indicate whether MetaConsole is to run as a Windows NT service.
8. [Windows NT, 2000, and XP] [MetaConsole server] If you chose, in step 7, to run MetaConsole as a service, indicate whether it is to be started automatically at system startup or manually as needed.
9. [client for HP OpenView or Tivoli NetView] Enter the name/address of the MetaConsole server host that the client will use. Optionally, specify a port number by following the name or address with a colon and the number.
(Example: *ServerMachineName*:8080)
10. [Windows] [client for HP OpenView] Select the folder where HP OpenView Network Node Manager is installed, and click **OK**.
11. [Windows] [client for Tivoli NetView] Select the drive where Tivoli NetView is installed, and click **OK**.
12. [client for Unicenter WorldView] Enter the name/address of the MetaConsole server host that the client for Unicenter will use. Optionally, specify a port number by following the name or address with a colon and the number.
(Example: *ServerMachineName*:8080)
13. [Windows] [client for Unicenter WorldView] Select the drive where Unicenter TND is installed, and click **OK**.
14. [client for Unicenter WorldView] Enter the data repository name to be used.

15. [client for Unicenter WorldView] Indicate whether the Unicenter service is to be started automatically or manually by selecting **Manual** or **Automatic**.
16. Review the summary of installation options, and click **Install** to begin the installation.
17. Click **Done** to exit the installation program.

Starting the MetaConsole server after installation

Note: The MetaConsole installation procedure does not start the MetaConsole server. To use MetaConsole immediately after installation, you must manually start the MetaConsole server.

To start the MetaConsole server on Windows:

1. Click the **Start** button, point to **Programs**, and then point to **MetaConsole**.
2. Do one of the following:
 - To run the MetaConsole server as a program, click **RunMetaConsole**.
 - To run the MetaConsole server as a service, click **StartService**.

To start the MetaConsole server on HP-UX, Linux, and Solaris:

1. Change to the installation directory.
2. Execute `./RunMetaConsole`.

Adding the MetaConsole Client to MMC

You add the MetaConsole client to MMC using the standard MMC procedure.

Note: When you install the client, you see all device types for which Service Providers are present on the preferred MetaConsole server. To remove unwanted device types, see *Enabling and Disabling Service Providers* on page 18.

To add the client to MMC:

1. Start MMC.
2. On the **Console** menu, click **Add/Remove Snap-in**.
3. In the **Add/Remove Snap-in** dialog box, click **Add**.
4. In the **Add Standalone Snap-in** dialog box, select the MetaConsole client and click **Add**.
5. In the **MetaConsole MMC Snap-in** dialog box, type:
 - The preferred server address that the client should connect to
 - The port number on the preferred server the client should use
6. Click **Finish**.
7. Click **Close** to dismiss the **Add Standalone Snap-in** dialog box.
8. Click **OK**.

Uninstalling MetaConsole Components

On Windows platforms, you can uninstall MetaConsole components using Add/Remove Programs in Control Panel (they are listed under MetaConsole). Or you can use the **Uninstaller** command:

1. Click the **Start** button, point to **Programs**, and then point to **MetaConsole**.
2. Click **Uninstaller**.

On HP-UX, Solaris, and Linux, you uninstall MetaConsole components by executing the **Uninstaller** command:

1. Change to the `Uninstall` directory under the installation directory.
`Uninstall` is case sensitive.
2. Execute `./Uninstaller`.

Installing MSSQL Database

A simple database for storing alarm information is automatically installed with MetaConsole. The Microsoft SQL Server 2000 database can be used by the MetaConsole server to store alarm information. The following instructions describe how to configure the MetaConsole server to log alarms to a MSSQL database.

1. From <http://www.microsoft.com/sql/downloads>, download the JDBC driver for SQL Server 2000 for Windows.
2. Install the JDBC driver by executing the downloaded file.

The installation program create a `lib` subdirectory that contains the jar files `mssqldriver.jar`, `msutil.jar`, and `msbase.jar`.

3. Copy the three jar files listed in step 2 into the `MetaConsole/lib` directory.
4. Modify the `local.xml` file so that the MetaConsole tables can be configured in the database.

The example below shows the contents of the `dataStore` element in the `local.xml` file. Modify the data shown in italics to connect to your MSSQL server.

```
<dataStore>
  DATABASE_NAME = "MSSQL"
  DATABASE_DRIVER="com.microsoft.jdbc.sqlserver.SQLServerDriver"
  CONNECTION_URL="jdbc:microsoft:sqlserver://10.0.0.200:1433;DatabaseName=MetaConsoleDB;SelectMethod=cursor"
  USER_NAME="root"
  PASSWORD="password">
</dataStore>
```

5. Save and close the `local.xml` file.
6. Make sure the database specified in the `local.xml` file is running and the MetaConsole database has been created.
7. Execute the `runcreator` file in the MetaConsole directory.

This program creates the tables in your MetaConsole database.

8. Modify the `configuration.txt` file (located in the MetaConsole directory) to indicate the alarm database.

Chapter 5 explains the `configuration.txt` file. The database parameter values entered in the `configuration.txt` file should be the same as those entered in the `local.xml` file.

9. Start the MetaConsole server.

Installing MySQL Database

A simple database for storing alarm information is automatically installed with MetaConsole. The MySQL database can be used by the MetaConsole server to store alarm information. The following instructions describe how to configure the MetaConsole server to log alarms to a MySQL database.

1. From <http://www.mysql.com>, download MySQL Connector/J.
2. Extract the `mysql-connector-java-version#.jar` file, and rename it `mysql.jar`.
3. Copy `mysql.jar` into the `MetaConsole/lib` directory.
4. Modify the `local.xml` file so that the MetaConsole tables can be configured in the database.

The example below shows the contents of the `dataStore` element in the `local.xml` file. Modify the data shown in italics to connect to your MSSQL server.

```
<dataStore>
  DATABASE_NAME = "MySQL"
  DATABASE_DRIVER="org.gjt.mm.mysql.Driver"
  CONNECTION_URL="jdbc:mysql://10.0.0.207/ks"
  USER_NAME="root"
  PASSWORD="password">
</dataStore>
```

5. Save and close the `local.xml` file.
6. Make sure that the database specified in the `local.xml` file is running and that the MetaConsole database has been created.
7. Execute the `runcreator` file in the MetaConsole directory.

This program creates the tables in your MetaConsole database.

8. Modify the `configuration.txt` file (located in the MetaConsole directory) to indicate the alarm database.

Chapter 5 explains the `configuration.txt` file. The database parameter values entered in the `configuration.txt` file should be the same as those entered in the `local.xml` file.

9. Start the MetaConsole server.

Chapter 4. Client for MMC

Among the MetaConsole client's functions are

- Maintaining a list of MetaConsole servers
- Maintaining lists of enabled and disabled service providers
- Producing alarms when device conditions change

This chapter describes some configurable aspects of these functions. For information about additional MetaConsole configuration, see the client user's guide for a particular service provider.

About the Client

The MMC window contains two panes. You use the *navigation tree* in the *navigation pane* on the left to select the information you want displayed in the *details pane* on the right.

Note: The navigation pane is not automatically updated. For instructions on updating the navigation tree, see *Refreshing Displayed Information*, below.

Within the **MetaConsole Root** node, the navigation pane includes

- A **Help** node for access to MetaConsole online help
- A **Configuration** node for displaying and specifying which MetaConsole servers are visible and how alarms are presented
- A node for each MetaConsole server, which in turn contains
 - A **Version Information** node for displaying component version numbers
 - A **Service Providers** node for enabling and disabling service providers
 - A **View Alarms** node for displaying and acknowledging alarm information
 - A node for each enabled service provider (For details, see the client user's guide for a particular service provider.)

All configuration settings for the server or a service provider are maintained by the MetaConsole server and are not client specific. All clients use the same values; if any client changes a particular setting, the change affects all clients that use that setting.

Refreshing Displayed Information

The navigation tree in the navigation pane is not automatically updated when its contents change. You can update the navigation pane by right-clicking a node and clicking the **Refresh** command that appears.

- Refreshing the MetaConsole root updates all associated server, service provider, and device information.
- Refreshing a server updates all associated service provider and device information.

- Refreshing a service provider updates information for all of that service provider's devices.
- Refreshing a specific page updates the contents of that page

Using the **Refresh** command for a device has no effect.

Configuring the Server List

To add to the list of MetaConsole servers:

1. In the navigation pane, expand the top-level **Configuration** node and click **Server Discovery**.
2. In the **MC Server Address** boxes, type the IP address of the MetaConsole server you are adding to the list.
3. In the **Port** box, type the port number where the MetaConsole server is found.
4. Click **Add**.
5. In the Warning dialog box, click **Yes** to refresh the navigation pane with the new server information.

If you click **No**, you must manually refresh the navigation pane information. See *Refreshing Displayed Information* on page 14.

The new server appears in the **Server List** box.

To remove a MetaConsole server from the list:

1. In the navigation pane, expand the top-level **Configuration** node and click **Server Discovery**.
2. In the **Servers** box, click the address of the MetaConsole server you are removing from the list.
3. Click **Remove**.
4. In the Warning dialog box, click **Yes** to refresh the navigation pane with the new server information.

If you click **No**, you must manually refresh the navigation pane information. See *Refreshing Displayed Information* on page 14.

The server is removed from the list.

Specifying Alarm Notification Methods

Which events you want to trigger alarms is configured individually for each service provider at each MetaConsole server. How MetaConsole presents those alarms is determined at the highest level of MetaConsole configuration.

To specify how MetaConsole notifies you of alarms:

1. In the navigation pane, expand the top-level **Configuration** node and click **Alarm Notification Methods**.
2. Select the check box for each notification method you want MetaConsole to use.

If you select **Alert Box**, each alarm causes a message to appear on screen, indicating the device name or IP address where the alarm originated.

If you select **Audible Alarm**, each alarm causes a beep.

If you select **Email**, each alarm causes the sending of a formatted email message containing alarm time, device information, and alarm text to the recipients specified in the **Email Settings** form (see below).

If you select **Pager**, each alarm causes the sending of a formatted text page message containing alarm time, device information, and alarm text to the pager devices specified in the **Pager Settings** form (see page 17).

In any case, you can view details about the alarm; see *Viewing Alarms* on page 18.

3. Click **Apply**.

To specify settings for email notification:

1. In the navigation pane, expand the top-level **Configuration** node and click **Alarm Notification Methods**.
2. Click the **Settings...** button next to the **Email** check box.
Email notification settings appear at the bottom of the details pane.
3. Specify primary recipients by doing one or both of the following:
 - To add a recipient to the **To: List**: In the **To: Email Address** box, type an email address; then click the adjacent **Add** button.
 - To remove an address from the **To: List**: Click the address; then click the adjacent **Remove** button.
4. Specify “carbon copy” recipients by doing one or both of the following:
 - To add a recipient to the **Cc: List**: In the **Cc: Email Address** box, type an email address; then click the adjacent **Add** button.
 - To remove an address from the **Cc: List**: Click the address; then click the adjacent **Remove** button.
5. Specify “blind carbon copy” recipients by doing one or both of the following:
 - To add a recipient to the **Bcc: List**: In the **Bcc: Email Address** box, type an email address; then click the adjacent **Add** button.
 - To remove an address from the **Bcc: List**: Click the address; then click the adjacent **Remove** button.
6. In the **From** box, type the email address to be displayed as the sender of alarm email messages.
Typically, this is a network administrator’s email address.
7. In the **Subject** box, type text to be included in alarm email messages as the subject.
Typically, this text indicates the purpose of the message (for example, “Device Alert!”).
8. In the **Relay Server** box, type the name or IP address of the local network’s email (SMTP) server computer.

Note: Alarm notification email cannot be delivered if this information is missing or incorrect.

9. To send a test email message to the recipients specified in steps 3, 4, and 5, select the **Test Email on Apply** check box.
10. Click **Apply**.

To specify settings for pager notification:

1. In the navigation pane, expand the top-level **Configuration** node and click **Alarm Notification Methods**.
2. Click the **Settings...** button next to the **Pager** check box.
Email notification settings appear at the bottom of the details pane.
3. Specify primary recipients by doing one or both of the following:
 - To add a recipient to the **Pager List**:
 - a. In the **Pager ID** box, type a pager ID (typically a 10- or 11-digit phone number).
 - b. In the **Pager Service** list, click the name of the paging service to be used.
 - c. Click the adjacent **Add** button.
 - To remove a recipient from the **Pager List**: Click the pager ID; then click the adjacent **Remove** button.
4. In the **From** box, type the email address to be displayed as the originator of alarm page messages.
Typically, this is a network administrator's email address.
5. In the **Subject** box, type text to be included in page messages as the subject.
Typically, this text indicates the purpose of the message (for example, "Device Alert!").
6. In the **Relay Server** box, type the name or IP address of the local network's email (SMTP) server computer.
Note: The SMTP server is used to send pages. Alarm notification pages cannot be delivered if this information is missing or incorrect.
7. To send a test page to the recipients specified in step 3, select the **Test Page on Apply** check box.
8. Click **Apply**.

Getting MetaConsole Component Version Information

To help you with support issues, technicians sometimes must know the version numbers of your MetaConsole components (server, service providers, and client).

To determine version numbers for the MetaConsole server and service providers:

- In the navigation pane, expand the MetaConsole server node, and click **Version Information**.

The version number of the MetaConsole server software is shown at the top of the page. Below it are version numbers for all service providers, including

- Persistent Devices — a special service provider that manages persistent data
- ServerList Devices — a special service provider that manages the list of MetaConsole servers

To get the version number of the MetaConsole client:

1. On the **Console** menu, click **Add/Remove Snap-in**, and add the snap-in if not already added.

(For instructions for adding the snap-in, see *Adding the MetaConsole Client to MMC* on page 11.)

2. In the **Add/Remove Snap-in** dialog box, select **MetaConsole Root** and click **About....**

A **MetaConsole SnapIn Properties** box appears and indicates the client's version number.

Enabling and Disabling Service Providers

To enable a service provider:

1. In the navigation pane, expand the MetaConsole server node, and click **Service Providers**.
2. In the **Disabled** list, click the name of the service provider you want to enable.
3. Click **Enable**.
4. In the warning dialog, click **Yes** to refresh the navigation pane with the new service provider information. If you click **No** you will have to manually refresh the navigation pane information, see *Refreshing Displayed Information* on page 12.

To disable a service provider:

1. In the navigation pane, expand the MetaConsole server node, and click **Service Providers**.
2. In the **Enabled** list, click the name of the service provider you want to disable.
3. Click **Disable**.
4. In the warning dialog, click **Yes** to refresh the navigation pane with the new service provider information. If you click **No** you will have to manually refresh the navigation pane information, see *Refreshing Displayed Information* on page 12.

Viewing Alarms

Note: The time that is displayed for each alarm is the time the MetaConsole server logged that alarm and is based on the MetaConsole server's time.

1. In the navigation pane, expand the node for the MetaConsole server node whose alarms you want to check, and click **View Alarms**.

If the database is not configured, a message indicates that fact. Otherwise, alarm log information displays for up to 50 alarms.

2. To view more alarms, click one of the following in the **Action** list:

- **Get Next 50 Alarms**
- **Get Previous 50 Alarms**
- **View All Alarms**

Viewing all alarms can be slow if there are many alarms in the database.

3. In the **Sort by** list, click **Most Recent Alarm** or **Device** to sort the alarms.

Most Recent Alarm shows the most recent alarms at the top of the page and older alarms at the bottom. **Device** shows alarms by device, with numbers in ascending order (for example, 10.0.0.1, 10.0.0.2) followed by letters in alphabetical order (for example, Alpha, Beta).

4. In the **Filter by** list, click an option to determine which alarms are shown.

New Alarms limits the display to log entries that have not been acknowledged.

Show All Alarms shows all acknowledged and unacknowledged log entries.

The name of a service provider shows all alarms, both acknowledged and unacknowledged, for that service provider.

To acknowledge an alarm as having been read:

→ Select the **Acknowledge** check box for that alarm, and select the Update Current View from the **Action** list.

To acknowledge all alarms as having been read:

→ Select the Acknowledge All Alarms from the **Action** list.

When you acknowledge an entry, its red text changes to gray and the alarm does not display when you click **New Alarms** in the **Filter by** list.

To delete all entries from the alarm log:

→ Select Delete All Alarms from the **Action** list.

To acknowledge or delete specific entries:

→ Select the **Acknowledge** or **Delete** check box for each alarm entry and select Update Current View from the **Action** list.

Saving and Loading Client Configuration Information

To save the current preferred server information for the client:

1. On the **Console** menu, click **Save As**.
2. Enter a file name with which to save the configuration.
3. Click **Save**.

The file is saved with the extension *.msc*.

To load preferred server information from a configuration file:

1. On the **Console** menu, click **Open**.
2. Locate and select the desired configuration (*.msc*) file.
3. Click **Open**.

MMC loads the client, which connects to the preferred server.

Chapter 5. Configuration Text File

Configuration of MetaConsole server properties is governed by entries in a text file, `configuration.txt`. This file is created during installation and resides in the top-level installation directory. If the file is not present, MetaConsole uses the default values, originally set at installation time.

Configuration file entries have the form *keyword=value*. This chapter includes an example file and a description of each keyword (including the keyword's value when MetaConsole is shipped).

Example File

```
# HTTP server port
Port=80

# HTTP server root directory
Root=root

# SNMP Providers - disabling/enabling sets
AllowWrites=true

# Service providers folder
ServiceProviderDirectory=mcsp

# whether logging to console is needed
LogToConsole=true

# whether logging to a stream (file) is needed
LogToFile=false

# file to log to
LogFile=MetaConsole.log

# whether file logged to is appended, or rewritten
AppendToFile=false

# start page for the MetaConsole server, start page must
# be in the root for the server
StartPage=start.html

# will log HTTP query type and client IP address for all
# connections
LogClientIP=false
```

Keywords

Keyword	Description	Comments
Port	HTTP server port number.	Original value is 80 .
Root	HTTP server root directory name.	Original value is root . Do not change this value.
AllowWrites	Indicates whether the server will allow sets.	Original value is true . Do not change this value.
ServiceProviderDirectory	Name of the service provider directory.	Original value is mcsp . Do not change this value.
LogToConsole	Indicates whether status and error information generated by the MetaConsole server is displayed on the user's screen.	Valid values are true and false .
LogToFile	Indicates whether status and error information generated by the MetaConsole server is written to a file.	Valid values are true and false . See next entry (LogFile).
LogFile	File to which status and error information is written if previous entry (LogToFile) is true .	
AppendToFile	Indicates whether new status and error information is appended to existing information in the log file, instead of overwriting it.	Valid values are true (append) and false (overwrite). Original value is false .
StartPage	File name of the server start page.	Original value is start.html . Do not change this value.
LogClientIP	Indicates whether HTTP query type and IP Address information are logged for each connection.	Valid values are true (log) and false (do not log). Original value is false .