# GoGo Server Network Environment Configuration Guide

## Introduction to GoGo Server Network Environment

A GoGo server is a specialized configuration used in network environments for managing communication between a server and a group of clients. It is specifically designed to implement the so called GoGo protocol, facilitating interactions between the server and connected clients.

The key elements of a GoGo Server Network Environment are:

* The GoGo Server
* The maximum number of clients that can be connected to the GoGo Server
* The GoGo Server Pool name

Additionally it is possible to define a “mirror” GoGo Server that can operate together with the main GoGo server.

## Configuring Network Settings

For setting up network parameters like IP addresses, subnet masks, and default gateways, standard CISCO commands are utilized.

## Key Component: GoGo Server Pool

The essential element of a GoGo server is its GoGo Server Pool, which acts as a central hub containing the server, its properties, and the managed clients.

## Managing the GoGo Server Pool

* **Creation**: To create a new GoGo server pool, use the command:

create GoGo\_server\_pool <GoGo\_SERVER\_POOL\_NAME>

* **Deletion**: To delete an existing GoGo server pool, use:

delete GoGo\_server\_pool <GoGo\_SERVER\_POOL\_NAME>

* **Access**: To access a specific GoGo server pool, use:

access GoGo\_server\_pool <GoGo\_SERVER\_POOL\_NAME>

Note: Attempting to access a non-existent pool will result in an exception. The 'create' command also grants access if the pool already exists.

## Adding the GoGo Server to the Pool

After defining or accessing the GoGo server pool, add the server's IP address using:

add GoGo\_server <SERVER\_IP\_ADDRESS>

This command initiates a network search (FK\_SEND) for the server; if found, an acknowledgement (FK\_ACK) is received, allowing further configuration.

## Configuring GoGo Server Pool Settings

* Set the maximum number of connectable GoGo clients using:

num\_GoGos <DEFINE\_NUM\_OF\_GoGoS>

* Include a GoGo mirror in the server for replicating behavior, configurable with:

mirror <IP\_ADDRESS\_MIRROR>

* Introduce GoGo clients to the server's pool with:

add GoGo\_client <CLIENT\_IP\_ADDRESS>

## Protocol

The server oversees the configuration of clients within the pool. When the server intends to include a particular client in its pool, it dispatches a GG\_SEND message to the designated client IP address. Upon receiving this message, the client responds with a GG\_ACK, granting permission for the server to include it in the pool. Conversely, if the client is ineligible for inclusion in the server pool due to various reasons, it responds with a GG\_NACK.

## Example Configuration

For a GoGo server pool named <GoGo\_SERVER\_POOL\_NAME> with a maximum of <DEFINE\_NUM\_OF\_GoGoS> clients, a GoGo server IP address <SERVER\_IP\_ADDRESS> and a mirror IP address <IP\_ADDRESS\_MIRROR>, it is necessary to generate a set of <DEFINE\_NUM\_OF\_GoGoS> clients in the network where the server operates.

The final configuration script will be:

create GoGo\_server\_pool <GoGo\_SERVER\_POOL\_NAME>

add GoGo\_server <SERVER\_IP\_ADDRESS>

mirror <IP\_ADDRESS\_MIRROR>

num\_GoGos <DEFINE\_NUM\_OF\_GoGoS>

add GoGo\_client <FIRST\_IP\_ADDRESS\_IN\_THE\_NETWORK>

add GoGo\_client <SECOND\_IP\_ADDRESS\_IN\_THE\_NETWORK>

…

add GoGo\_client <LAST\_CLIENT\_IP\_ADDRESS\_IN\_THE\_NETWORK>