

## **Login options**

breaks

Login with username and password
nats --user <user> --password
<pwd> sub foo
Login with token
nats --token <token> sub foo
Login with nkey file - must not contain line

nats --nkey <file> sub foo
Login with creds file - operator mode - generated
with nsc or Synadia Control Plane

nats --creds <file> sub foo

## **Storing options in local context**

Save connection options to context
nats context add LOCAL --server
nats://127.0.0.1:4222 --user
<user> --password <pwd>
Select context
nats context select LOCAL
Quick validate all contexts (connect servers)
nats context validate

## **Server Configuration**

Obtain current server configuration and statistics (SYS)

nats server request variables Reload server config file (SYS) - server id can be obtained with the command above nats server config reload

<server id>

#### **Server and Stream Events**

Connect/Disconnect and authentication errors nats events
Including all Jetstream advisories and events nats events --all

## **Graphs - ASCII Dashboard**

A number of commands have a **graph** subcommand or **--graph** option.

nats server graph
nats stream graph <stream>
nats consumer graph <stream>
<consumer>

Graph subject traffic. E.g. Jetstream consumer management.

nats sub
'\$JS.API.CONSUMER.CREATE.>'
'\$JS.API.CONSUMER.INFO.>'
'\$JS.API.CONSUMER.DELETE.>'
--graph

#### **Extended Health Check**

## Health probe (SYS) - used by Kubernetes et. al.

nats server report health

- Ensure you see all servers and all report 200
- Repeat multiple times if needed

#### Check clusters and routes (SYS)

nats server ls <server count>

- Ensure all servers respond quickly. This means all expected servers replied.
- Ensure there are 0 slow consumers
- Ensure routes/GW are consistent
- Look for consistent versions
- Look for consistent CPU usage
- Look for consistent uptime
- Look for consistent memory usage. Is one server using RAM excessivly?
- Check the number of connections.

# Message traffic (SYS) - Run as system user for extended info

#### nats traffic

- **Raft:** Ensure votes are all to 0 (non zero may indicate instability)
- **Raft:** Ensure append is half of reply
- **General:** Ensure there are less than 1000 JS API Requests per second

# Jetstream health - Note that not all servers may have Jetstream enabled (SYS)

nats server report jetstream <JS
server count>

- Ensure all servers respond quickly. This means all expected servers are there.
- Ensure the number of consumers is as expected
- Make sure there is a stable meta leader
- Compare the number of servers in the RAFT Meta Group with Jetstream summary. Ensure all server are current and show in the Jetstream summary.

# Exhaustive Stream and consumer status (SYS) WARNING - These reports can be large and impact server performance

nats server stream-check nats server consumer-check

- Check for out of sync streams and consumers.
   Use --unsynced to filter.
- Check for expected replicas count, stream size, message count
- Check for offline peers

## Gather and analyze information for auditing

nats audit gather

• Keep audit data for post mortem.

#### And do a quick analysis

#### nats audit analyze

- This is not an exhaustive report. Details may change over time.
- See nats audit checks for a list of checks

#### Jetstream queueing/bottlenecks

Detecting bottlenecks in Jetstream replications and request routing

Reports RAFT cluster wide when used in system account. (SYS)

#### nats server request ipqueue

- Check **Routed JS API Requests** for pending API requests.
- Check RAFT groups for pending operations. Reports account, streams and consumer.

## Monitoring with the CLI

**nats server check** provide simple warning rules, suitable to log file based monitoring. For proper monitoring the **NATS Prometheus exporter** or the **NATS Surveyor** should be used in conjunction with Graphana or similar tools.

List server check options and available warning rules. Checks one server at a time.

nats server check nats server check server --help Simple alerts on server CPU and memory usage (SYS)

nats server check server --name
<server> --cpu-warn=50
--cpu-critical=80
--mem-warn=100000000
--mem-critical=200000000

Alert on connection count being out of range. The check can be inverted by setting **critical** < **warn** (SYS)

nats server check server --name
<server> --conn-warn=1000
--conn-critical=2000
nats server check server --name
<server> --conn-warn=400
--conn-critical=300

Report in prometheus format (or nagios, json, text)

nats server check server --name
<server> --cpu-warn=50
--cpu-critical=80
--format=prometheus
Watch servers (SYS) and jetstream
nats server watch servers
nats server watch jetstream



### **Account management**

Current account information, connections overview and statistics

nats account info
nats account report connections
nats account report statistics
Backup and restore all streams in an account.
nats account backup <directory>
nats account restore <directory>

Purge/Delete all streams in an account. (SYS) nats server account purge

nats server account purge
<account>

### **Advanced Jetstream management**

Change the cluster leader of a stream or consumer. Useful when stream or consumer are unresponsive

nats stream cluster step-down
<stream>

nats consumer cluster step-down
<stream> <consumer>

Change to a preferred leader

nats stream cluster step-down
<stream> --preferred <server>

Rebalance all stream leaders in the account - Use with caution

nats stream cluster balance
Scaling a stream down and up
nats stream edit <stream>
replicas=3

Catching a stream create config json with --json or --trace

nats stream add <stream>
--defaults --subject 'foo.>'
--json
nats stream add <stream>
--defaults --subject 'foo.>'
--trace
Creating a stream from json config
nats stream add --config <config
file>

## **Advanced cluster management**

Rebalance client connections between servers (SYS) - **Use with caution** and check the extended options with --help

nats server cluster balance Change meta raft leader (SYS) for repairing a cluster

nats server cluster step-down

Removing a node from a cluster after a cluster scale down (SYS). NATS cluster will wait for nodes to come back. Streams will not repair their replicas until nodes are removed - **Use with caution** 

nats server cluster peer-remove
<server>

If the server name is unknown find and use the server id (SYS)

nats server report jetstream
nats server cluster peer-remove
<server id>

#### **Quick Server status reports**

**Note:** some reports are accessible from the SYS account only or show diffrent details in SYS and app account

The server helth probe as exposed by the HTTP interface and used by K8S et.al. to report server readiness.

nats server report health
Jetstream status, including meta raft group status.
nats server report jetstream
Quick memory and cpu usage report
nats server report cpu
nats server report mem

# Detailed server status, profiling and connection kick

Most information is also availabe on the http debug (port 8222) interface. Most of this information is auto collected by nats audit gather. Except for connections all commands require a system account.

List all connections.

nats server request connections
List connections and all subscriptions

nats server request connections
--subscriptions

Kick a connection. (SYS)

nats server request kick <conn
id> <server id>

Current server configuration. (SYS)

nats server request variables

Detailed status report per server of all streams and replicas. (SYS)

nats server request jetstream

All subscriptions system wide (SYS)

nats server request
subscriptions --detail

.. other reports are acounts, gateways, leafnodes, routes and raft

Various GoLang runtime profiles. (SYS) -Supports: allocs, heap, goroutine, mutex, threadcreate, block, cpu

nats server request profile
cprofile>