

op5 Monitor

User Manual

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op5 Monitor User Manual
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1 Introduction

This manual is about the new generation of the op5 Monitor GUI. After reading this document you will know:

- the key features in the GUI
- how to navigate in the GUI
- how to customize the GUI.

This document is only covering the features specific for the Ninja gui. We will not cover things already in the cgi GUI, like how to:

- reschedule service and host checks
- schedule downtime and reports
- know what views to use when
- change the configuration etc.

This version of the new GUI is a beta release and is therefore not intended to be a complete replacement to the old CGI's yet.

You will be able to use both the new op5 Monitor GUI as a combination or replacement to the existing CGI's. The new GUI uses a new backend. This makes it possible for you to try out the new GUI without any interrupts in the old one.

2 Using the GUI

The new generation GUI in op5 Monitor is made to be as simple as possible to use. Even if the GUI has a new look and feel it works in many ways as the old one. You will recognize most of the features from the CGI's.

In this chapter you will learn how to:

- navigate in the gui
- use the search function
- set the global refresh time
- use the widgets.

2.1 Login and logout

First of all you need to login before you can start use op5 Monitor.

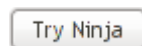
There are two ways to get to the login page and from there login to the new GUI.

- **Alt 1**

1. Point your browser to the login page (<https://yourserver/monitor/>).
2. Login as a user with full access.
3. Click on "Try The New GUI" link in the main menu to the left.



4. Click on the "Try Ninja" button.



- **Alt 2**

1. Point your browser to the login page (<https://yourserver/ninja/>).

Login

Now you are at the login page.



Username

Password

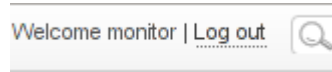


To login to the new GUI follow the instructions below:

1. Enter login and password for you user
Installation default:
monitor/monitor.
2. Click on "Login".

Logout

To logout from op5 Monitor just click on the "log out" link in the upper right corner of the gui.



2.2 Navigation

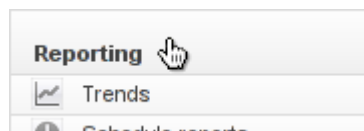
The navigation in op5 Monitor is simple and in many ways the same as in the old CGI GUI. But there are a couple of things that is new like:

- widgets
- Tactical overview made editable
- NagVis
- a search function.

2.2.1 Hide and show parts of the main menu

If you do not want to see the whole main menu you can easily hide parts of it by clicking on the section header of the section you want to hide.

Hide section Let's say you want to hide the Reports section of the menu. Then you should click on "Reports" like in the picture below:



Show section To show the Reports section again you just have to click on the Reports section header again.

2.2.2 Scroll the main menu

Sometimes your browser is unable to show the complete main menu. You can scroll the main menu by using the scrollbar just to the right of the menu, shown in the picture below:



2.2.3 Hide and show page header

In many views in op5 Monitor you can hide the page header. This will give you a bit more space to show the "important" things on the page.



Note:

This is not persistent. This means that if you navigate away from the current view and back again the header is visible again.

If you take the "Unhandled problems" as an example the normal page header looks like the picture below. Under the page header the list of monitored objects is shown.

- View History For all host
- View Notifications For all hosts
- View Host Status Detail For All Hosts

Host Status Totals		Service Status Totals	
9 Up	0 Down	62 Ok	1 Warning
0 Unreachable	0 Pending	0 Unknown	3 Critical
9 Hosts	0 Problems	0 Pending	66 Services
		4 Problems	

DISPLAY FILTERS	
Host Status Types	All
Host Properties	Not In Scheduled Downtime & Has Not Been Acknowledged
Service Status Types	All Problems
Service Properties	Not In Scheduled Downtime & Has Not Been Acknowledged

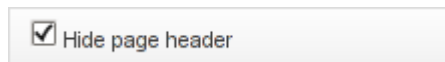
Hide

To hide the page header you only need to follow the two steps described below.

1. Click on the "Settings" icon in the top right corner of the gui:



2. Click in the "Hide page header" check box and the page header will disappear at once.



Show

To show the page header again you just need to do one of the following two things:

- Either click on the same menu choice in the main menu.
- or follow the two steps below:
 1. Click on the "Settings" icon.
 2. Click in the "Hide page header" header to uncheck the checkbox.

2.2.4 Minimize and expand the main menu

It is possible to hide the main menu and only show the icons instead of the icons plus the captions.

To minimize or expand the main menu you only need to click on the icon the top of the main menu.



2.3 Searching

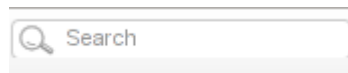
op5 Monitor has got a search functionality that makes it easy to find:

- hosts
- services
- host groups
- service groups.



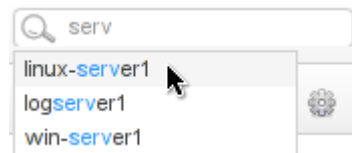
Note: *The search is case insensitive.
The result is limited to maximum 10 result
rows per object type.*

In the upper right corner of the gui you find the search input field:



2.3.1 Simple search

To perform a simple search just enter the search string in the input field shown in 2.3 and press Enter. While you are typing your search string op5 Monitor will show you a list of hosts matching the string.



If you click on a host in the drop down list you will be redirected to the "Service Status Details For Host" page for the host you clicked on. The same happens if the search found only one object matching your search string.

op5 Monitor will now search for hosts, services, service groups and host groups matching the search string you entered.

The table below shows a list of in what parts of the object types is used in the search.

Object Type	Variable
Host	host_name host_alias host_address display_name
Service	service_description display_name
Host group	hostgroup_name alias
Service group	servicegroup_name alias

2.3.2 Advanced search

To make your search more specific you should use the advanced search features.

The following table describes the search parameters that can be used in the search function:

Short Parameter	Long Parameter	Description
h:	host:	Search only for hosts
s:	service:	Search only for services
hg:	hostgroup:	Search only for hostgroups
sg:	servicegroup:	Search only for servicegroups

If you want to search for hosts only containing “server” in the host name just enter the following in the search field:

`h:server`

or

`host:server`

Press enter to perform the search.









Note: Remember to not use any space between the ':' and the search string

2.3.3 Search result







No matter if you use the simple or the advanced way to do your search you will end up with the same type of result list.

As you can see in the search result example below the search will be shown with one part for each type of object.

Host results for: "web"

↕	HOST	↕	ALIAS	↕	ADDRESS	↕	STATUS INFORMATION	↕	DISPLAY NAME	↕	↕
	www.op5.com		op5 web server		193.201.96.11		OK - 193.201.96.11 responds to ICMP. Packet 1, rtt 12.042ms				 
	www.op5.org		op5 Com web server		193.201.96.9		OK - 193.201.96.9 responds to ICMP. Packet 1, rtt 14.836ms				 

Service results for: "web"

↕	HOST	↕	SERVICE	↕	LAST CHECK	↕	DISPLAY NAME	↕	↕
	www.op5.com		 Web Service		2009-08-25 15:59:05				
	www.op5.org		 Web Service		2009-08-25 15:58:19				

Servicegroup results for: "web"

SERVICEGROUP	↕	ALIAS	↕
web_services		Web Services	

Hostgroup results for: "web"

HOSTGROUP	↕	ALIAS	↕
web_servers		Web Servers	

Just like in the normal views you can sort all columns in the search result.

2.4 Global refresh time

Every view is automatically refreshed after a certain time. You can easily pause or edit the global refresh time in the GUI.

The default Global refresh time is: 90 seconds.

The Global refresh time is valid for all views that uses auto refresh. So it does not matter in what view you are pausing or editing.

Pause

To pause the refresh time just follow the steps below:

1. Click on the "Settings" icon in the top right corner of the gui:



2. Click in the "Pause refresh" check box and the Global refresh time is paused.



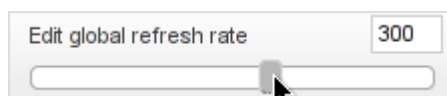
Edit

To edit the Global refresh time you only have to follow the steps below.

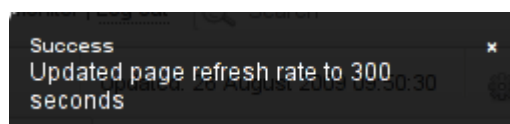
1. Click on the "Settings" icon in the top right corner of the gui:



2. Pull the slider to increase or decrease the refresh time.



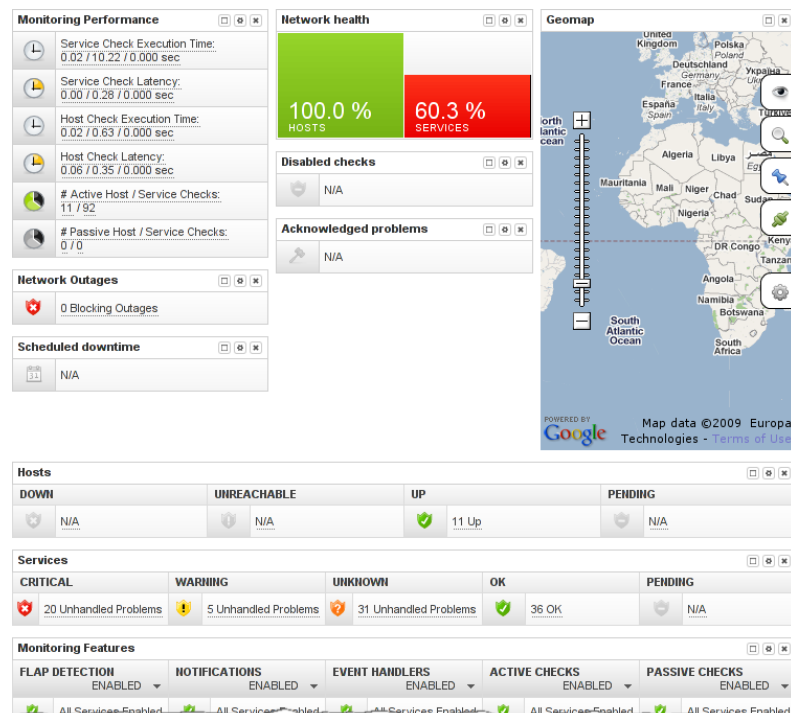
Once you have edited the Global refresh time a little notice will show up in the GUI. It tells you that the new Global refresh time is saved and look like the picture below.



2.5 Widgets

One thing that differ in the new op5 Monitor GUI from the old CGI GUI is the widgets. Widgets are used to give the user a possibility to customize the Tactical Overview.

The first thing you will see when you login to op5 Monitor is the "Tactical overview" and it looks like this:



In the Tactical Overview you may:

- move around the widgets to different places
- close the widgets
- set individual refresh time for each widget
- collapse and expand all individual widgets



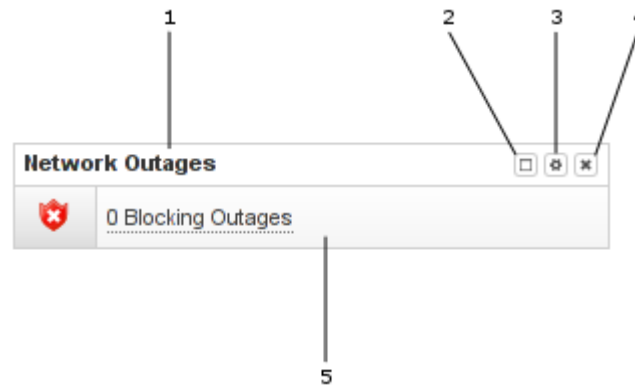
Note:

All changes you are doing with the widgets are saved per user.

In this beta release of op5 Monitor most settings will be lost when you reload the Tactical overview page.

2.5.1 Widget parts

Below you see an example of how a widget can look like.



The following table describes the parts of a widget shown in the picture above.

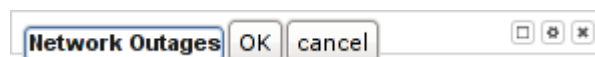
Nr	Description
1	Widget header
2	Collapse and Expand icon
3	Widget settings icon
4	Hide widget icon
5	Widget content

Rename the widget header

The widget header displays the name of the widget.

To change the name just follow the instruction below:

1. Double click on the name in the widget header.
2. Type the new name in the text field.



3. Click on the "OK" button to save the new name.

Collapse and expand

If you like to hide the content of a widget but still keep it on the Tactical overview page just click on the "Collapse icon".

To show the widget again you just have to click on the "Expand icon".

Widget settings

In this version of op5 Monitor the only setting you can change on a widget is:

Refresh time

If you like to set the refresh time on an individual widget follow the instructions below:


1. Click on the "widget settings icon"



2. Move the slider to increase or decrease the refresh time.



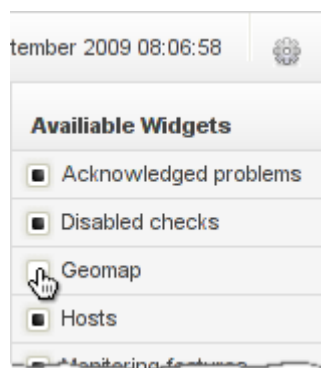
Hide 1 You may hide one or more widgets from the Tactical overview.

Just click on the "Hide widget icon"  to hide the widget completely from the Tactical overview.

Hide 2 Another way to hide the widgets from the Tactical overview is to click on the "page settings icon"



And then you just uncheck the widget, you like to hide, from the list.



Note: *The widget will only be visually removed from the Tactical overview. It will not be removed from the software. See [2.5.3](#) about how to show the widget again.*

2.5.2 Moving widgets

You may move around the widgets shown in the Tactical overview as you like. To move a widget from one section of the Tactical overview to another just grab the "widget header" [2.5.1](#) and move it to the section you like to place it in. When you hover a section where you can drop the widget, a frame of dots are displayed:



2.5.3 Restore to factory settings

To restore the Tactical overview to factory (default) settings, just follow the instructions below:

1. Click on the "widget settings icon"



2. Click on the "Restore to factory settings" button and all widget have
 - been placed back to their original places
 - got their default refresh time set
 - been made visible again
 - been expanded.

2.5.4 Create your own widgets

You may build your own widgets but this is not a subject for this user manual. You can read more about how to build your own widget here: <http://ninja4nagios.blogspot.com/>

The documentation found in the pages referred to above is to be considered a draft but it would help you getting started.

3 NagVis

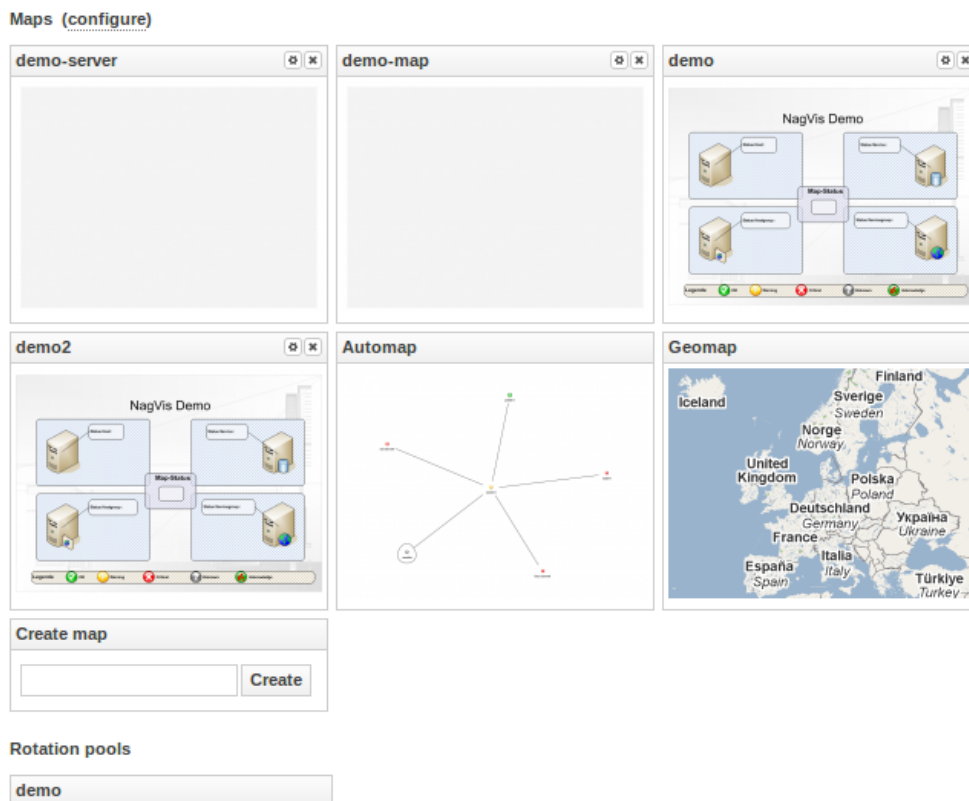
NagVis is a visualization addon for Nagios and it is used to visualize Nagios data, e.g. to display IT processes like a mail system or a network infrastructure.

In this chapter each type of map will be described. You will also learn how to complete the most common tasks like how to

- add, edit and delete maps
- add, edit and delete objects
- change global configuration

The first thing you will see when you open up NagVis in Ninja is a few default demo maps, Automap and Geomap.

The picture below shows an example of how the view may look like.



It is from this view you can display and manage your maps.

3.1 Configuration interface

All settings are administrated through the Configuration Interface . The Configuration Interface can be reached either from the configuration link at the top of the default view or from from the edit buttons in the header of all plain maps in the thumbnail view on NagVis first page.

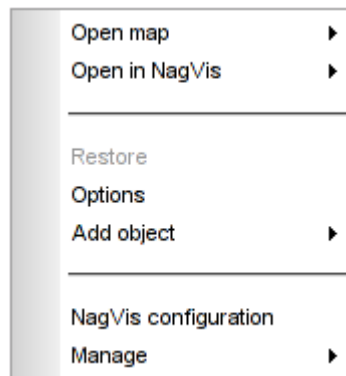
3.1.1 Main Configuration Interface

To open up the Configuration Interface you need to:

1. Click on NagVis in the main menu of Ninja.
2. Click on the (Configure) link at the top of the page.



3. Right click anywhere in the page and the Configuration Interface will show up.



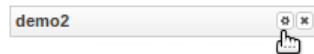
From here you may now:

- change the global configuration
- add, edit and delete map and objects
- add and delete background images
- add, edit and delete shapes
- configure the backend.

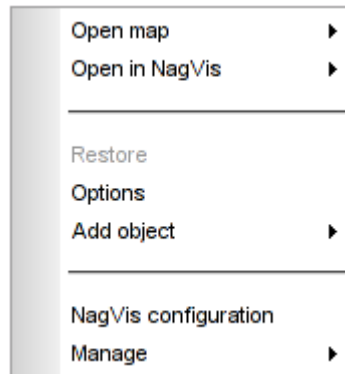
3.1.2 Configure plain maps

To configure a plain NagVis map you need to:

1. Click on NagVis in the main menu of Ninja.
2. Click on the (Configure) icon in the header at the top of every plain NagVis map.



3. Right click anywhere on the map and the Configuration Interface will show up.



3.2 NagVis maps

As you have seen there are a couple of demo maps in the default configuration. They are included so you have something to start with when you are using NagVis for the first time.

3.2.1 Manage backgrounds

When you start to create your own maps you will need to have a background image. The background image can be what ever you want.

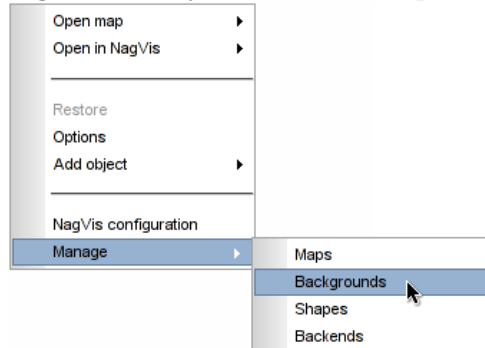
The following image types are supported:

- jpeg
- png
- gif

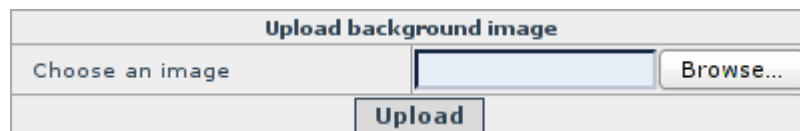
Add

Follow the steps below to add a new background image.

1. Follow the instructions in [3.1.1](#) about how to open up the Configuration Interface.
2. Right click anywhere in the map and choose Manage -> Backgrounds



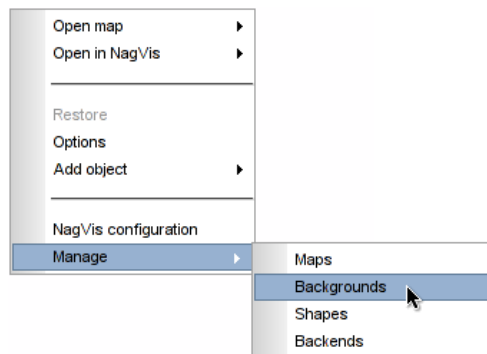
3. Click in the text field or the "Browse" button in the "Upload background image" and choose the image to upload.



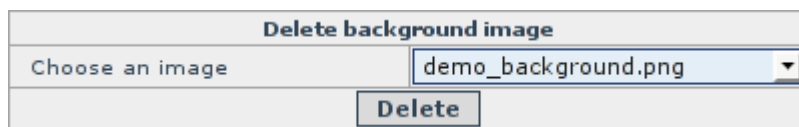
4. Click on the "Upload" button. Now your background image is ready to use.

Delete

1. Follow the instructions in [3.1.1](#) about how to open up the Configuration Interface.
2. Right click somewhere in the map and choose Manage -> Backgrounds



3. Under "Delete background image" choose the background image you like to remove and click on the "Delete" button.



3.2.2 Manage maps

Add

There are two ways to add a new map to NagVis. To add a new map follow one of the instructions below:

Alt. 1

1. On the "NagVis default page" typ in the name of the new map in the "Create Map" box:



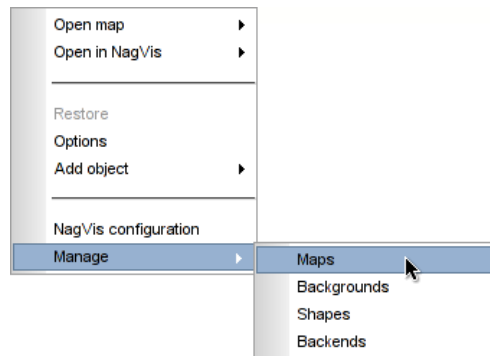
2. Click on the "Create" button.



Note: The map name can not contain any spaces

Alt. 2

1. Follow the instructions in [3.1.2](#) about how to open up the Configuration Interface.
2. Right click somewhere in the map and choose Manage -> Maps



3. Now fill in the following fields:

Create map	
Map name	Email-Service
User with read permissions	EVERYONE
User with write permissions	EVERYONE
Map Iconset	std_medium
Background	email_service_nagvis_map.png
<input type="button" value="Create"/>	

Option	Description
Map name	The map name without space in the name. (*)
User with read permissions	The users how shall be able to view the map. (**
User with write permissions	Users who shall be able to modify the map. (** EVERYONE or usernames separated with a comma (,).
Map Iconset	Choose what iconset you like to use (***)
Background	Choose what background image you like to use.

4. Click on the "Create" button and your map is created and ready to be filled with objects.



Note:

*) This will be the name of the map and used both in URLs and it will be the name of the configuration file in the filesystem

**) EVERYONE or usernames separated with a comma (,)

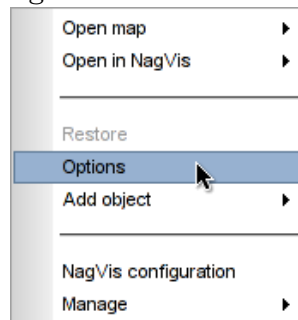
Change options

Since the "Add new map" window is pretty limited you probably want to change some of the options for your newly created map. The guide below will show you how to find the Option window for your map.

1. Follow the instructions in [3.1.2](#) about how to open up the Configura-

tion Interface. Remember to choose the map you like to edit.

2. Right click somewhere in the map and then click on Options



The number of options is large. For more information about the options please read more in the official NagVis Manual at:

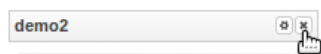
<http://www.nagvis.org/documentation>

Delete

There are two ways to delete a map. Just follow one of the two instructions below:

Alt. 1

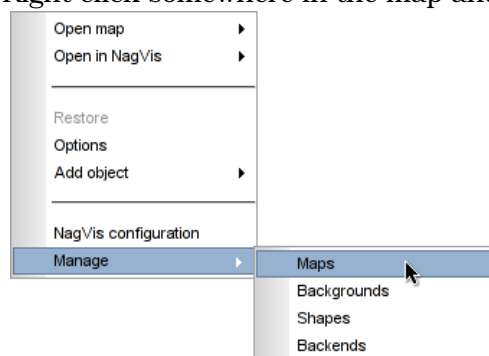
1. Click on the delete icon in the header of a plain NagVis map



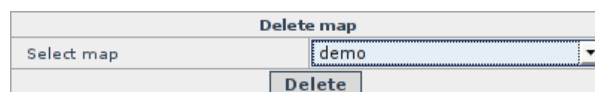
2. Click on the "Ok" button and the map is deleted.

Alt. 2

1. Follow the instructions in 3.1.2 about how to open up the Configuration Interface.
2. Right click somewhere in the map and choose Manage -> Maps



3. Under "Delete map" choose the map you like to remove and click on the "Delete" button.



4. Click on the "Ok" button in the java script dialog that shows up and the map will be deleted.

Once the map is removed you will be redirected to the NagVis WUI page. From here you may open up the Configuration Interface by right click on the page.

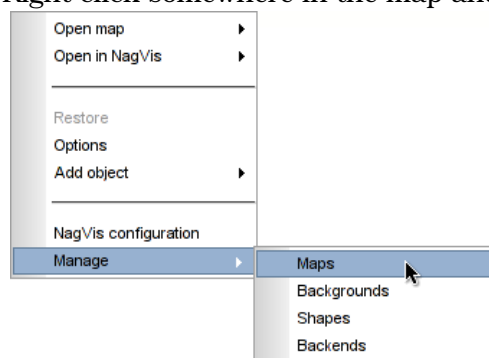


Note: *At the moment this is the only time you will be sent to the NagVis WUI page.*

Rename

If you would like to rename your map just follow the instructions bellow:

1. Follow the instructions in [3.1.2](#) about how to open up the Configuration Interface.
2. Right click somewhere in the map and choose Manage -> Maps



3. Select the map you like to rename.

Rename map	
Select map	demo-map
New name	test-map
<input type="button" value="Rename"/>	

4. Type the new name in the "New name" textfield and Click on the "Rename" button.
5. Click on the "Ok" button in the java script dialog that shows up and the map will be deleted.

3.2.3 Map objects types

A map can have three types of objects. See the list of objects below:

- Icon
- Line
- Special

Each object type consist of a number of objects that may be used in a map. The table below briefly describes what objects each type includes:

Object Type	Objects
Icon	Host Service Hostgroup Servicegroup Map
Line	Host Service Hostgroup Servicegroup
Special	Textbox Shape

If a host is in a problem state or a service on that host is in a problem state the host will be displayed in a non-green color (red, yellow or grey).

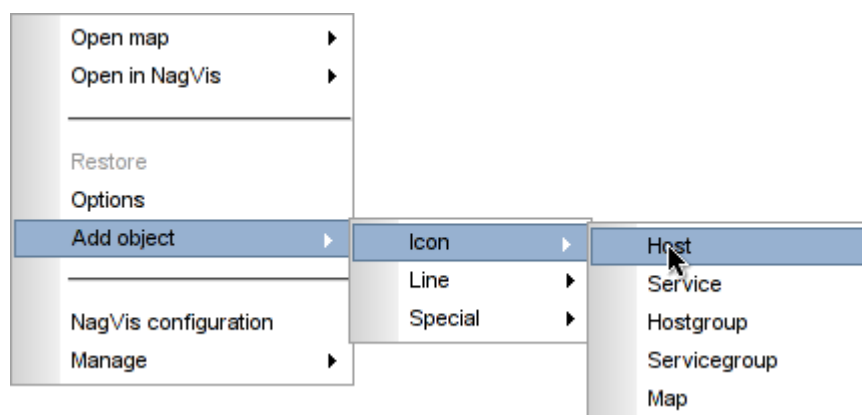
If you hover the mouse over an object you will get a summary of how the current object.

3.2.4 Icons objects

As you can see in the table in 3.2.3 Map Objects the type Icon consists of five different objects. All of them are icons that displays status of a certain object in Nagios. They will change color depending of the status of the corresponding object in Nagios.

Add host icon To add a host icon just follow the instruction below:

1. Follow the instructions in 3.1.2 about how to open up the Configuration Interface.
2. Right click somewhere in the map and choose: Add object -> Icon -> Host



3. You will now get a mouse pointer looking like a cross:



Click on the map where you like to add your host.

4. A box with the host options is now shown.

TITLE	
host_name	<input type="text"/>
x	294
y	178
z	1
use	<input type="text"/>
Save	

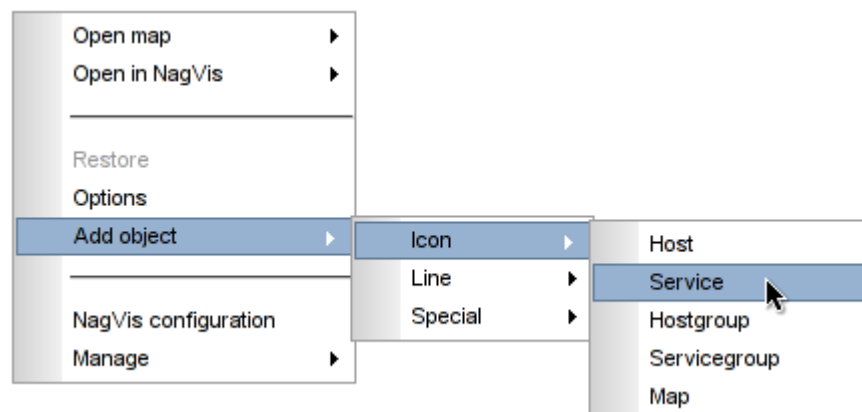
The options marked with red text are mandatory. So the host_name is the only one you have to change for now.

- Click on the "Save" button and your object is saved on the map.

Add service icon

To add a host icon just follow the instruction below:

- Follow the instructions in [3.1.2](#) about how to open up the Configuration Interface.
- Right click somewhere in the map and choose: Add object -> Icon -> Service



- You will now get a mouse pointer looking like a cross:



Click on the map where you like to add your service.

- A box with the host options is now shown.

TITLE	
host_name	<input type="text"/>
service_description	Â» Manual Input...
x	261
y	135
z	1
use	<input type="text"/>
Save	

The options marked with red text are mandatory. So the host_name and service_description are the only one you have to change for now.

5. Click on the "Save" button and your object is saved on the map.

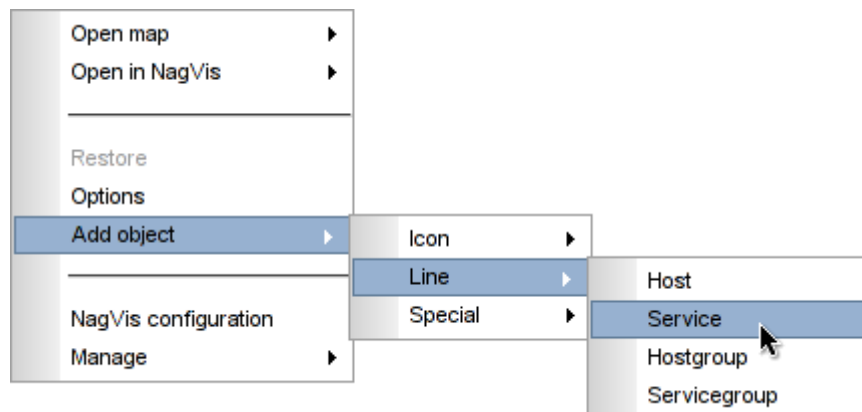
3.2.5 Line objects

A line object is a printed line between two objects. It can symbolize a connection between two icon objects and be associated with a Nagios object.

Add line

Here we will add a line between two hosts and connect it to a PING service.

1. Follow the instructions in [3.1.2](#) about how to open up the Configuration Interface.
2. Right click somewhere in the map and choose: Add object -> Line -> Service



3. Place the line between your objects like this:



- a Click on the host icon you like to start your line from.
 - b Drag the mouse to the other host you like to connect the line to.
 - c Click where you like to end the line.
4. A box with the line options is now shown.

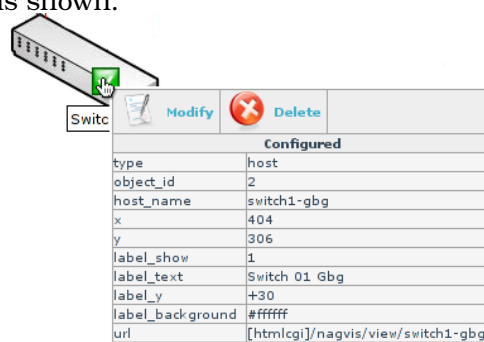
TITLE	
host_name	<input type="text"/>
service_description	Â» Manual Input...
x	237,472
y	72,88
view_type	<input type="text"/>
line_type	<input type="text"/>
line_width	3
<input type="button" value="Save"/>	

The options marked with red text and "line_type" are mandatory. So the host_name, service_descriptions and line_type the only one you have to change for now.

5. Click on the "Save" button and your object is saved on the map.

Delete objects To delete an object follow the instructions below:

1. Follow the instructions in [3.1.2](#) about how to open up the Configuration Interface.
2. Hover your mouse pointer over the object icon and the following dialog is shown.

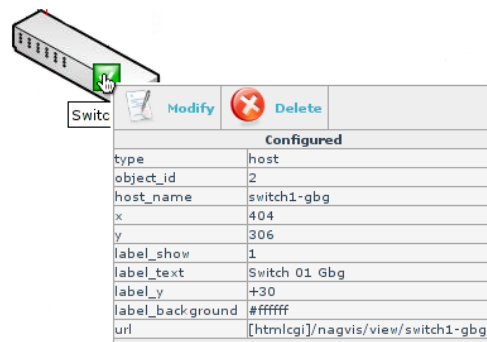


3. Now just click on the "Delete" link and the object will be removed.

Modify objects

To modify an object follow the instructions below:

1. Follow the instructions in [3.1.2](#) about how to open up the Configuration Interface.
2. Hover your mouse pointer over the object icon and the following dialog is shown.



3. Now just click on the "Modify" link and the object option box is shown.

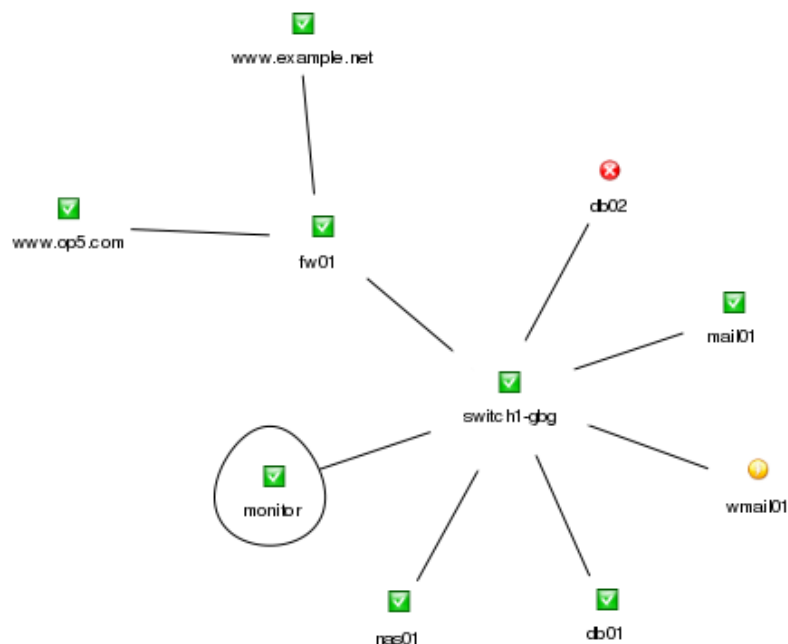
3.3 Automap

When you take a look at the Automap for the first time you will see the complete tree, including all your hosts. If you only like to see one part of the tree you have to change the following configuration setting: "defaultroot"

Defaultroot tells Nagvis what host to start your tree with.

Example

In this example we have the following tree in Nagvis:



As you can see here the "monitor" host is marked with a line around it. That mark indicates that "monitor" is set to defaultroot and all of its children are displayed.

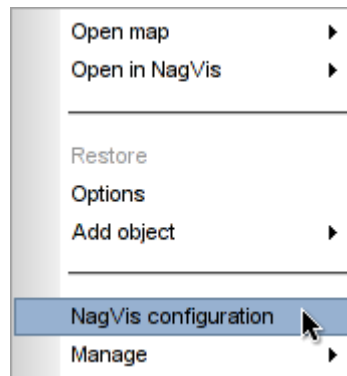
If you set the host "fw01" as defaultroot in Nagvis the automap only display "fw01" and it's childrens ("www.example.net" and "www.op5.com"). The picture below shows how it would look like:



Set defaultroot

This is done when you have one of the maps in Edit mode. The following guide will help you with how to set "default".

1. Follow the instructions in [3.1.1](#) about how to open up the Configuration Interface.
2. Right click somewhere in the map and choose: Nagvis configuration



3. Scroll down to "Automap" and type in the complete host name in the text box:

A screenshot of a web-based configuration form. The form has a title 'automap' at the top. Below the title are four rows, each with a label, a help icon (a blue circle with a white question mark), and a text input field. The labels are 'defaultparams', 'defaultroot', 'graphvizpath', and 'showinlists'. The 'defaultroot' field contains the text 'fw01'. Below the input fields is a 'Save' button. The form is partially obscured by a 'index' link and a 'requestmaxlength' label.

4. Click on the "Save" button and the new setting has been saved.

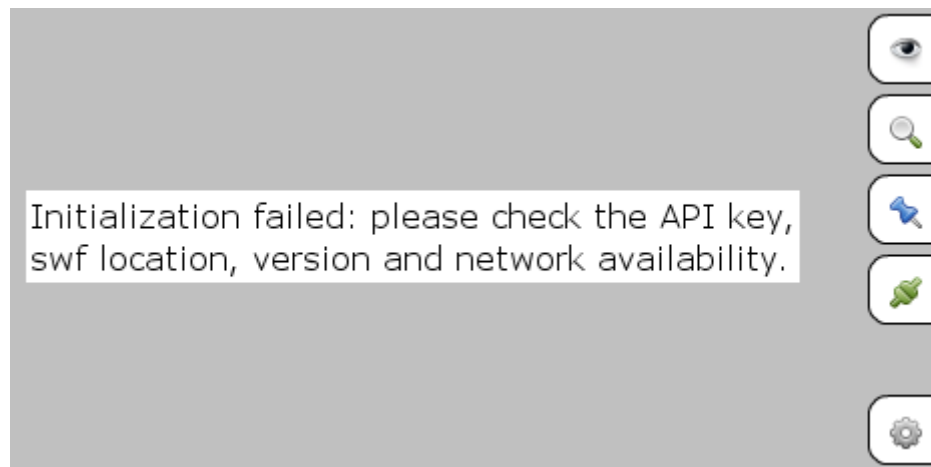
3.4 Geomap

The Geomap is a special map that use Google Maps to create the map. To be able to use the Geomap you must to have a connection to the Internet.



Note: *Your nagios server must have access to the internet to get the address search to work because that part is done on the nagios server.*

When you open up the geomap for the first time it will look like this:



You are here informed that you need a Google API Key to be able to start use the geomap. You can read about how to add the Google API Key in [3.4.1](#).

Once you have the Google API Key in place you can start adding objects to the Geomap.

3.4.1 Add the Google API key

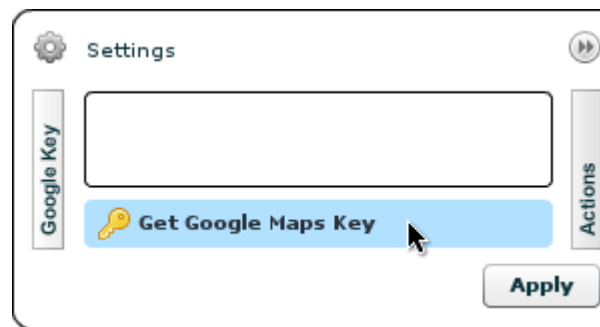
First of all you need a Google Account to be able to get the Google API Key. All about how to get a Google Account can be found at <https://www.google.com/accounts/>

When you have your Google Account ready you only have to follow the instructions below to get your own Google API Key and add it to the Geomap.

1. Open up the Geomap from the NagVis default view described in [3](#).
2. Click on the "Settings tab" to the right in Geomap:



3. Click on "Get Google Maps Key".



A new window/tab will be opened in your browser with the "Sign Up" page in.

4. Scroll down to the bottom of this page and enter the address to your Nagios server.



Note: Remember to use *https* if your Nagios server is supposed to be reached via *HTTPS*.

If you use *http* and the address to your server is 192.168.1.192 then you should fill in the form like this:

☒ I have read and agree with the terms and conditions ([printable version](#))

My web site URL:

Tip: Signing up a key for *http://yourdomain.com* is usually the best practice, as it will work for all subdomains and directories. See this [FAQ](#) for more information.

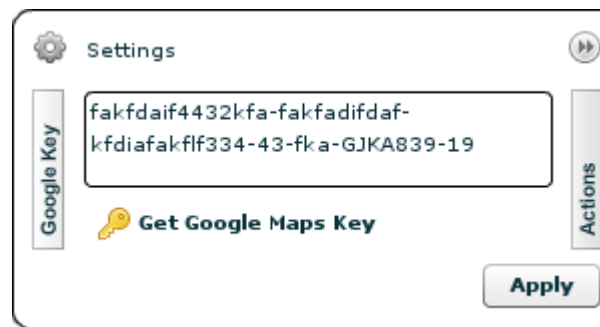
5. Click on the "Generate API Key".
6. Now copy the entire line shown in green text below. This is the key Google generated for you.

Thank You for Signing Up for a Google Maps API Key!

Your key is:



7. Paste your key in the text field in the "Setting" box in the Geomap.



8. Click on the "Apply" button to save your key.

3.4.2 View points

View points are sort of shortcuts to predefined views in your Geomap. You can add and delete your own view points.

After you have added view points to your Geomap you can reach them just by clicking on the "view point" tab to the right in the Geomap.

Add

From start there are no view points in the Geomap. To add a view point just follow the instructions below.

1. Open up the Geomap from the NagVis default view described in [3](#).
2. Navigate and zoom to the view you like to save.
3. Click on the "view point" tab to the right in the Geomap:



4. Enter the name of the new view point in the text field at the bottom of the "view point" tab and click on the "Save" button.



Now you may reach your view point quick and easy no matter where you are in the map.

Delete

If you would like to remove a view point just follow the instructions below:

1. Open up the Geomap from the NagVis default view described in [3](#).

2. Click on the "View point" tab to the right in the Geomap:



3. Mark the view point in the list in the view point tab and click on the "Delete" button.



3.4.3 Locations

Before Geomap is useful you have to add locations to the map. Each location can be associated with a Nagios object. The following object types can be used:

- Host
- Service
- Host Group
- Service Group

You can also decide what action Geomap shall take when you double click on a location.

Add

Here we will add a new location. First we need to locate where on the map we want to put it. Then we save the location with some basic settings.

To add the location just follow the instructions below.

1. Open up the Geomap from the NagVis default view described in [3](#).
2. Click on the "Address Search" tab to the right in the Geomap:



3. Type in an address in the text field and click on the "Locate" button:

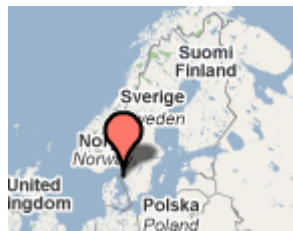


Address Search

Första Långgatan 19, Göteborg

Locate

4. If the Geomap has found one or more locations it will display a "bubble" for each hit like this:



Click on the "bubble" and the Locations tab will show up like this:



Location

Name

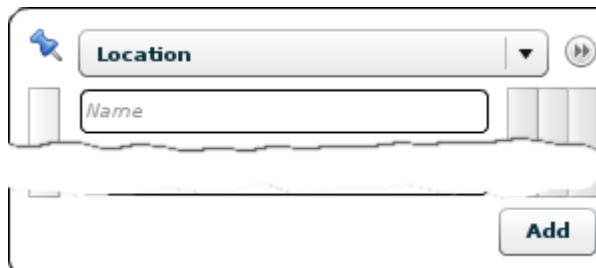
57.6997238 11.9449977

Första Långgatan 19, 413
Gothenburg, Sweden

General Description Monitored Object Actions

Add

5. Give the location a name by typing it into the name text field in the locations box.



Location

Name

Add

6. Click on the vertical bar, in the locations tab, called "Monitored object" here we add a nagios object to the location.

- a Click on the "Type" dropdown list and choose "Host group".
 - b Click in the "Object" field and then click on "Browse...".
 - c Select the host group you would like to associate with your location and click on the "Select" button.
7. Click on the "Add" button to save your new location to the Geomap.

3.4.4 Links

When you have added a couple of locations to your Geomap you might want to add a link between them. This can easily be done by associating a service to a so called link object.

Add

In the example we will use two locations called:

- Gothenburg
- Stockholm

The locations listed above are associated with one host each.

Now we will add a "Link" and associate it with a service that will symbolize the link between the both locations. This is how it is done:

1. Open up the Geomap from the NagVis default view described in [3](#).
2. Click on the "Link" tab to the right in the Geomap:

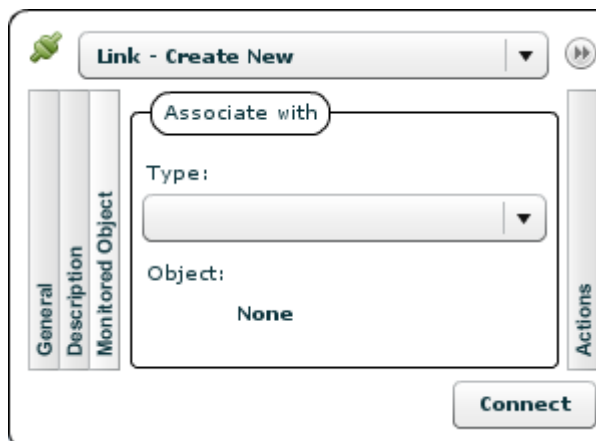


3. Choose locations, in the two dropdown lists, that you will add a link between.



A white line will now appear on your Geomap between the chosen locations.

4. Click on the vertical bar, in the locations tab, called "Monitored object" here we add an nagios object to the link.



- a Click on the "Type" dropdown list and choose "Service".
 - b Click in the "Object" field and then click on "Browse...".
 - c Select the service you would like to associate with your link and click on the "Select" button.
5. Click on the "Connect" button to save your link.

3.5 Rotation pools

The "Rotation pools" are just sets of NagVis maps that are used to rotate between. So you can open up a rotate pool to have your maps shown for a certain time and then the rotate function will switch to the next map in the pool.



Note: *Neither automap nor Geomap can be used in a rotation pool.*

There is no GUI to use for administration of the rotate pools. You have to edit the nagvis.ini.php file that is located here:

```
%%/opt/monitor/op5/nagvis/etc/nagvis.ini.php
nagvis/etc/nagvis.ini.php
```

Add

To add a new rotation pool you have to edit nagvis.ini.php. Look in the file for the following section:

```
; -----
; Rotation pool definitions
; -----
```

Now follow the instructions below:

1. Logon to your Nagios server, as root, via ssh or directly at the console.
2. Open up nagvis.ini.php in your favorite editor.
3. Go down to the "Rotation pool definitions" and add the following lines:

```
[rotation_demo]
rotationid="demo"
maps="demo,Demo2:demo2"
interval=15
```

The table below describes the options shown above:

Option	Description
[rotation_NAME]	NAME is the displayed name of this rotation pool on NagVis default page.
rotationid="NAME"	NAME is the ID of this rotation pool, need to be the same as NAME in [rotation_NAME].
maps="map1,map2:Maps"	The "Maps" is a label which is being displayed in the index pages rotation list.
interval=15	15 is the rotation time in seconds between the maps.



Note: *maps must be named exactly the same as the corresponding cfg file.*

4. Save and quit your editor.
5. Go back to your browser and reload the NagVis default page.

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