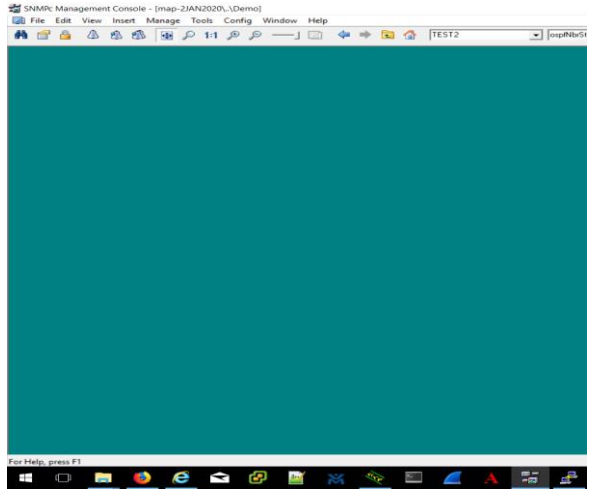
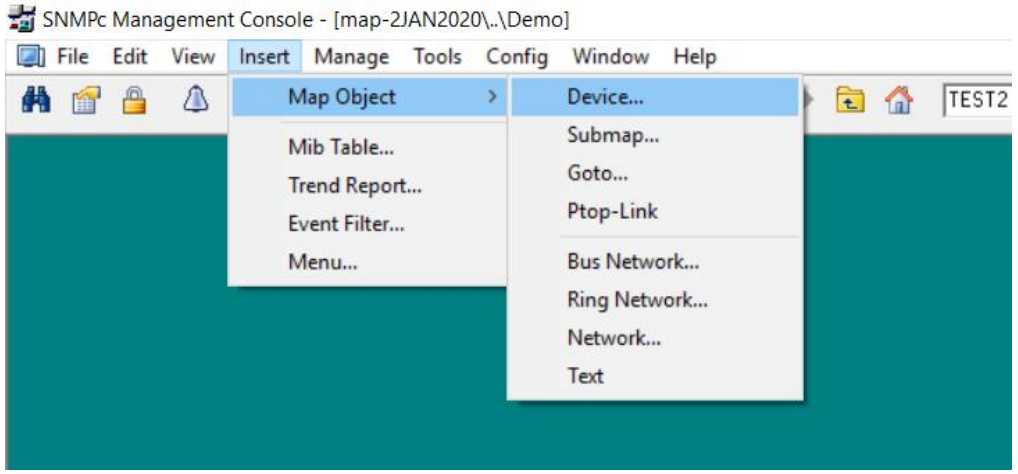
SNMP BASIC SETUP

CW2 DELISI

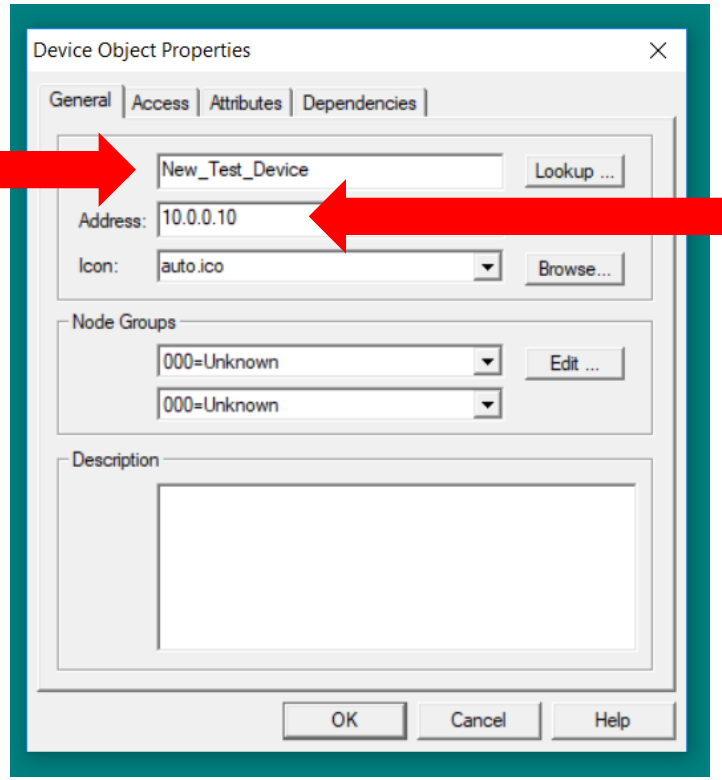
Step 1: Your basic SNMPc screen just looks like a blank green background.



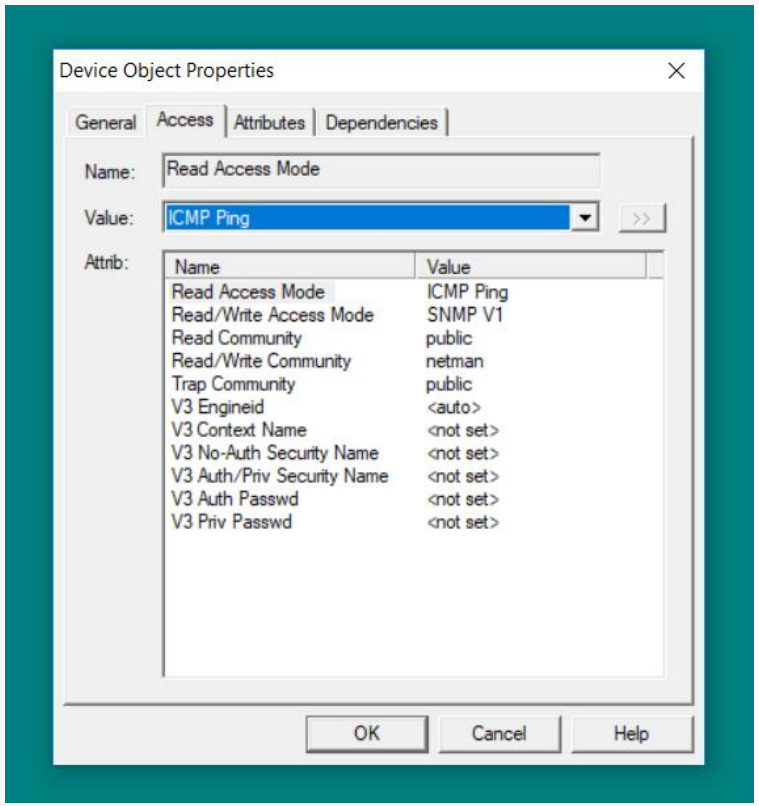
Step 2: To create your first icon, click insert > map object > device



Step 3: Completing step 2 will bring up the device properties window. On the "General" tab you can name the device (use dashes or underscores Instead of spaces). In this case the device has been named "New_Test_Device"

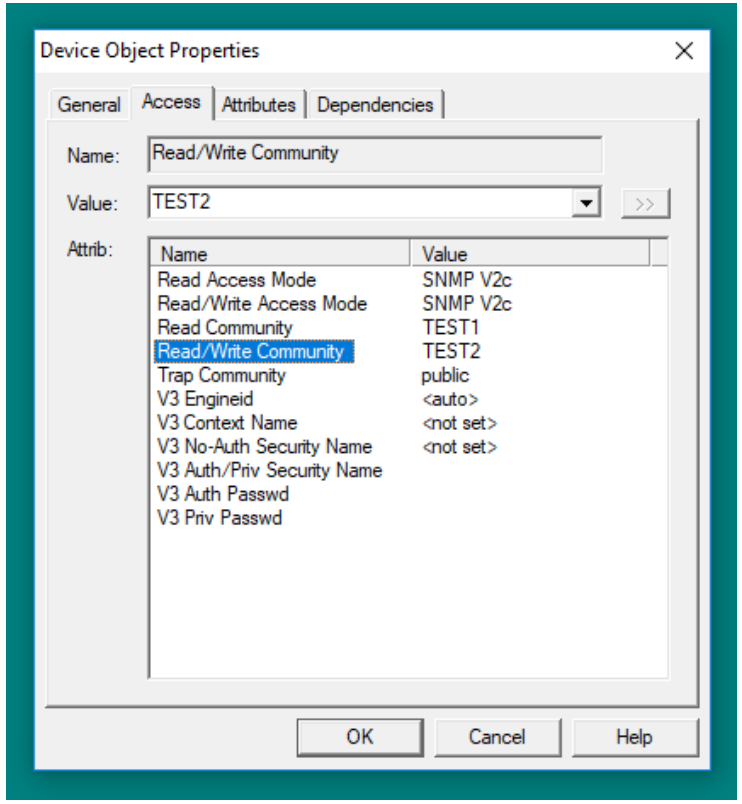


This is also where you assign the IP address that the icon will be associated with. Whatever IP address you input here is what the SNMP server (your computer) will try to reach in order to extract information from the device. In this case the icon has been set to poll 10.0.0.10.



Step 4: Move to the "Access" tab of the device icon. If you are just setting the icon up for to check for reachability of an IP address, select "ICMP Ping" from the drop-down after clicking the "Read Access Mode" field. This is all that is needed to check for reachability. If your computer running SNMPc can reach the ip address associated with the icon, it will turn green.

NOTE: The icon says "ICMP" because it is just pinging for reachability. SNMP credentials haven't been established.



Step 5: To set the device up for SNMP, you have to specify the Read Access Mode and Read/Write Access Modes as SNMP V2c or as one of the many SNMP V3 options. In this case, it is set for SNMP V2c. The Read Community and Read/Write Community strings must match what is configured in the device you are polling (as seen is the CLI snippet below).

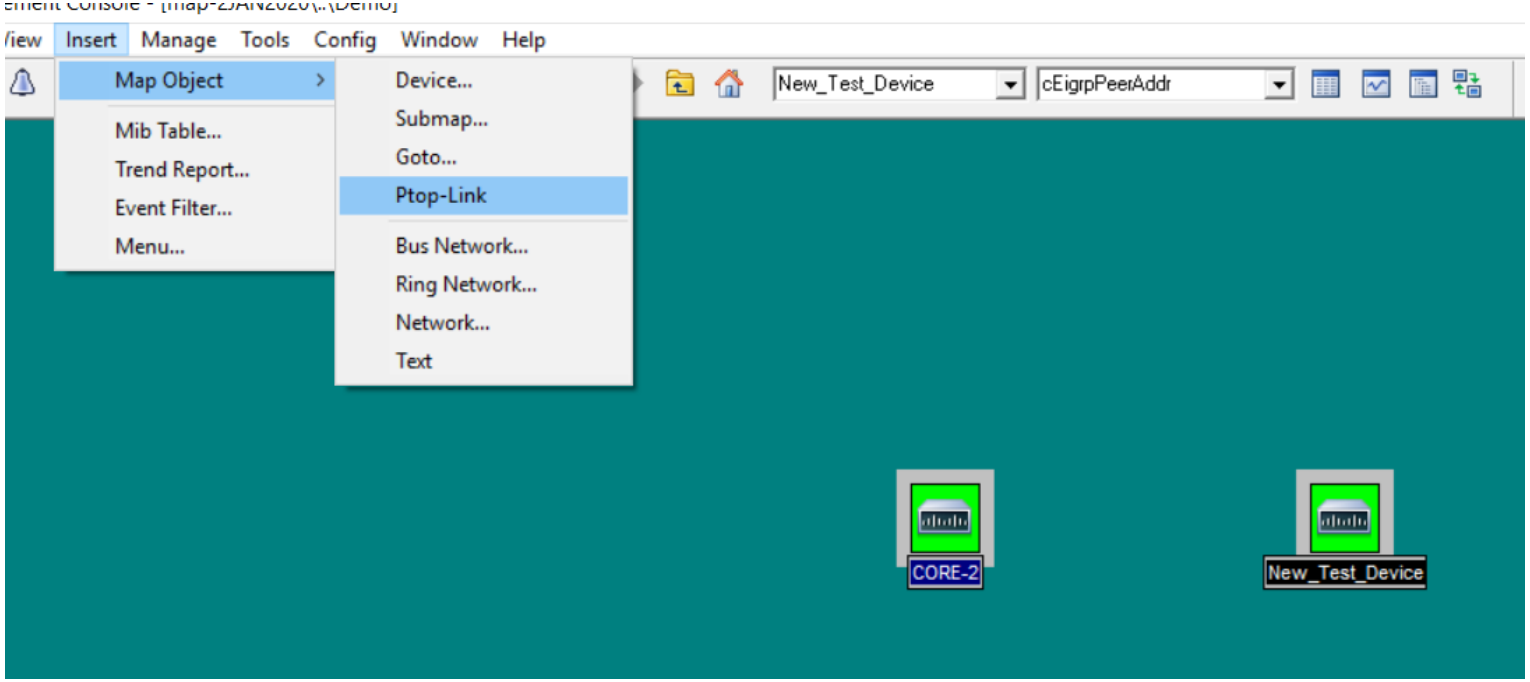
```
WAN-EDGE-RTR(config)#
WAN-EDGE-RTR(config)#
WAN-EDGE-RTR(config)#snmp-server community TEST1 ro
WAN-EDGE-RTR(config)#snmp-server community TEST2 rw
WAN-EDGE-RTR(config)#
WAN-EDGE-RTR(config)#
```

NOTE: "ro" identifies Which community String applies to read only access and "rw" applies to read/write

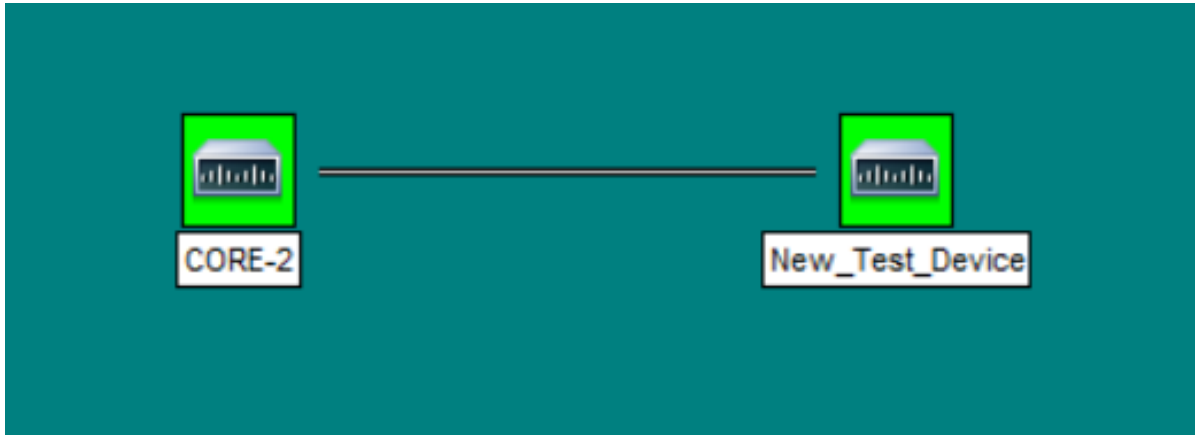
NOTE: When SNMP is implemented The device icon will show a symbol Associated with the type of device Detected by SNMP, in this case a Cisco Router.

If SNMP fails to poll information from the device, it will turn yellow temporarily.

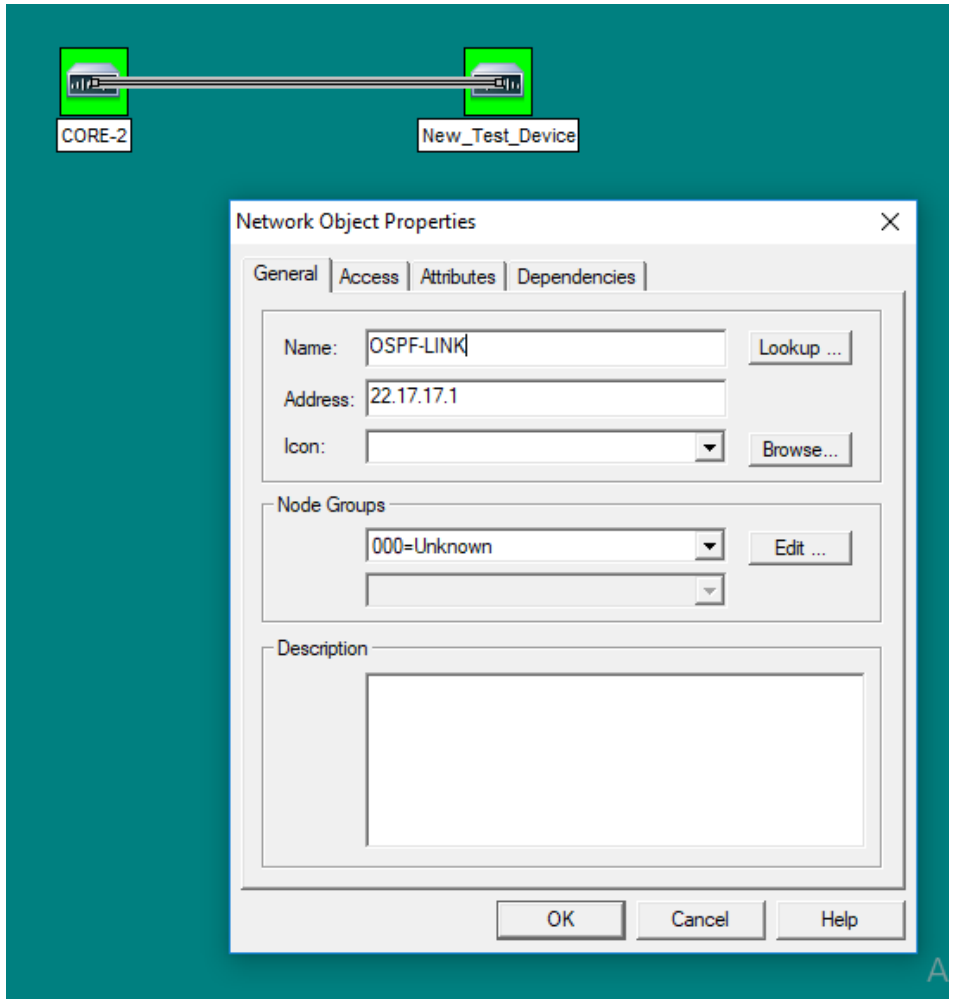
If SNMP fails to poll information from an extended period of time, it will turn red.



Step 6: You can create icons that represent links between your device icons. They can be used as visual aids on your map to show user-defined connections or they can be assigned IP addresses and SNMP characteristics that will depict statuses. To create a point to point link highlight two icons by holding the control key and clicking on them. Then click insert > map object > Ptop-Link

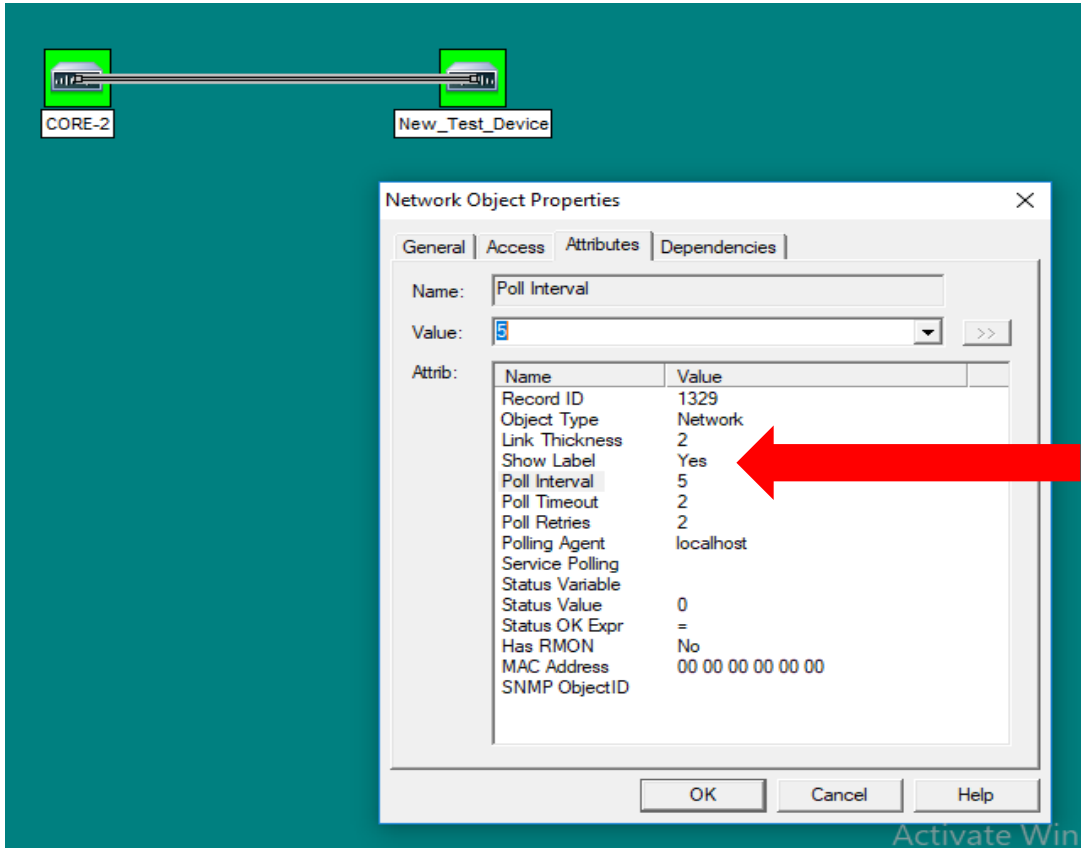


When first created, the link is just a grey line that shows a connection between the two icons, based on where the administrator has placed it. It is not actually deriving any SNMP information about a real link at this point.

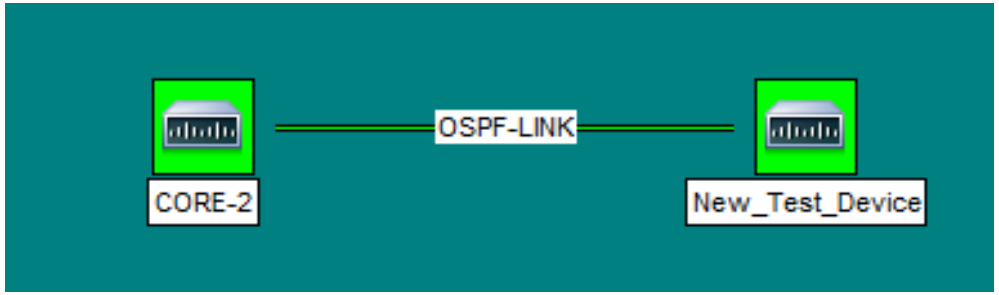


Step 7: To modify the link, right click it and select properties. You can name the link and assign an IP address that your SNMPc server will poll for information. If you're going to use it to indicate a status you will need to set it up from ICMP or SNMP on the access tab, just like a standard icon.

Step 8: After naming the link and assigning an IP address, go to the attributes tab and change the poll interval from 0 to something like 5, 10 or 30.
This is the amount of time SNMPc will wait to see if it is operational between polls.



NOTE: You can also change the "show label" field from No to Yes if you want to see the name of the link as text on the Icon.



If the link is set for ICMP or SNMP and it is operational, the link will turn green.