# pathSolutions

**PathSolutions** 

**TotalView** 

8

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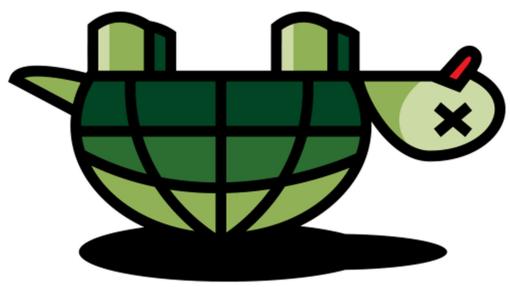
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Don't Turtle Your Network

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# **Preface**

Most network devices are constantly collecting statistics relating to the health of each interface. Network engineers rarely have the budget, time, and resources to access this wealth of information, and very few products exist that can help engineers detect and analyze problems before they affect users.

PathSolutions' TotalView was created to help provide this information (collected by switches, routers, servers, and other network devices) in an advanced and easy to use format, to identify the root cause of network problems, and maintain maximum network performance.

#### **Audience**

Network administrators with various levels of expertise can benefit from PathSolutions' TotalView, as the product offers not only a rapid view of network health, but also in-depth analysis of specific issues.

To install and use PathSolutions' TotalView, a network administrator should be able to set up a managed switch with an IP address and an SNMP read-only community string.

#### **Conventions**

The following conventions are used in this manual:

Italic

Used for emphasis and to signify the first use of a glossary term.

Courier

Used for URLs, host names, email addresses, registry entries, and other system definitions.

**Note:** Notes are called out to inform you of specific information that is relevant to the configuration or operation of PathSolutions' TotalView. Notes may occasionally be used to describe best practices for using the system.

#### **Technical Support**

For technical support: <u>Support@PathSolutions.com</u>

(877) 748-1444 (7x24 tier 1 telephone support) (408) 748-1777 Select 1 for tier 2 support

## **Overview**

PathSolutions' TotalView is designed to disclose network weaknesses that cause data and VoIP stability issues. By monitoring all network interfaces for utilization, packet loss, and errors, it becomes easy to determine exactly where network faults exist.

PathSolutions' TotalView goes one step further by providing insight into the specific error or issue that is causing degradation so a rapid resolution can be applied.

Continuous monitoring of all interfaces provides the ability to generate alerts if any interface degrades below a level that will support VoIP services.

PathSolutions' TotalView also maintains a history of utilization and errors on all interfaces so you can troubleshoot VoIP and network problems after they occur.

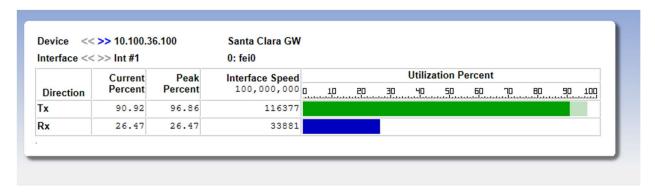
All network devices that support SNMP can be queried for link status and health information.

#### **Standard Features**

PathSolutions' TotalView is a Windows service that uses SNMP to monitor statistics and utilization for each interface on switches, routers, and servers. If data-link errors or utilization rates rise above a settable threshold, you can use the generated web pages to help you determine the source of the network problems. This will help you to maintain a healthy network.

#### **Immediate Current Utilization of any Link**

Easily view the current utilization of any monitored network link from a web browser. No need to set up a packet analyzer or analyzer port on your switch just to see what's happening on an interface.



A high-water mark is kept so you can track the peak utilization of a link over time.

#### Daily Network Weather Reports™

Every day, a report will be emailed to you outlining the health of your network. This helps you to keep track of the general level of errors and overall utilization of your network.

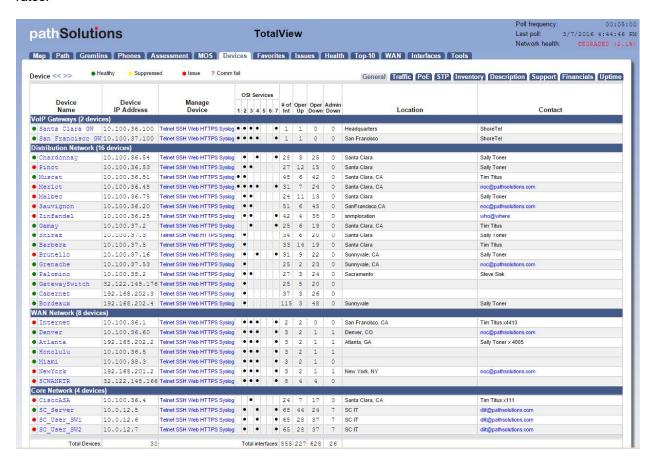
- Keep track of utilization rates on your Internet links and other WAN links to determine if you need to add bandwidth
- Maintain an active reminder of available interfaces (never get stuck running out of switch interfaces as you continue to add workstations to your network)
- Network Weather Reports can be fully customized
- Easy to Understand Web-based Statistics
- PathSolutions' TotalView collects statistics and displays them in an easy to disseminate format via web pages
- Web-based statistics viewing allows you to check on the health of your network from any browser

#### Quick Setup with the Built-in Webserver

PathSolutions' TotalView built-in web server helps to speed up installation so more time can be spent analyzing errors rather than configuring the system.

#### **Web-Based Monitoring**

The web pages allow you to quickly locate the interfaces that have high error rates or high utilization rates.



PathSolutions' TotalView web pages can be viewed from any standard browser, anywhere on your intranet.

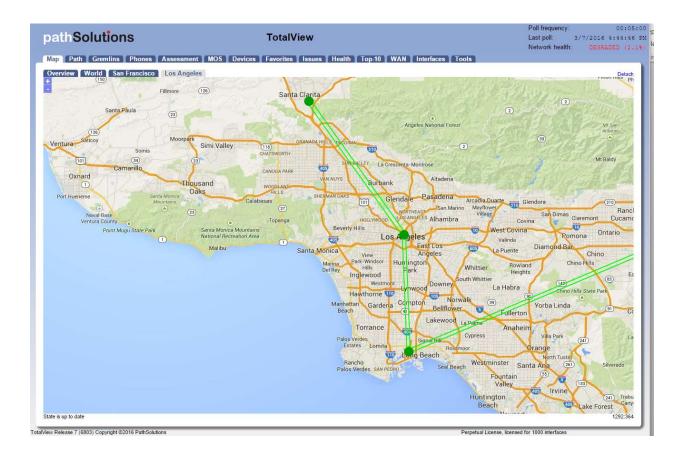
Errors and utilization information is collected for each interface and is presented in a format that allows you to easily determine the source of the problem.

#### **Heuristics Analysis Engine**

The errors are analyzed by an analysis engine that helps to guide you to possible solutions to the problems with each specific interface. This gives the Network Prescription™ the ability to diagnose the root cause of the problem without having to utilize additional tools or combine datasets from multiple locations.

#### **Dynamic Network Map**

PathSolutions' TotalView includes a dynamically updating network map with zoom and a click and drag user interface. This capability gives you an "eagle's eye" view of what your network is doing at the current point in time. The map updates every 5 seconds and audible alerts play when links or devices go down so you can remedy the problem immediately. TotalView also provides Multiple Map Views for Multiple Locations.

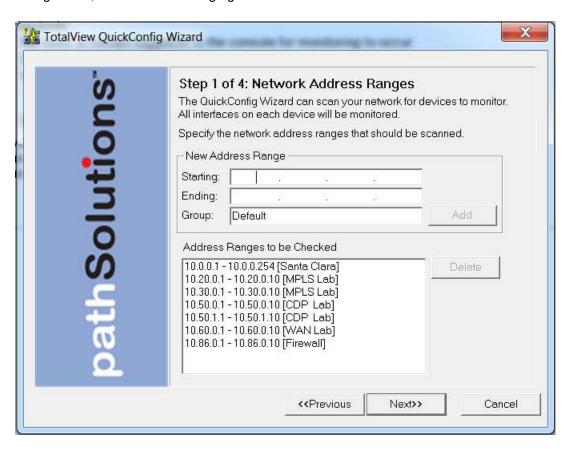


## **Quick and Easy Installation and Configuration**

The initial installation and configuration can be completed in roughly 12 minutes for virtually any sized network with the Quick Config Wizard. This wizard will automatically scan your network and configure PathSolutions' TotalView to monitor all of the interfaces that are discovered.

#### Rapid Re-Configuration when your Network Changes

When your network changes and devices are added or removed, you can rapidly update your configuration using the Quick Config Wizard. It will detect new interfaces, include them in your configuration, and start monitoring again.



#### **Advanced Email Reporting**

Email templates are included for devices, interfaces, and overall health monitoring. Templates can be easily modified to include a variety of data elements.

#### **Emailed Graphs**

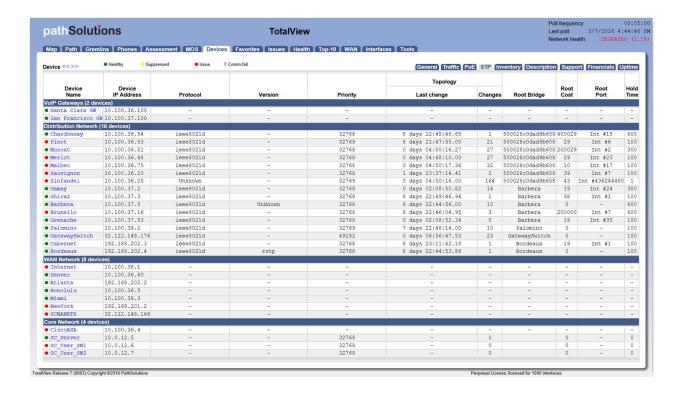
Graphs for any interface or device can be included in emailed reports.

#### Parent/Child Relationships for Outage Alerting

Parent-Child relationships can be established for each device so alerts are not generated for devices located behind other devices. This insures that you receive outage alerts for only the specific device that went down and not all devices behind that device.

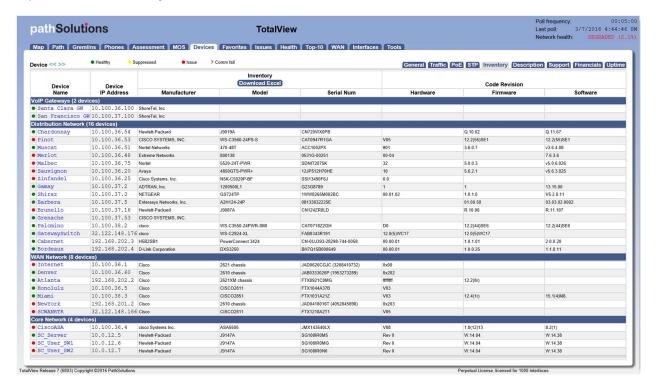
#### **Spanning Tree Monitoring**

Knowing what your network is doing at Layer-2 helps to prevent unknown glitches from occurring. By tracking STP information at the switch level as well as the interface level, it's easy to determine when your last STP root bridge election occurred, and which device is acting as the root bridge. Also know which interfaces are active as well as listening so you don't cause a reconfiguration by disconnecting the wrong interface.



#### Inventory

Managing your network inventory has never been easier. For any make/model of device discovered on your network, Manufacturer, Model, Serial Number, Hardware, Firmware, and Software details are now reported on the inventory tab.

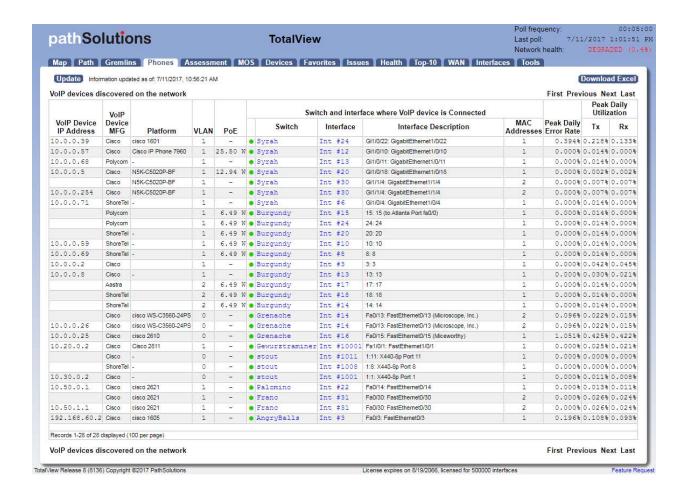


#### **VoIP Assessment Features**

The VoIP Assessment features are the Phones, Path, Assessment, and MOS tabs. In the Tools tab, the VoIP Tools sub-tab is also available.

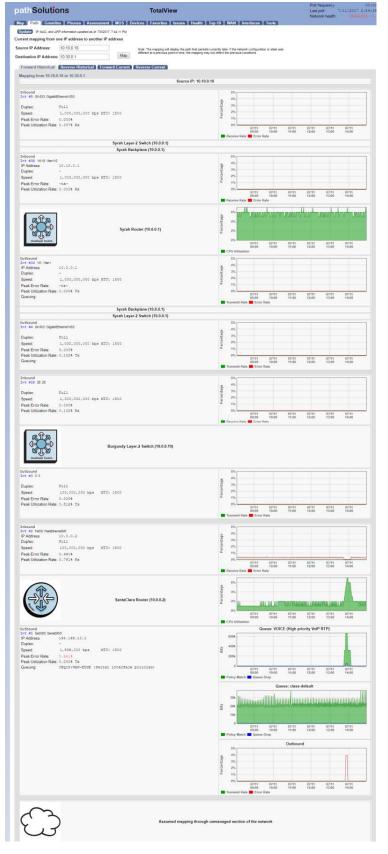
#### **Phones Tab**

PathSolutions' TotalView makes it easy to discover where all of your VoIP phones are connected to the network. The Phones tab shows each phone and the health of the connection to the network.



#### **Path Tab**

The Call Path feature displays health and configuration information of every link involved in a call from a starting IP address to an ending IP address. This provides unprecedented visibility into any problems that previously occurred on all involved links.



#### **Current Utilization Call Path**

PathSolutions' TotalView also permits viewing the current utilization of all links between two IP addresses.

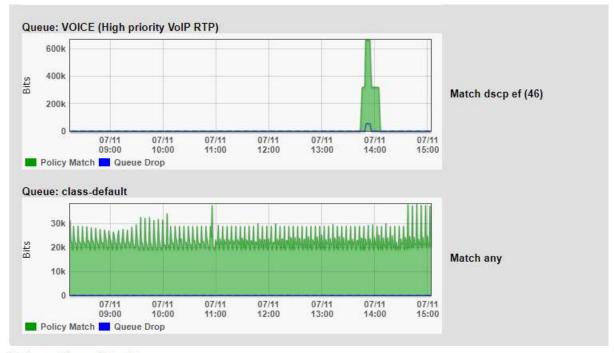
Solving call-in-progress problems is now easy because you have visibility into real-time usage information of all involved links.

#### QueueVision

QueueVision shows the QoS queues configured on Cisco routers that have MQC (Modular QoS CLI) configured. This gives historical visibility into queue usage along a call path:



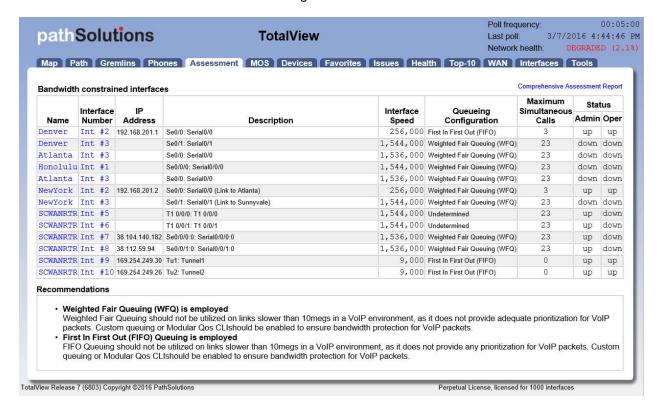
QueueVision also shows the match criteria to use each queue if you click on the interface:



Outbound QueueVision™			
Class-Based Quality of Servi	ce (CBQoS): WAN-EDGE (Serial interface policies)		
PolicyMap	WAN-EDGE (Serial interface policies)		
ClassMap	VOICE (High priority VoIP RTP)	1805830836	2613800
matchStatement queueing	Match dscp ef (46)		
ClassMap queueing	class-default	1687451887	Ø
matchStatement	Match any		

#### **Assessment Tab**

PathSolutions' TotalView with the assessment module also gives you the ability to acutely analyze your bandwidth constrained links and their QoS configuration on the Assessment tab.

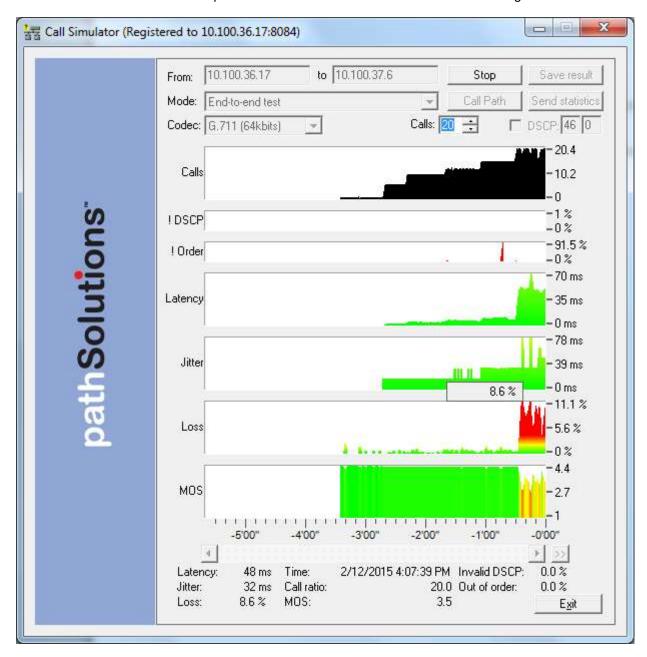


#### **VoIP Tools**



#### **Call Simulator**

A VoIP Call Simulation Client is provided to help assess the capability of your network. Various numbers of calls can be simulated and the performance of the network can be evaluated during the simulation.



## Device Latency, Jitter, Loss, and MOS Score

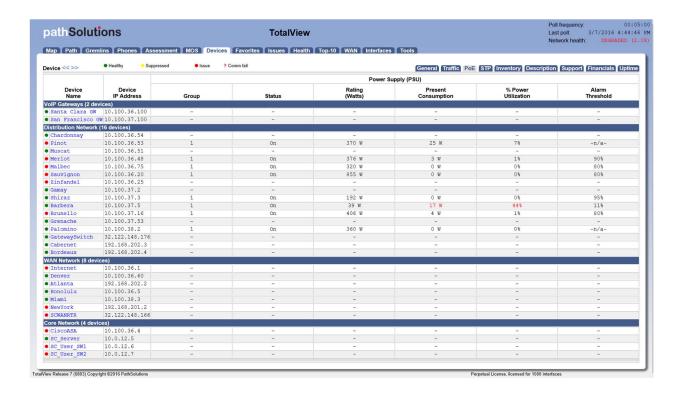
PathSolutions' TotalView is able to provide visibility into the DSCP, Packet Order, Latency, Jitter, Packet Loss, and MOS score for any monitored device.

With this feature, you can monitor network devices that are in remote offices and have continuous visibility into the capabilities of the connection to that office.

#### **Power over Ethernet Monitoring**

PoE allows you to watch the status and monitor the power usage for your PoE switches to make sure that you are not getting close to limitations of the switch. It also monitors the power draw for each port on the switch so you can determine where high-power drawing devices are connected to and quickly determine any power faults.

**Note:** PoE Historical Utilization can be optionally tracked over time by enabling data retention of PoE stats. This permits organizations to track their power usage and generate reports showing when and where additional power is being drawn from PoE switches. See Appendix B on how to enable reporting and how to extract data from the database.



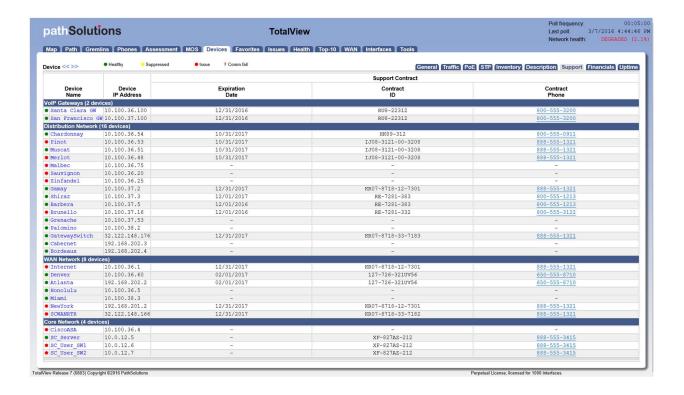
## **Description**

You can optionally manually enter a description for any or all of your devices using the "Devices" tab in the Config Tool.



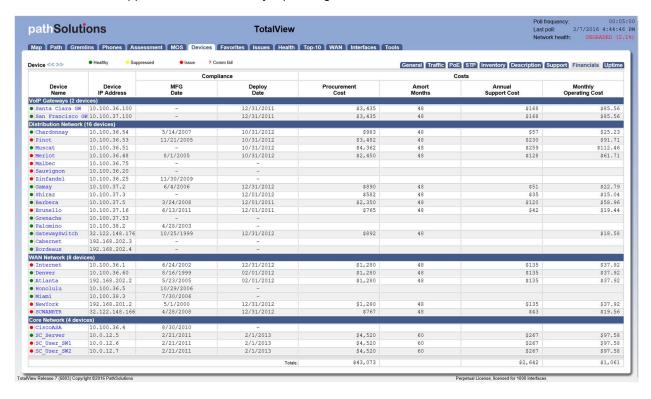
## **Support**

The Support tab provides Contract ID, Expiration Date, and Contract Phone number for your devices. You can enter this information using the "Device" tab in the Config Tool for easy access to this information in one location.



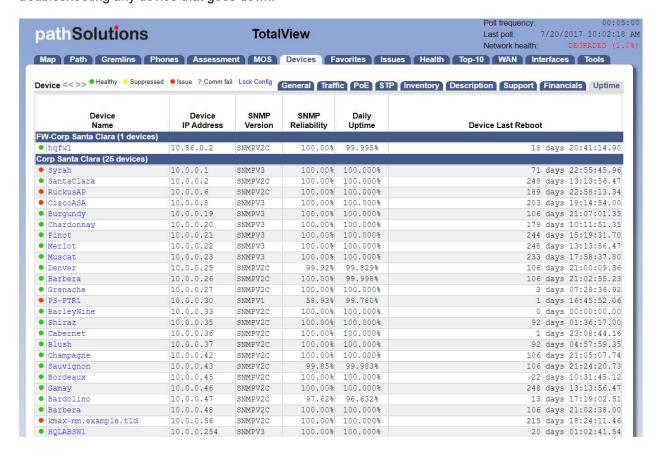
#### **Financials**

The Financials tab provides financial operation information about your equipment. Ensure that you aren't running equipment older than expected while gaining insights into the operational costs of your network. You can see the Manufacturer Date, when the device was Deployed, Procurement Cost, Amortization Months, Annual Support Cost, and Monthly Operating Cost.



## **Uptime**

The Uptime tab allows you to see uptime information and when a device last rebooted. You can aid in troubleshooting any device that goes down.



## Requirements

The PathSolutions' TotalView Service installs on a Windows server (or workstation acting as a server), and can be viewed from web browsers on the network. The following are requirements for the server and the client web browser.

#### **Server Requirements**

The system requirements may be low, depending on the size of your network. As your network grows, you may need to increase the base system requirements.

#### **Small Network Server Requirements**

For networks 25,000 interfaces or less, the following hardware is required:

- ✓ Pentium 1ghz processor or faster (Virtual server is fine)
- √ 10 GB of free disk space
- ✓ 2 GB of RAM for the service (4 GB RAM minimum for the server)
- √ 100 MBPS Network Interface Card
- ✓ Runs on both 32 and 64 bit Windows deployments
- ✓ Operating systems: Windows Server 2003

Windows Server 2008 Windows Server 2012 Windows Server 2016 Windows XP Professional

Windows Vista Windows 7 Windows 8 Windows 10

#### **Medium Network Server Requirements**

For networks with more than 25,000 interfaces, but less than 100,000 interfaces, the following hardware requirements are suggested:

- ✓ Dual-core 2ghz processor or faster (Virtual server is fine)
- √ 50 GB of free disk space
- ✓ 2 GB of RAM for the service (4 GB RAM minimum for the server)
- √ 100 MBPS Network Interface Card
- ✓ Runs on both 32 and 64 bit Windows deployments
- ✓ Operating systems: Windows Server 2003

Windows Server 2008 Windows Server 2012 Windows Server 2016

#### **Large Network Server Requirements**

For networks with more than 100,000 interfaces, the following hardware requirements are suggested:

- ✓ Dedicated hardware (Virtual server not recommended)
- ✓ Dual-core 2 GHz processor or faster
- √ 250 GB of free disk space
- ✓ 8 GB of RAM
- √ 1gbps Network Interface Card
- ✓ 4 x 15,000k rpm hard drive in a hardware RAID-V configuration or SSD
- √ 64 bit Windows Server

✓ Operating systems: Windows Server 2008

Windows Server 2012 Windows Server 2016

#### **Virtual Server Requirements**

Running the solution on a virtual server is fully supported for deployments below 100,000 interfaces. The server should be configured with a fixed (static) MAC address for licensing purposes.

## Installation

Installation and configuration of PathSolutions' TotalView takes roughly 12 minutes for most networks.

You must have a valid PathSolutions' TotalView License to use the software. This will usually arrive in the form of an email from PathSolutions:



License information can be obtained from your PathSolutions reseller or directly from PathSolutions.

PathSolutions license support: 1-877-748-1777 Support@PathSolutions.com

To set up PathSolutions' TotalView on your machine, use the provided link in the email to download the latest version from the PathSolutions website.

PathSolutions' TotalView should be installed on a server or workstation that has a permanent connection to the network.

# **QuickConfig Wizard**

Double-click on the installation program and follow the instructions on the screen. The Quick Config Wizard will auto-configure PathSolutions' TotalView for you and begin monitoring in just a few minutes.

The QuickConfig Wizard has four steps after Activation:

Step 1: Network Address Ranges Step 2: SNMP Community Strings

Step 3: Issue Thresholds Step 4: Emailed Reports

After installation is complete, PathSolutions' TotalView will scan your network for devices and begin monitoring.

## **Activation**

You will be asked to enter your subscription information to activate your subscription.

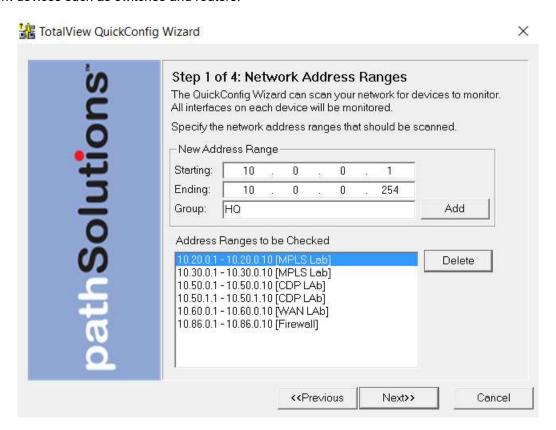


Enter all fields from your subscription email.

**Note:** Customer Number and Customer Location fields are case sensitive. These fields must be entered exactly as they are specified in the subscription email.

#### **Step 1: Network Address Ranges**

The first step allows you to specify the network range or ranges that should be scanned to discover network devices such as switches and routers.



Enter a starting IP address and an ending IP address for each network range that should be scanned. A group name can be assigned to each IP address range that is added.

**Note:** Run the Quick Config Wizard once with just a couple of subnets and notice the results. Then you can re-run the Quick Config Wizard and add successive subnets.

**Note:** The list of what PathSolutions' TotalView discovers can be examined and adjusted with the Configuration Tool.

**Note:** If a device is in the Network Address Range to be monitored but does not appear on the Device List Page in TotalView:

- 1) Use the Poll Device to see if it communicates via the SNMP string. If it Does respond to SNMP via the Poll Device:
- 2) The next thing to check is that your Number of Interfaces does not exceed your Licensed Interface Count. Your Interface Count can be seen at the Bottom of the "Device" page. If your Interface Count is fine:
- **3)** Check the SwMonIgnore.cfg file to make sure it was not set to be ignored. The SwMonIgnore.cfg file can be found in C:\Program Files (x86)\PathSolutions\TotalView.

Click "Next" to continue.

#### **Step 2: SNMP Community Strings**

The second step allows you to select what SNMP read only community strings should be used with this scan.



Enter all of the SNMP read-only community strings that are used in your network to help ensure that network devices are identified.

**Note:** On Cisco devices, the "@" sign should not be used in a community string as it is reserved for special use in fetching bridge tables with the Cisco's Community String Indexing feature.

Click "Next" to continue.

#### **Step 3: Issue Thresholds**

The third step will ask what thresholds to use for determining if your network is healthy or not:



If an interface has an error rate higher than 5%, network status will be changed to 'Degraded'.

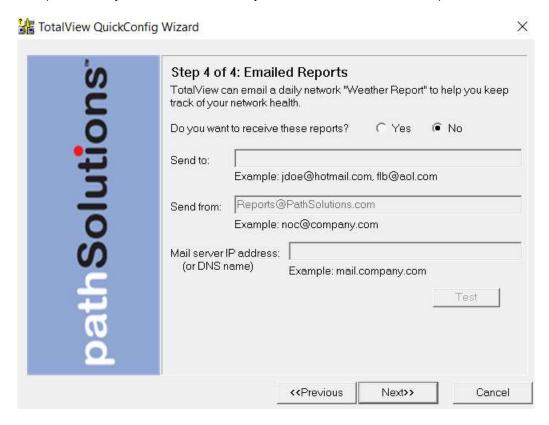
If an interface has a peak utilization rate (transmitted or received) over 90%, network status will be changed to 'Degraded'.

These numbers can be adjusted to suit your specific network environment and your tolerance for errors.

Click "Next" to continue.

#### **Step 4: Emailed Reports**

The fourth step will ask if you want to receive daily emailed network 'Weather Reports':



Enter the Internet SMTP email addresses that should receive the daily report. You can enter multiple email addresses by using a semicolon, comma or space character between each email address.

Enter the email address that these messages should be sent from (make sure to use an Internet SMTP email address -- e.g. bob@company.com). If the email address does not exist, the email will bounce back to the "Send from" user's mailbox.

You will need to enter the IP address or DNS hostname of your SMTP mail server address. This mail server should allow SMTP forwarding if you intend to send to individuals at other domain names. See Appendix C for additional information on SMTP email forwarding.

After entering this information, you can click "Test" to send a test email. If there is a problem sending an email, you will be presented with detailed information how to resolve the problem.

Click "Finish" to complete the wizard.

After clicking "Finish", the wizard will scan the network ranges for network devices that support SNMP. The monitoring service will be started, and you will be presented with a web page displaying which devices are being monitored.

That is all that is necessary to install and configure the program. You should be able to immediately analyze errors on your network.

The network Weather Report emails are sent out at midnight local time, detailing the status of your network for the previous day.

# **Re-Configuring when your Network Changes**

If you have new interfaces on your network, you can re-run the Quick Config Wizard to scan your network and determine what changes have occurred.

To re-run the Quick Config Wizard, click on "Start". Then choose "Programs", "PathSolutions", "TotalView", and "Quick Config Wizard".

You don't have to change any configurations already set with the Quick Config Wizard. Just click "Next" to every screen and the network will be scanned for new interfaces.

## **Automatic Re-Configuration**

The Quick Config wizard can be run in automatic mode from a scheduled task if it is desired for new devices to be automatically discovered on a regular basis.

MonitorWizard.exe /a

When run in automatic mode, the program will not ask any questions but will scan the previous IP address ranges, will use the previous SNMP community strings, and add any new devices to the service. The service will then be stopped and then re-started to have the new devices added.

To change what IP address ranges and SNMP community strings are used in the automatic scan, edit the wizard.ini file:

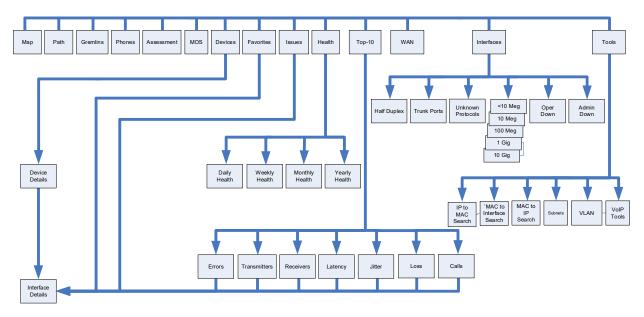
```
/#10.100.47.1 - 10.100.47.254 [Default]/
/#10.100.56.1 - 10.100.56.254 [Default]/
/#192.168.136.1 - 192.168.136.10 [Edge Network]/
/#192.168.110.1 - 192.168.110.10 [Edge Network]/
/public/
```

Make sure all slashes '/' and pound signs '#' are maintained.

# **Using the Web Interface**

## **Navigation Map**

The PathSolutions' TotalView Web layout is easy to follow, and easy to navigate between switches and interfaces.



The top row of the navigation map includes a number of tabs that define different areas of the product.

## **Web Page Headers**

At the top of each web page, general information is displayed: Polling Frequency, Last Poll Time, and Network Health.

 Poll frequency:
 00:05:00

 Last poll:
 3/7/2016 4:44:46 PM

 Network health:
 DEGRADED (2.1%)

## **Tabs**

Navigating using the web interface is accomplished by using the tabs at the top of the web page:



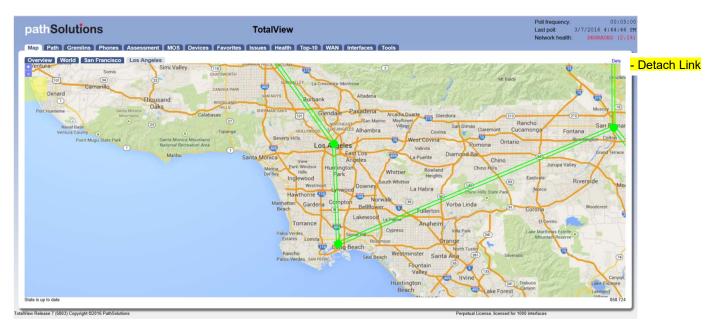
Each tab covers a specific area relating to the health of your network.

#### Map

TotalView's Dynamic Network Map will tell you what is working and not working within **5 seconds** of an outage. Multiple maps and locations can be created for display.

TotalView's Dynamic Network Maps provide audible and visual cues that are designed to instantly alert you of network issues. Visual cues indicate the utilization level—links will show as a thin green line if lightly utilized and become thicker as network utilization increases while a thick red line indicates heavy utilization. Links will change to a thick black line if the link is down.

Ping points are also available to show if a device is reachable or not, adding further validation of network stability. Audible alerts play when links or devices go down so you can know what's happening immediately and start to remedy the problem.



Links and Ping Points can be added to this map via the "Config Tool". To pinpoint locations for adding lines, use the XY coordinates indicated / right corner of the web page. See pages 154-156 for more details on using the "Config Tool" to create links on the map.

To pan around the map, click and drag anywhere on the background of the map. To zoom in or out on any section of the map use the + or - feature on the top left of the map screen.

Click on any line to display a Daily Graph for the monitored interface.

You can use the "Detach" link in the upper right corner to open a detached view of the network map for XY Coordinates full page viewing.

Legend	Line Color	<u>Description</u>
_	Green	<10% utilized (lightly utilized)
	Yellow	~50% utilized
	Red	>90% utilized (heavy utilized)
	Black	Interface is down
	White	Communication failure (could not read interface
	stat	us)

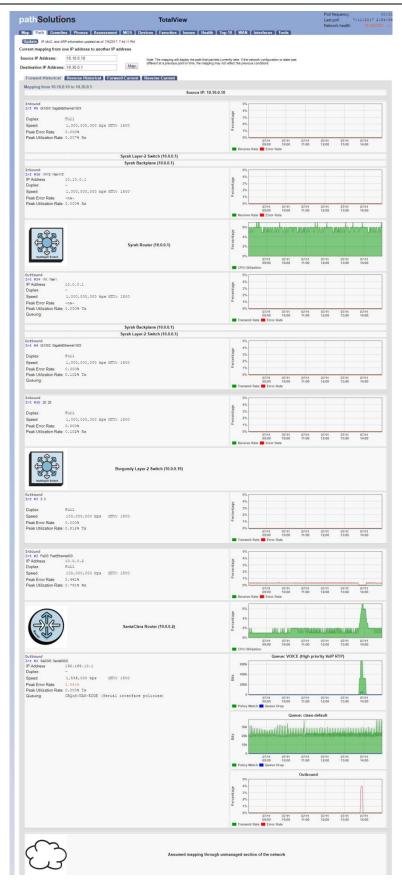
#### Path Tab

The Path tab permits you to view the health of all links between two IP addresses.



Before mapping a call, click on the "Update" button to make sure that the bridge tables and ARP cache information is current.

**Note:** The mapping will display the current path that packets take. If the network configuration or state was different at a previous point in time, this mapping may not reflect the previous conditions. Enter the Source IP address where you want the mapping to start and the Destination IP address where the packets would be destined. Click the "Map" button to initiate the mapping.



This will perform a one-way path mapping from the starting IP address to the ending IP address. It is a one-way view of how packets would flow from the starting IP to the ending IP. To view how packets would return, you should click on "Reverse Historical", as the reverse path may be different than the outbound path if asymmetric routing is occurring.

Each interface will display the historical percent utilization (received for inbound interfaces and transmit for outbound interfaces) along with the error rate.

You can also view the duplex setting of each interface to make sure that each outbound interface matches the duplex setting on the inbound interface.

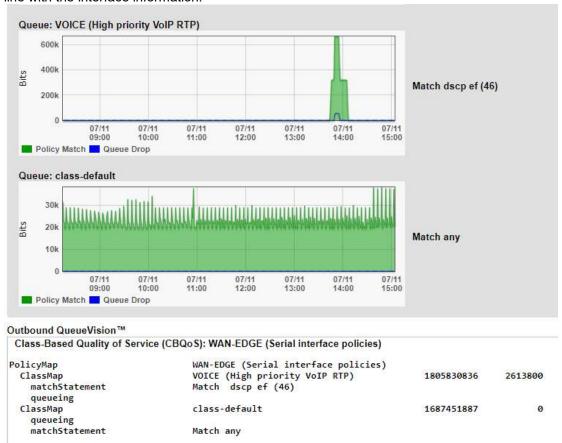
On outbound Cisco router interfaces, the Queuing configuration of the interface is also shown to aid in determining if QoS is configured properly on the interface.

**Note:** If the mapping is unable to complete, it may be due to the fact that all switches and routers along the path may not be monitored. Add these devices to monitoring for complete visibility of the entire path.

**Note:** If a switch or router is unable to be monitored (For example: A WAN service provider does not allow SNMP access to the device), then a static route mapping can be made through the device to the far end. Refer to Appendix K on how to add a static route to the configuration.

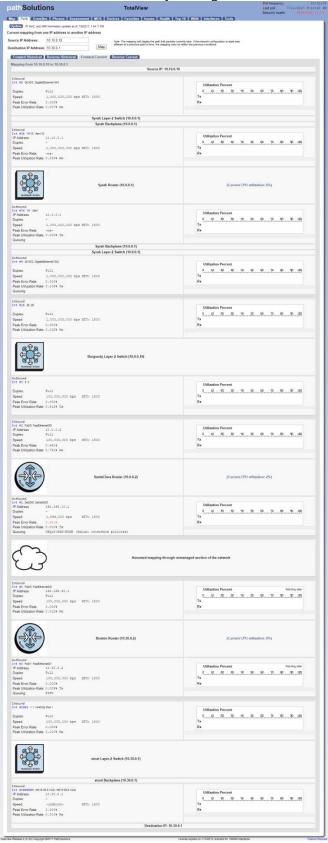
#### QueueVision

Inside a call path map, if a Cisco router configured for CBQOS is configured, it will display the queues inline with the interface information.



In the above example, it shows that there is a high-priority VoIP queue configured and a default queue.

You can view current utilization for all of these links by clicking "Forward Current"



The current utilization will update every 10 seconds.

## **Gremlins Tab**

The Gremlins tab is a correlation engine that allows you to quickly understand what events happened at a specific timeframe on the network.



It will present events in the following order of priority:

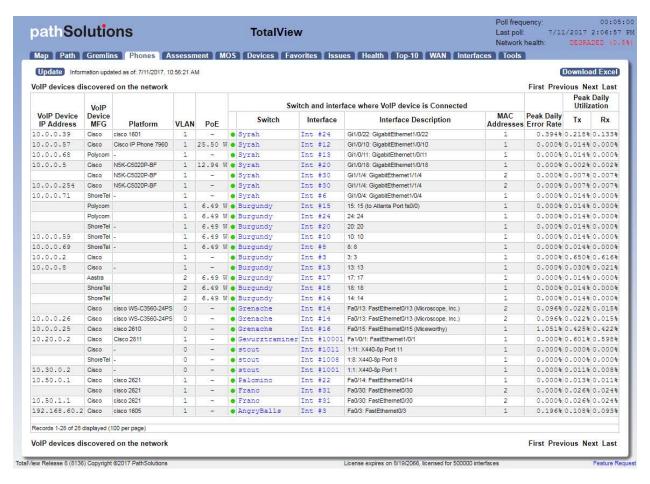
- 1. Devices that went offline
- 2. Devices that went online
- 3. Interfaces that went down
- 4. Interfaces that went up
- 5. Devices that had high packet loss
- 6. Interfaces that had high utilization
- 7. Interfaces that had packet loss

#### **Phones Tab**

The Phones tab lists the location of all VoIP phones in your network. This is detected by looking for the MAC address prefixes that VoIP phones use.

To learn the current location of phones, click the "Update" button to collect the bridge tables and ARP cache information.

In a few moments, you should see the phones in your environment along with the switch ports where they are connected:



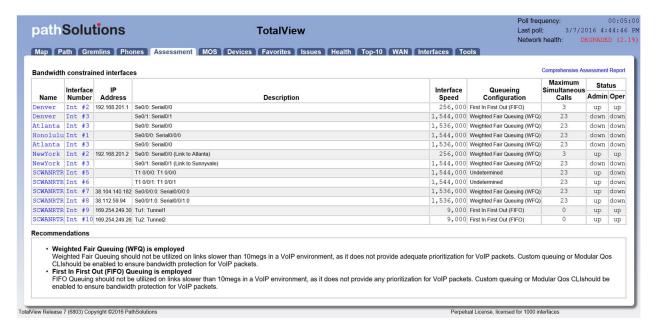
If you notice that there is more than one MAC address on the interface, it would indicate that a PC is hooked up to the phone.

The error and utilization rates are shown for each switch interface to inform you of the health of these connections.

**Note:** If you have VoIP phones that are not showing up in the list, you can add device manufacturer OUIs (Organizationally Unique Identifier) to the OUIFilter.cfg file. Look in Appendix H for additional information on this.

#### **Assessment Tab**

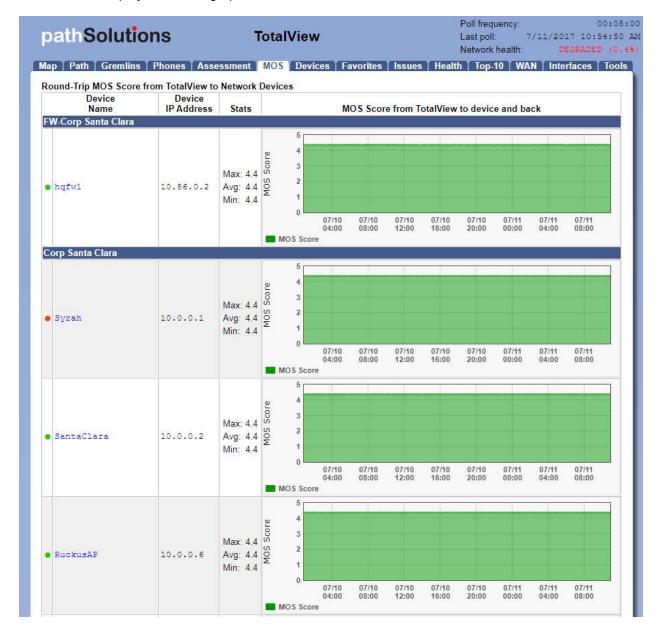
The Assessment tab displays bandwidth constrained interfaces and recommendations for QoS configurations:



In the upper right corner is the Comprehensive Assessment Report. This is a single downloadable report that includes information from many different parts of the system. This can be used as a complete VoIP assessment of network conditions and errors.

#### **MOS Tab**

The MOS tab displays the MOS graphs for each monitored device on the network:

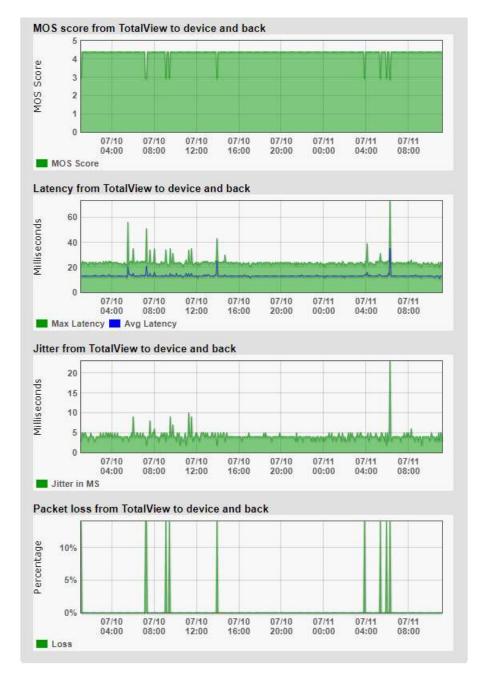


## Device MOS Score, Latency, Jitter, and Packet Loss

During its communications with each monitored device, PathSolutions' TotalView tracks the peak and average latency, as well as the jitter, packet loss and MOS score.

This creates the ability to monitor devices across a WAN or the Internet and know how stable the connection is.

This information is available below the Aggregate Peak utilization (and CPU and memory graphs if it is a Cisco device) on the device page:



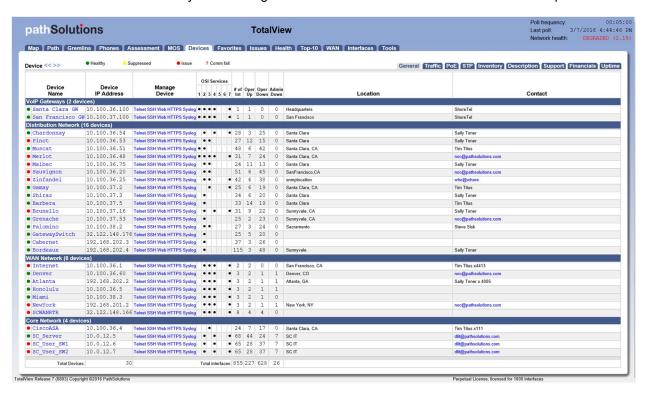
If at any point there is a spike in latency, jitter, or loss, the graph point can be clicked on to view additional information of inter-link information between all involved devices along the path.

#### **Devices Tab**

The Device tab view shows you a list of your monitored network devices and information about each.

#### General Sub-tab

The "General" sub-tab allows you to manage the device as well as learn about the device capabilities.



The first column includes a green dot, red dot, yellow dot, or a ? Status indicator. If a device has an interface that is healthy, the status for the device will be green. If a device has an interface that is degraded (utilization or error rate is higher than the configured threshold), the status for the device will be red. An interface will be yellow if an interface is manually marked as suppressed by the user. Suppressing an interface can be done by clicking on the status (colored dot) and selecting to suppress that particular interface. A red ? will be shown if there is communication failure with that device.

The first column will show a Green, Red, or Yellow Dot. A Green dot means the device is healthy, a Red Dot means the device is degraded according to your Issue Thresholds, and a Yellow dot means that the device has been suppressed to not display as degraded.

The Device Name (programmed into the switch as the system name, hostname, or sysName) is displayed in the second column. To change this, you should login to the device and change the device's internal name (hostname) or "sysName". Refer to the device manufacturer's documentation to determine how to change this information.

If you click on the device name, it will link to a summary of the device, listing all of the interfaces that exist on the device, along with detailed information about the device. Refer to the "Interface Summary" section on page 49.

The managed IP address of the device is listed in the third column.

The Manage Device column includes links to Telnet, SSH, Web, and HTTP into the device, as well as the syslog information received from the device.

The OSI Services column includes information relating to the OSI services that the device provides. A layer-2 switch would display as providing OSI layer 2 services. A router would display as providing layer 2 and layer 3 services.

The # of Int column displays the total number of interfaces on the device.

The Oper up column displays the total number of operationally up interfaces on the device. These Interfaces are in use.

The Oper down column displays the total number of operationally shut down interfaces on the device. These interfaces are not in-use and will have an inactive link light.

The Admin down column displays the total number of administratively shut down interfaces on the device. These interfaces have been manually disabled by the network administrator and will not function if a node is connected to the interface.

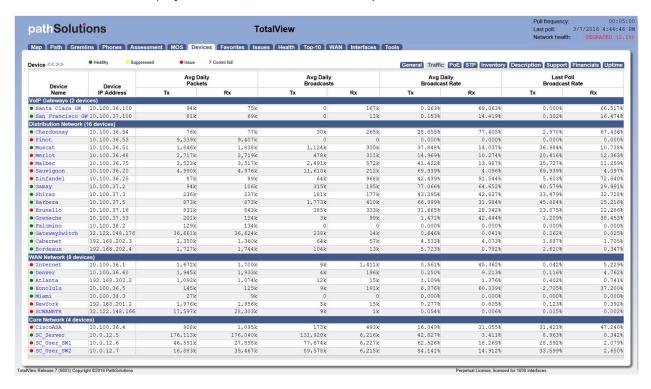
The Location column of information displays the location of the device. This information is configured on the switch as the location or "sysLocation" of the device. Refer to the device manufacturer's documentation to determine how to change this information.

The Contact column of information displays the contact for the device. This information is configured on the device as the contact or "sysContact" of the switch. Refer to the device manufacturer's documentation to determine how to change this information.

**Note:** If PathSolutions' TotalView reads an email address in the sysContact field, it will create a web link to the email address.

## **Traffic Sub-tab**

The "Traffic" sub-tab displays information about the device's packets and broadcasts seen:

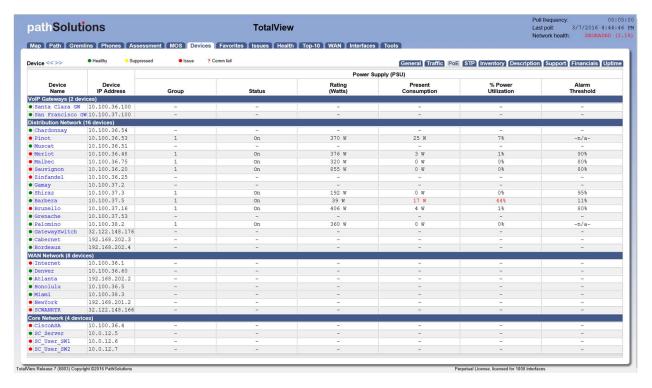


This permits you to determine the average daily broadcast rate and compare it to the last poll broadcast rate to help identify devices that are transmitting or receiving a high level of broadcasts.

**Note:** If a device is transmitting a high percentage of broadcasts, it is more likely that one of its interfaces is receiving a high percentage of broadcasts from one of its ports, and then transmitting those broadcasts to all interfaces on the device. Click on the device and look for interfaces that are receiving a high broadcast rate to determine the device that is broadcasting.

## PoE Sub-tab

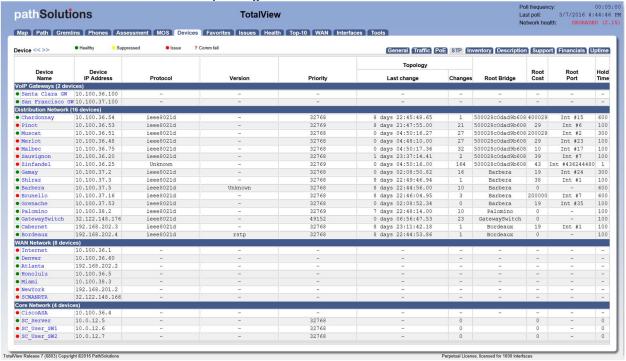
The "PoE" tab shows information on the status and power consumption of the devices, the percentage of utilization that is running, and the level of alarms that have been set to alert you if power is running low.



This allows you to quickly determine if there are any high-power drawing devices that are connected to the switch or if there are any power faults.

#### STP Sub-tab

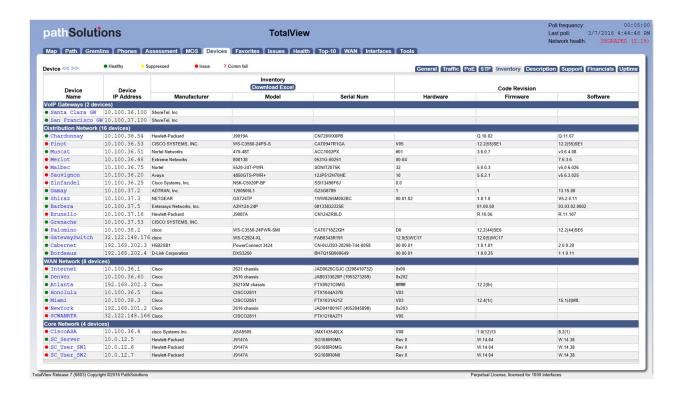
The "STP" tab shows the device's Spanning Tree information:



Determine when your last STP root bridge election occurred and which device is acting as the root bridge. Also know which interfaces are active as well as listening so you don't cause a reconfiguration by disconnecting the wrong interface.

## **Inventory Sub-tab**

The "Inventory" tab shows details about a device's internal information. For any make/model of device discovered on your network, the Manufacture Date, Model, Serial Number, Hardware, Firmware and Software OS revisions are reported.



An Inventory Excel spreadsheet can be downloaded by clicking on the "Download Excel" button.

## **Description Sub-tab**

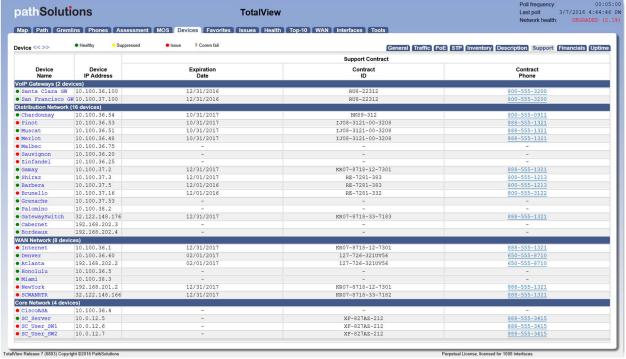
The Description tab shows the description that you manually entered in the "Config Tool" for the device.



If a device goes offline and all that you see is a red?, you will no longer see any SNMP device name or information. Manually typing in a Device Description using the Config Tool will allow you to see a description on what device went offline.

## **Support Sub-tab**

The "Support" tab will display support contract information for each monitored device:



This information can be entered via the Configuration Tool.

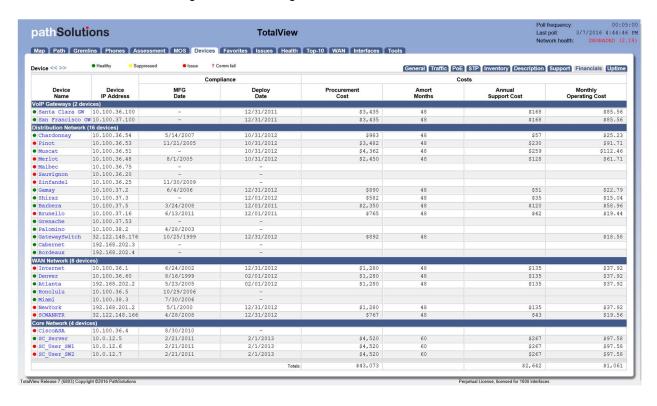
The system will send an email if any of the support contracts are within 30 days of expiration to help make sure support contracts don't lapse.

#### **Financials**

The Financials tab provides financial insights into the operational costs of your network in one location. You can add additional information to manage inventory and track and amortize operational costs and compliance requirements. Ensure that you aren't running equipment older than expected.

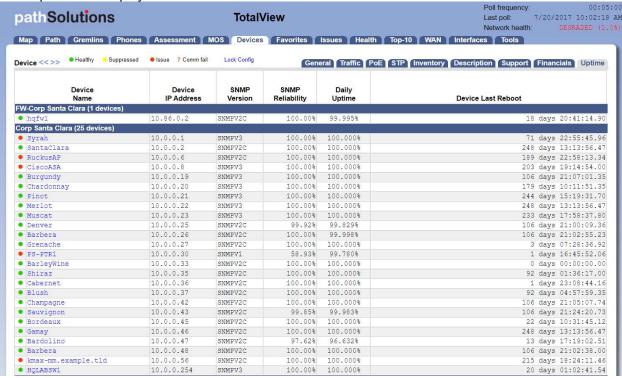
Enter and track when a device was Deployed, Procurement Cost, Amortizations Months, Annual Support Cost, and Monthly Operating Cost.

This information can be changed via the Config Tool on the Financials tab.



## **Uptime Sub-tab**

The "Uptime" tab displays current status information on the device:



The version of SNMP that is being used to communicate with the device along with the reliability of communication with the device is displayed. SNMP Reliability is the amount of packet loss seen to/from the device when trying to collect information from it. It measures the last poll (last 5 minutes typically).

The uptime (as reported by the device) is also displayed, along with an average uptime of all devices. This can help track when a device was last rebooted. The uptime metrics measures the amount of time over the specified period that TotalView could not communicate with the device.

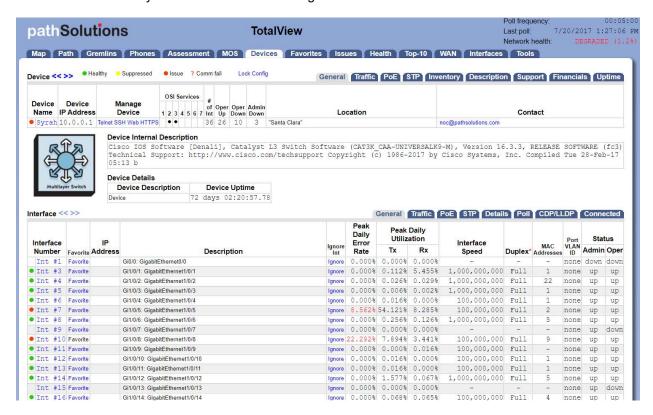
## **Interface Summary**

If you click on a device name, it will display the Interface Summary for that device:

The Interface Summary will list the specific switch information that you selected and a table showing all of the interfaces on the switch.

## **Interface Summary Fields: General Tab**

The interface summary table includes the following fields when the "General" sub-tab is chosen:



The first column includes a green or red status indicator. If a device has an interface that is healthy the status for the device will be green. If an interface is degraded (utilization or error rate is higher than the configured threshold), the status for the interface will be red, and the Error Rate or Utilization Rate will be marked in red. An interface will be yellow if an interface is manually marked as suppressed by the user. Suppressing an interface can be done by clicking on the status (colored dot) and selecting to suppress that particular interface.

**Note:** If the status indicator shows up blank, then the interface is operationally shut down, and is not relevant.

The Interface Number column is the interface number on the device. Each device manufacturer will create a unique number for each interface. You can use this interface number to correlate physical interfaces on the switch. Clicking on the interface number will display the "Interface Details" page. Refer to the "Interface Details" section for more information.

The third column is the IP address associated with the interface (if any). Routers and servers will generally have an IP address assigned to each interface, whereas switches may only have an IP address associated with the management interface. If multiple IP addresses are associated with an interface, it will appear on the tooltip if you hover over the IP address field.

The Description column is the interface description. This information is provided by the device as a way of describing the interface. It may contain information on the type of interface, or the interface identifier used on the device.

The Peak Daily Error Rate column is the error rate of the interface. The error rate is calculated as a combination of all inbound and outbound errors on the interface, compared to the number of packets that have passed through the interface.

If the error rate is above the error threshold, it will be displayed in red.

**Note:** There are some devices that do not report error information correctly, and can lead you to believe that there are faults on interfaces that actually are functioning correctly. If you perceive errors on an interface that is abnormal, contact the device manufacturer to attempt to determine more about its SNMP reporting capabilities.

The Peak Daily Tx column is daily peak utilization transmitted data. This statistic reports the maximum transmitted utilization on the interface (as a percentage of bandwidth) that was seen over the past 24 hour period.

If this statistic is over the utilization threshold, it will be displayed in red.

**Note:** If PathSolutions TotalView is unable to read the correct interface speed from the device, this number may not be accurate.

The Peak Daily Rx column is daily peak utilization received data. This statistic reports the maximum received utilization on an interface (as a percentage of bandwidth) that was seen over the past 24 hour period.

If this statistic is over the utilization threshold, it will be displayed in red.

**Note:** If PathSolutions TotalView is unable to read the correct interface speed from the device, this number may not be accurate.

The Interface Speed column is interface speed, rated in bits per second. If the interface is operationally shut down, or the device does not report a valid speed, then the speed is listed as "Unknown".

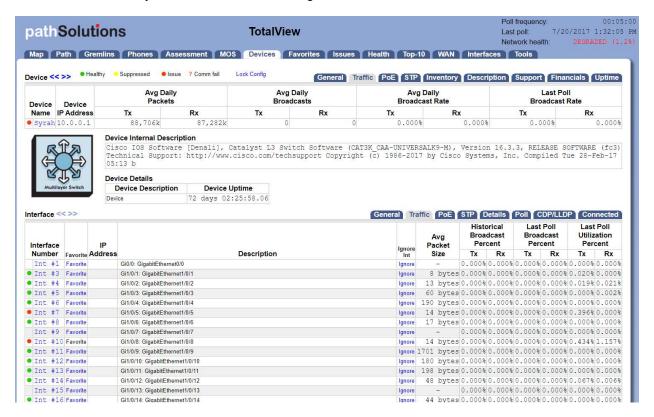
The Duplex column shows the duplex status of the interface. Duplex information cannot easily be determined from different switch manufacturers, so this field is calculated based on the presence or absence of collisions. If there are any collisions on the interface, then the interface must be half-duplex. If there are no collisions on the interface, then the interface may be full-duplex, or it may be a half-duplex interface that has not yet received any collisions.

The Port VLAN ID column shows the default VLAN ID for the interface. This is the VLAN that will be assigned by default to all un-tagged packets on this interface.

The Status column shows the operational and administrative status of the interface. If the network administrator has configured an interface to be shut down it will be listed as "down" in this column.

## **Interface Summary Fields: Traffic Tab**

The interface summary table includes the following fields when the "Traffic" sub-tab is chosen:



The Interface Number, IP Address, and Description columns will remain unchanged from the "General" tab.

The Average Packet Size column will show the average packet size tracked per interface. Knowing if an interface is typically used for large or small packets allows you to configure queuing and enable proper policies (jumbo frames) to further improve the performance of a link.

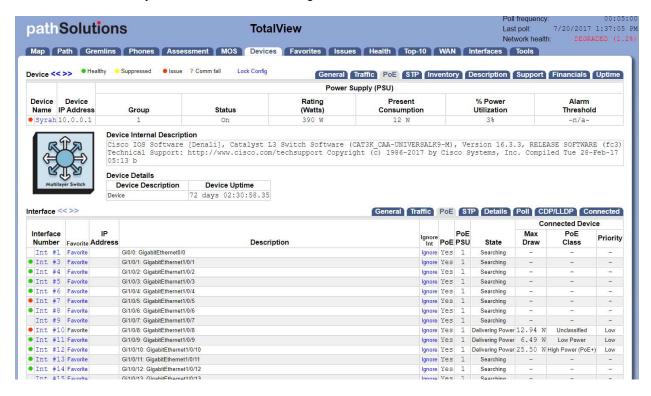
The Historical Broadcast Percent columns show the historical (all time) broadcast percentages. This field will inform you of the activity on the link regarding its general broadcast percentage rate to be used as a comparison against the Last Poll Broadcast Percentage.

The Last Poll Broadcast Percent columns show the broadcast percentage of the last polling period. This information can be compared with the Historical Broadcast percentage to determine if an interface is transmitting or receiving a higher broadcast rate during the last poll than its overall historical average.

The Last Poll Utilization Percent columns show the Last Poll utilization percentage. This is useful for determining which interfaces were the most heavily utilized on the network during the last polling period.

## Interface Summary Fields: PoE Tab

The interface summary table includes the following fields when the "PoE" sub-tab is chosen:



The Interface Number, IP Address, and Description columns will remain unchanged from the "PoE" tab.

The PoE column will show you if power is turned on and available for that interface.

The PoE PSU column shows the specific Power Supply Unit (PSU) that powers the interface. This number will either be a 1 or a 2. If the number in the PSU column shows a 1 it is PoE device. And if the PSU column shows a 2 it is a PoE+ device.

The State column will show you if power is being delivered to that interface.

The Max Draw column will show you the maximum wattage that can be drawn by that interface. Hovering over the Max Draw number will show a minimum to maximum range of power that the interface can draw.

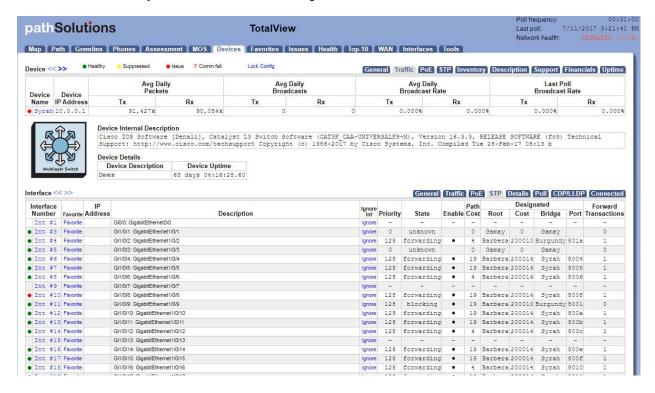
The ninth column, the PoE Class, will be a number from 0 to 4 depending on the Class of PoE.

Class	Plain Language Description	Power Range (Watts)
0	Unclassified	0.44-12.94
1	Very Low Power	0.44-3.84
2	Low Power	3.84-6.49
3	Mid Power	6.49-12.95
4	PoE+ / Type II Devices	>12.95

And the tenth column shows the power priority configured on ports enabled for PoE which can be Low, High, or Critical. The switch invokes configured PoE priorities only when it cannot deliver power to all active PoE ports.

## **Interface Summary Fields: STP Tab**

The interface summary table includes the following fields when the "STP" sub-tab is chosen:



The Interface Number, IP Address, and Description columns will remain unchanged from the "STP" tab.

The State column will show which of port state the interface is: Blocking, Listening, Learning, Forwarding, or Disabled.

The Enable column shows if the interface is enabled for STP.

The Path Cost column will show the Path Cost of the interface.

The Root column will show the Designated Root of the interface.

The Cost Column will show the Designated STP Cost of the interface.

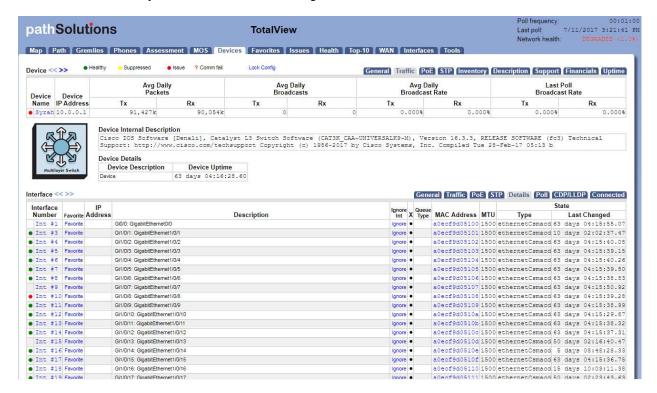
The Bridge Column shows the Designated Bridge for the interface.

The Port Column shows the Designated Port for the interface.

The Forward Transactions Column shows the Interface Forward Transactions for the interface.

## **Interface Summary Fields: Details Tab**

The interface summary table includes the following fields when the "Details" sub-tab is chosen:



The Interface Number, IP Address, and Description columns will remain unchanged from the "General" tab.

The **X** column shows an indicator if this interface has a physical connector associated with the interface.

**Note:** If the device does not support RFC 2863 and the ifConnector Present OID, then this column will be empty.

The MAC Address column shows the MAC address that is associated with this interface.

**Note:** The MAC address displayed here is the physical interface's own MAC address, not the MAC address of any devices connected to this interface.

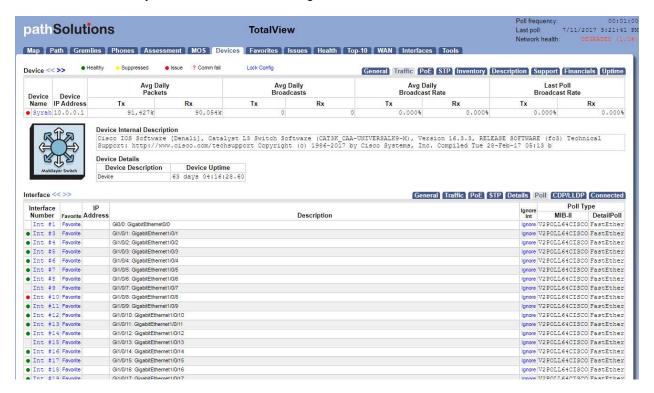
The MTU column displays the MTU (Maximum Transmission Unit) of the interface. This is the largest frame that can be transmitted or received on this interface. Typically, this will show 1500 bytes as the maximum for normal frames, but may be above 9,000 bytes if the interface is configured for supporting Jumbo Frames.

The Type column presents the type of interface.

The Last Changed column shows the time the interface last changed status from up to down, or from down to up.

## **Interface Summary Fields: Poll Tab**

The interface summary table includes the following fields when the "Poll" sub-tab is chosen:



The Interface Number, IP Address, and Description columns will remain unchanged from the "General" tab

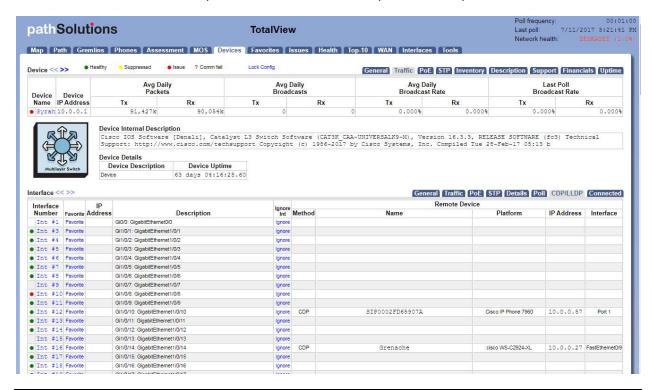
The MIB-II column shows the MIB-II poll type that was used to collect information from the interface. This is useful for determining how efficient PathSolutions TotalView can be when collecting information from this interface.

The DetailPoll column identifies additional details that are polled from the interface.

## Interface Summary Fields: CDP/LLDP

Each interface is queried for CDP and LLDP information and displays exactly what device and OS version is connected to that switch/router interface. To view CDP/LLDP information on an interface, click on a switch. You will then see all of the interfaces. Click on the sub-tab named "CDP/LLDP".

If you see some information displayed, it means that the connected device is providing CDP/LLDP information and should display the remote device's interface that connects to the local switch interface, the remote device's IP address, platform, name, and method (CDP or LLDP).



Note: \*Cisco CDP only shows other Cisco CDP Devices

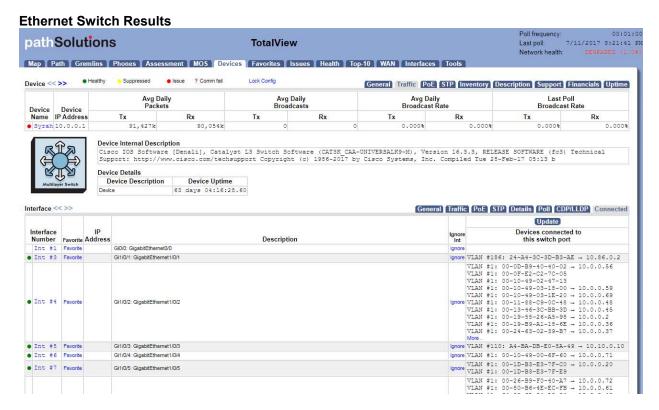
\*LLDP Devices (Including configured Cisco Device) may show other LLDP devices

\*Some Devices (Enterasys/Extreme, HP) show both CDP and LLDP

## **Interface Summary Fields: Connected Tab**

The interface summary table includes the following fields when the "Connected" sub-tab is chosen.

**Note:** The results for the Connected tab will show up differently depending if the device is a switch or not.



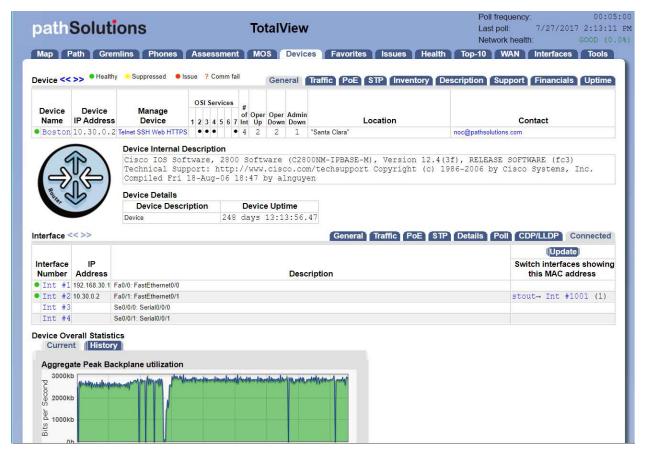
The Interface Number, IP Address, and Description columns will remain unchanged from the "General" tab.

The last column will show the VLAN associated with the device connected, followed by the MAC address and IP address (if found in router/server ARP caches). MAC address manufacturers are identified by hovering over the MAC address.

Reverse-DNS lookups for switch ports can be identified by clicking on the IP address. The DNS name will then be shown.

**Note:** If the results are blank, or the information is not as expected, click on the "Update" button to collect the current bridge table, MAC addresses, and ARP cache information from network equipment.

#### **Router/Server Results**



The Interface Number, IP Address, and Description columns will remain unchanged from the "General"

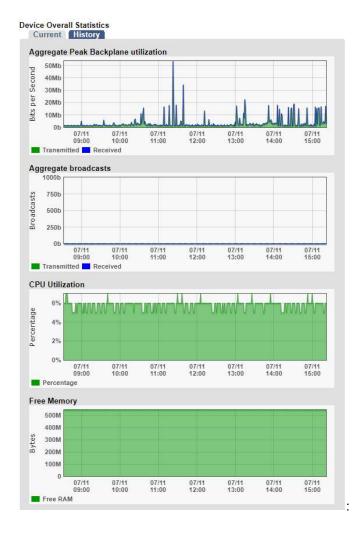
The last column will show the Ethernet Switches and interfaces where this interface's MAC address was discovered. Each entry will show the switch name, followed by the interface number, then the number of MAC addresses on that interface.

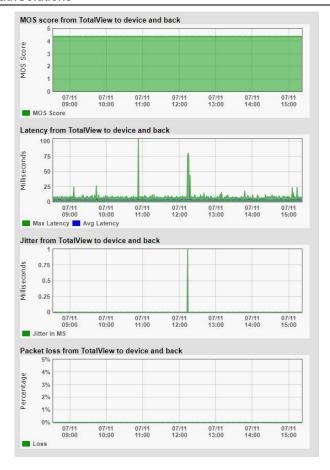
**Note:** If the number of MAC addresses on that interface show up with a number greater than 1, then the interface may be an Ethernet trunk port where two switches connect. If the number of MAC addresses show up as 1, then this is the switch interface where this interface is connected. If none of the devices show up with "(1)" Mac address then that device is not being monitored and should be added through the Configuration Tool.

**Note:** If the results are blank, or the information is not as expected, click on the "Update" button to collect the current bridge table, MAC addresses, and ARP cache information from network equipment.

## **Device Overall Statistics**

Below the Device Summary interface listing (shown in the previous two pages) is a view of the overall statistics for the device:





You can view the daily or historical information for the aggregate utilization for the device.

This is valuable for determining when the device is passing more or less traffic. This equates to a graph showing how much work was performed by the device over time, and is useful for determining when to schedule downtime for the device.

If the device is a Cisco router or switch, the CPU utilization and Free RAM is also displayed.

## **Device Details**

Below the Device Overall Statistics is information about the device:

Routing Table Entries (ipForward)

Interface	Route	Mask	Next Hop	Policy	Metric1	Status
Int #0	0.0.0.0	0.0.0.0	10.86.0.2	0	0	1
Int #34	10.0.0.0	255.255.255.0	10.0.0.1	0	0	1
Int #34	10.0.0.1	255.255.255.255	0.0.0.0	0	0	1
Int #0	10.0.2.0	255.255.255.0	10.0.0.254	0	0	1
Int #36	10.10.0.0	255.255.255.0	10.10.0.1	0	0	1
Int #36	10.10.0.1	255.255.255.255	0.0.0.0	0	0	1
Int #34	10.20.0.0	255.255.255.0	10.0.0.2	0	3	1
Int #34	10.30.0.0	255.255.255.0	10.0.0.2	0	3	1
Int #34	10.30.10.0	255.255.255.0	10.0.0.2	0	4	1
Int #34	10.50.0.0	255.255.255.0	10.0.0.25	0	2	1
Int #34	10.50.1.0	255.255.255.0	10.0.0.25	0	2	1
Int #34	10.60.0.0	255.255.255.0	10.0.0.39	0	2	1
Int #37	10.86.0.0	255.255.255.0	10.86.0.1	0	0	1
Int #37	10.86.0.1	255.255.255.255	0.0.0.0	0	0	1
Int #0	172.16.0.0	255.255.0.0	10.0.0.15	0	0	1
Int #34	192.168.10.0	255.255.255.0	10.0.0.2	0	1	1
Int #34	192.168.20.0	255.255.255.0	10.0.0.2	0	2	1
Int #34	192.168.30.0	255.255.255.0	10.0.0.2	0	2	1
Int #34	192.168.50.0	255.255.255.0	10.0.0.25	0	1	1
Int #34	192.168.60.0	255.255.255.0	10.0.0.39	0	1	1

## **Device Parents**

(none)

#### Cisco BootROM Version

IOS-XE ROMMON

#### Cisco Chassis Information

Chassis Type						u	nknown
Chassis Version							D0
Chassis ID (Serial Number)						FD018	45E18S
RAM					886,4	34,752	bytes
Non Volitile RAM Size					2,0	97,152	bytes
Non Volitile RAM Used						25,111	bytes
Config Register							258
Next Boot Config Register							258
Chassis Slots						0	slots
Community String Indexing							TRUE
VLANs detected: 9	1,	100,	110,	186,	1001,	(1002-	-1005)

#### Device Overall Utilization - Traffic

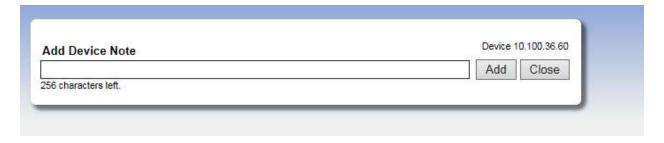
	Packets		Broadca	% Broadcasts		
	Tx	Rx	Tx	Rx	Tx	Rx
Historical	5,759,937,000	5,673,409,000	0	0	0.000%	0.000%
Last Poll	105,516	104,368	0	0	0.000%	0.000%

From this section, you can track the device's uptime (as reported by the device), as well as internal information about the device.

**Note:** If the device is a Cisco switch or router, then additional internal device information is displayed.

## **Device Notes**

Notes can be added to a device so you can track when you performed work on a device:



**Note:** If you have authentication turned on, then the Username field will use the logged in user who entered the note.

**Note:** The notes are stored in comma separated values (CSV) format in the following directory:

For 32 Bit Operating Systems

C:\Program Files\PathSolutions\TotalView\Notes

For 64 Bit Operating Systems

C:\Program Files (x86)\PathSolutions\TotalView\Notes

You can edit the files with any text editor like Notepad or use Excel to open the file in CSV format.

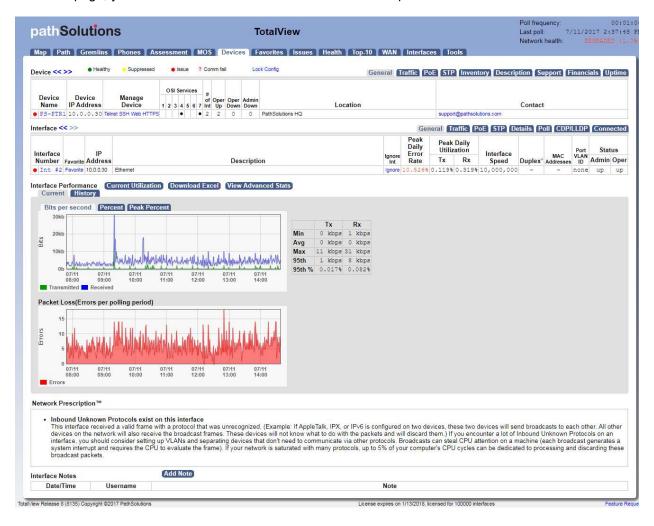
The filename for device notes is the IP address of the device. For example, the notes for device 38.102.148.163 would be stored in filename 38.102.148.163.csv.

### **Interface Details**

If you click on an interface number, you will see details about that specific interface:

The errors graph in addition to the utilization graph will be displayed to correlate periods of high packet loss with high utilization.

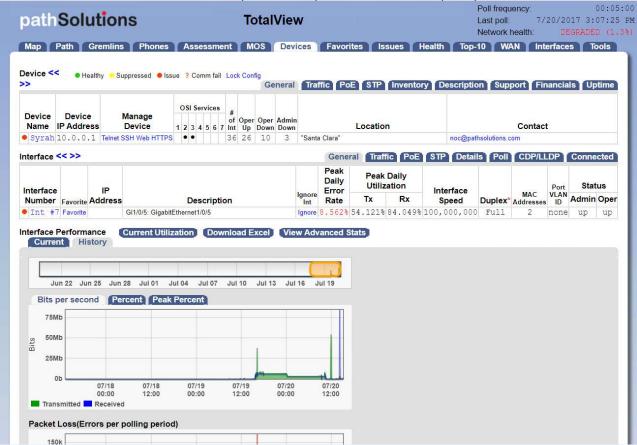
From this page, you can view all information about an interface's performance.



## **Utilization Graphs**

The utilization graphs provide both current (daily) as well as historical utilization of an interface. You may click on and drag the Yellow bars on the graph to change the historical timeframe you are viewing.

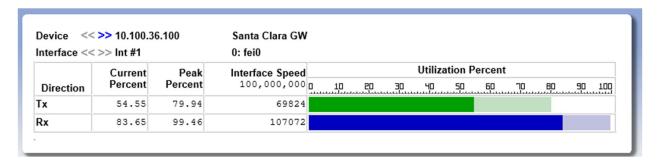
You can also view the information in bits per second, percent utilization, or peak percent utilization.



In the History view, the left and right edges of the yellow bubble can be stretched or shrunk to display different date ranges. You can also click on the middle of the bubble to move the window around in time.

## **Current Utilization Information**

If you want to view the current utilization of this interface, click on the "Current Utilization" button. You'll get a window that will display the immediate current utilization on the interface:



You can open as many of these current utilization windows as you would like. This permits you to do detailed bandwidth studies of any monitored interface on the system.

A high-water mark is maintained so you can determine the highest utilization point that occurred since the window was opened.

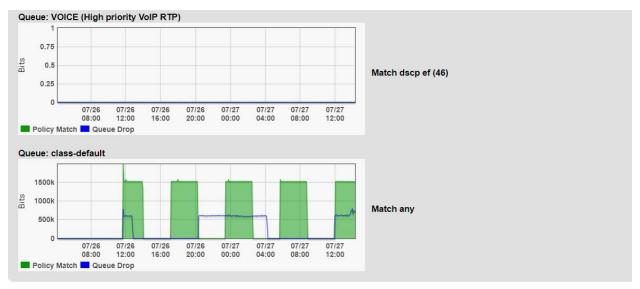
The current utilization page is updated every 5 seconds.

# **Exporting Utilization Graph Data for an Interface**

The "Download Excel" button allows you to download all of the graph data into an .xls file for charting and graphing with a spreadsheet.

## QueueVision

If the interface is on a Cisco router configured for class-based QoS (CBQOS) with Modular QoS CLI, then the queues will show below the packet loss graph along with their queue match criteria.



Outbound QueueVision™

Class-Based Quality of Service (CBQoS): WAN-EDGE (Serial interface policies)

PolicyMap
ClassMap
matchStatement
queueing
ClassMap
queueing
matchStatement

WAN-EDGE (Serial interface policies)
VOICE (High priority VoIP RTP)
Match dscp ef (46)
class-default
Match any

1805830836 2613800 1652155964 700474819

## **Network Prescription**

Below the graph is the Network Prescription for the interface. This is an analysis of any problems that exist on the interface, including errors and utilization.



#### Interface Notes

Notes can be added to an interface so you can track when you performed work on an interface:



**Note:** If you have authentication turned on, then the Username field will use the logged in user who

entered the note.

Note: The notes are stored in comma separated values (CSV) format in the following directory:

For 32 Bit Operating Systems

C:\Program Files\PathSolutions\TotalView\Notes

For 64 Bit Operating Systems

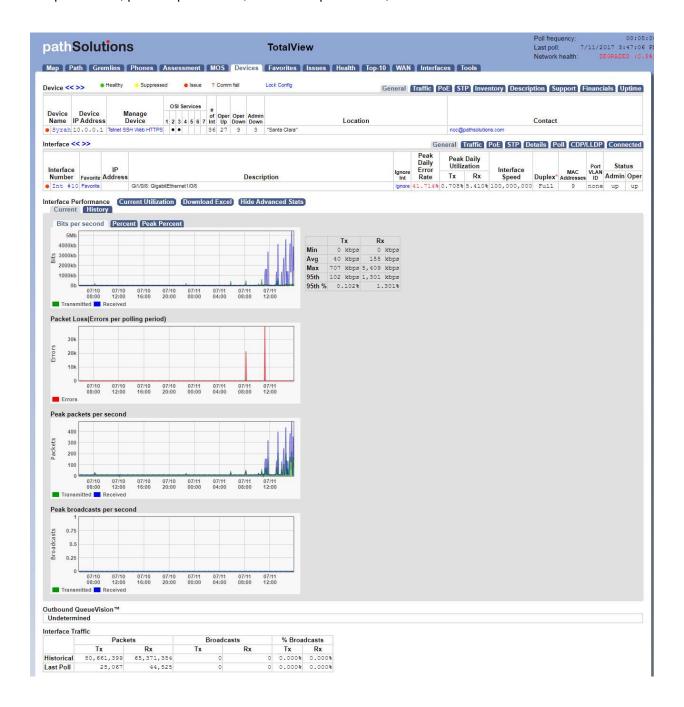
C:\Program Files (x86)\PathSolutions\TotalView\Notes

You can edit the files with any text editor like Notepad or use Excel to open the file in CSV format.

The filename for device notes is the IP address of the device. For example, the notes for device 38.102.148.163 interface #2 would be stored in filename 38.102.148.163-2.csv.

### **Advanced Interface Statistics**

If you click on the "View Advanced Stats" button, you will be presented with additional graphs showing bits per second, packets per second, broadcasts per second, and errors over time:



The information displayed is useful for determining timing of broadcast storms or unusual packet activity.

You can also determine when packet loss occurred on the interface to help correlate with network events. It is useful to determine if packet loss occurred along with high utilization levels or if the loss was independent from utilization events.

## **Favorites Page**

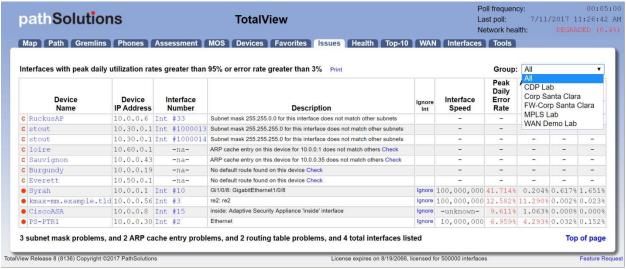
If you have specific interfaces that you want to group together to view from one page, they can be added to the Favorite's page:



This page displays the most recent utilization that was seen during the last polling period of all favorite interfaces.

#### Issues

Interfaces that have peak utilization rates or error rates that are over the threshold will be listed under the "Issues" tab:



The threshold levels are displayed at the top of this table for reference.

If the error rate or peak utilization rate is over the threshold, it will be displayed in red for easy determination of the interface problem.

Use the drop-down in the upper right corner to view specific groups of issues, or choose "All" to view all issues in all groups.

You can click on the interface number to jump to the interface details page and view the utilization and error information.

**Note:** Interfaces that have been over threshold sometime in the past 24 hours are listed. Interfaces will roll off of the issues list if it is under the error rate and utilization rate for a full 24 hours

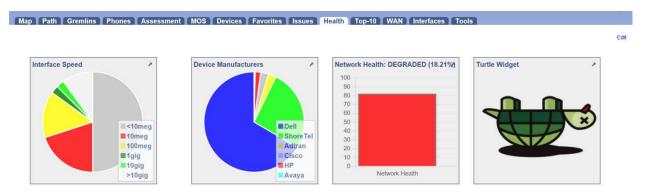
### Health

The Health tab provides user-changeable widgets that can be displayed inside or outside of this tab. You decide the type of widget and how you want information presented, and each widget auto-updates automatically.

When you first use the Health tab, it will display a blank screen with a little "Edit" link in the upper right hand side.



If you click that link, it changes to two links: "Add Widget" and "Lock".



If you click "Lock", it will just go back to "Edit".

If you click "Add Widget", it will open a dialog box and ask which widget you should add. The one you select will immediately be placed on the page. You can move the selected widget around and change the size by clicking on the sizing object in the lower right corner of the widget.

If you want, you can click "X" and close the selected widget.

When you are satisfied with its location and size, click "Lock" and the system will then lock it in and display it without risk of having it change size or location. The "X" in the upper right corner will change to an arrow that you can now click on. It will create a separate detached window for the widget that you can drag around your screen.

You can continue to add other widgets to the screen as you want.

### **Top 10**

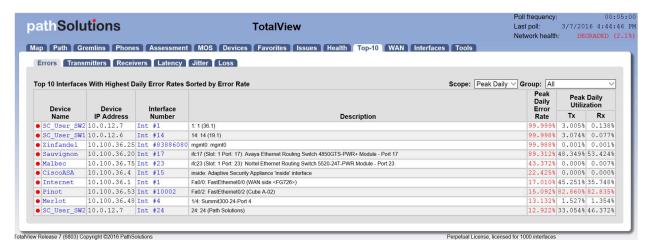
The top 10 section provides you with overall network information for all monitored interfaces. This section is handy for determining what is occurring on the network regarding errors, utilization, and broadcast levels.

### **Errors**

The top 10 interfaces with the highest error rates are listed under the "Top-10" tab, in the "Errors" sub-tab.

This tab allows you to see what interfaces have errors that are approaching the error threshold.

Click on the interface number to jump to the interface details page and view the utilization and error information.



You can also modify the output to view your preferred "Scope" or device "Groups" by using the drop down menu on the right hand side. The "Scope" drop down menu will allow you to either see Peak Daily Highest Error Rate within the last 24 hours or the Last Poll Error Rate within the last 5 minutes.

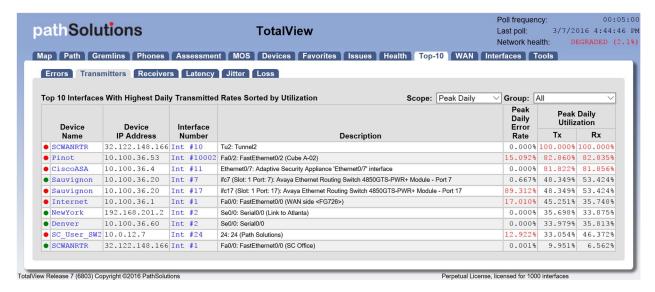
If a problem is currently happening on the network it's valuable to know which interfaces are currently showing the highest utilization or error rates. The Last 5 Minute Poll allows you to target the right impingement points in the network and get the root-cause of the problem fixed rapidly.

### **Transmitters**

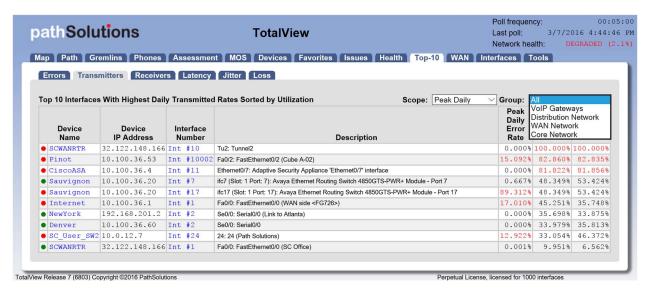
The top 10 interfaces with the Highest Daily Transmitted Rates sorted by Utilization are listed under the "Transmitters" sub-tab.

This tab allows you to see what interfaces physically transmit the most data regardless of interface speed.

You can click on the interface number to jump to the interface details page and view the utilization and error information.



You can modify the output to view your preferred "Scope" or "Group" devices by using the drop down menu on the right hand side. Using the Scope, you can choose to see the Peak Daily Highest Error Rate within the last 24 hours or the Last Poll Error Rate within the last 5 minutes. You also have the option to view the 95<sup>th</sup> Percentile Highest Daily Transmitted Rates, Raw Data Highest Daily Transmitted Rates, or Broadcasts with The Highest Transmitted Broadcast Percentage.

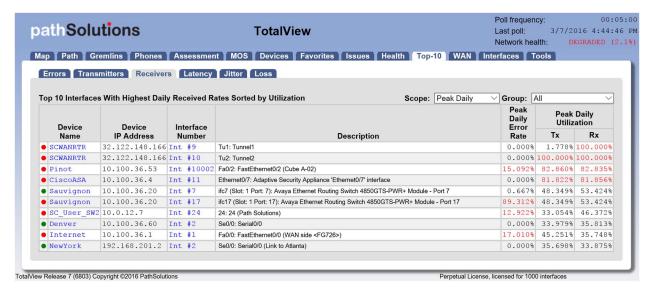


### Receivers

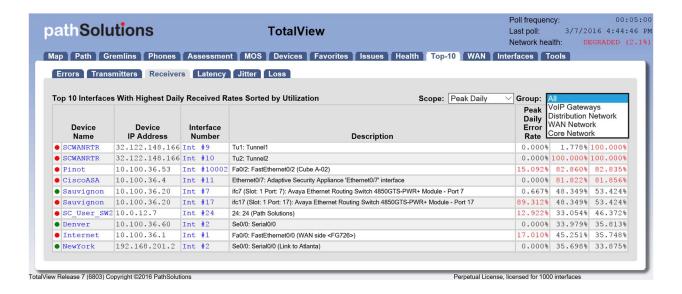
The top 10 interfaces with the highest daily received rates are listed under the "Receivers" sub-tab.

This tab allows you to see what interfaces physically receive the most data regardless of interface speed.

Click on the interface number to jump to the interface details page and view the utilization and error information.



You can modify the output to view your preferred "Scope" or "Group" devices by using the drop down menu on the right hand side. Using the Scope, you can choose to see the Peak Daily Highest Error Rate within the last 24 hours or the Last Poll Error Rate within the last 5 minutes. You also have the option to view the 95<sup>th</sup> Percentile Highest Daily Transmitted Rates, Raw Data Highest Daily Transmitted Rates, or Broadcasts with The Highest Transmitted Broadcast Percentage.



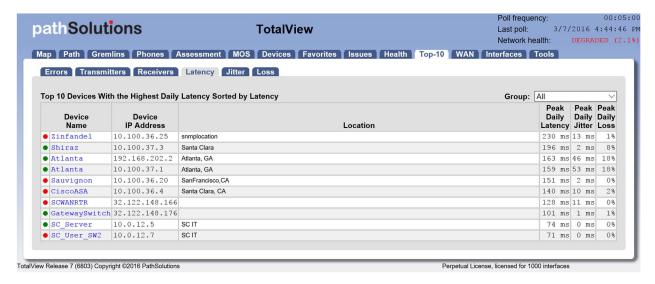
**Note:** If you have an interface that is receiving a high level of broadcasts, investigate the device that is connected to it to determine why it is transmitting a lot of broadcasts.

### Latency

The top 10 devices with the highest daily latency are listed under the "Latency" sub-tab.

This tab allows you to see which devices have the highest latency sorted by latency.

You can click on the Device to jump to the Device Overall Statistics page and view the Latency, Jitter, and Packet Loss details.



You can also modify the output to view your preferred device "Groups" by using the drop down menu on the right hand side.



#### **Jitter**

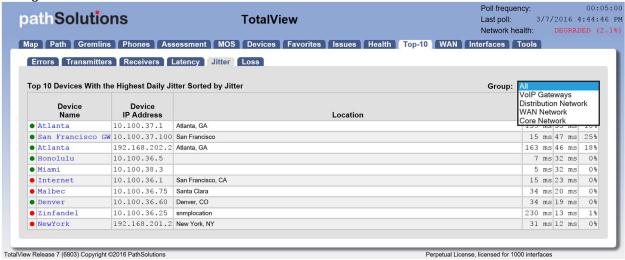
The top 10 devices with the highest daily Jitter are listed under the "Jitter" sub-tab.

This tab allows you to see which devices have the highest daily Jitter sorted by Jitter.

You can click on the device to jump to the Device Overall Statistics page and view the Latency, Jitter, and Packet Loss details.



You can also modify the output to view your preferred device "Group" by using the drop down menu on the right hand side.



### Loss

The top 10 devices with the highest daily packet loss are listed under the "Loss" tab.

This tab allows you to see which devices have the highest packet loss sorted by packet loss.

You can click on the device to jump to the Device Overall Statistics page and view the Latency, Jitter, and Packet Loss details.

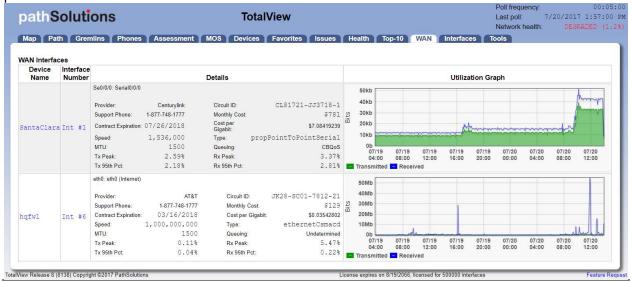


You can also modify the output to view your preferred device "Groups" by using the drop down menu on the right hand side.



### **WAN Tab**

This section will automatically display WAN interfaces that are slower than 10meg, sorted by 95<sup>th</sup> percentile:



**Note:** The list of WAN interfaces on this list is automatically generated by the system. If you desire to include specific WAN interfaces that are not displayed in this list, this can be accomplished by using the "Config Tool" and selecting the WAN Tab. You can add, change, or delete any interfaces there as well as sort them in order by using the Shift Up or Shift Down keys. See Page 127 for details.

You can also editing the WAN.cfg file. This file is located in the following directory:

#### For 32 Bit Operating Systems

C:\Program Files\PathSolutions\TotalView\WAN.cfg

#### For 64 Bit Operating Systems

C:\Program Files (x86)\PathSolutions\TotalView\WAN.cfg

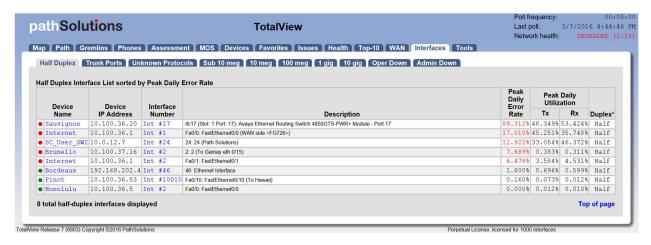
Edit this file with a text editor (like Notepad) and add the IP address and interface for each WAN interface that you want the program to list. The IP address and interface number should be separated by at least one <TAB> character. Save the file and then stop and re-start PathSolutions' TotalView Service to have it take effect.

### **Interfaces Tab**

This section identifies interfaces with specific conditions.

# **Half Duplex Interface Report**

Interfaces that are configured for half-duplex or are showing collision counters are displayed on this report:



With modern switched networks, no interfaces should be configured for half-duplex or creating collisions on the network. This report discloses all interfaces that are either configured for half-duplex operation or have collision error counters.

**Note:** If the Duplex value shows a red asterisk (\*) behind the label, it indicates that the duplex setting could not be read from the device because the device does not support RFC 2665. In this case, the duplex setting is estimated based on the presence or absence of collision error counters on the interface.

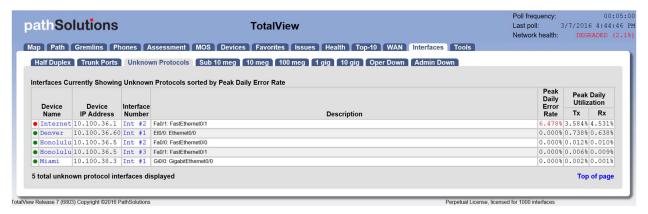
### **Trunk Ports**

This report shows all interfaces that have multiple MAC addresses showing on the interface. A trunk port is one that has more than 4 MAC addresses. The report is sorted by the number of MAC addresses so you can view the most critical interconnects in your network at the top, and evaluate which ones have high utilization along with high packet loss.



#### **Unknown Protocols**

This report shows all interfaces that received a valid frame with unknown protocols. Knowing which interfaces have devices transmitting strange protocols (IPX, Appletalk, etc.) can be valuable for reducing unnecessary broadcasts on your network. This report will disclose the interfaces that are currently discarding packets.



For Example: If AppleTalk, IPX, or IPv6 is configured on two devices, these two devices will send broadcasts to each other. All other devices on the network will also receive the broadcast frames. These devices will not know what to do with the packets and will discard them.

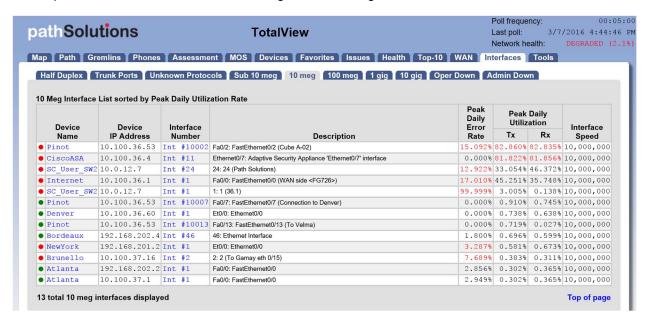
### Sub 10Meg

This report shows all interfaces that are configured under 10meg Ethernet. These interfaces may be critical WAN interfaces that need to be tracked more closely.



# **10Meg Interface Report**

This report shows all interfaces that are configured for 10meg Ethernet:



Since virtually all network adapters that have been sold in the past 10 years are both 10meg and 100meg capable, this report discloses interfaces that are configured for 10meg. Network performance can be generally improved by changing these adapters to use 100meg speeds instead of 10meg.

**Note:** Even if a network link has low utilization, it can still benefit from upgrading to 100meg, as the latency to stream small chunks of data across a 10meg link can be reduced significantly by increasing the bandwidth ten-fold.

# **100Meg Interface Report**

This report shows all interfaces that are configured for 100meg Ethernet:



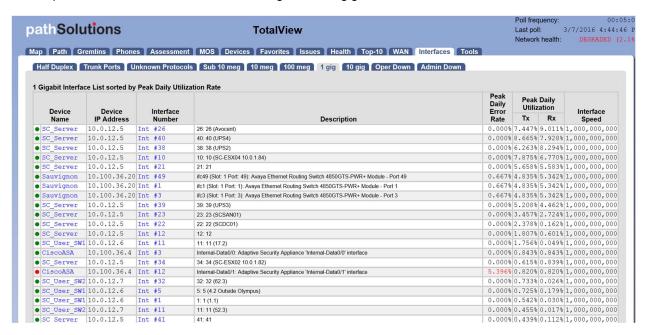
The highest utilized of these interfaces should be considered for upgrading to Gigabit Ethernet.

**Note:** Even if a network link has low utilization, it can still benefit from upgrading to Gigabit Ethernet, as the latency to stream small chunks of data across a 100meg link can be reduced significantly by increasing the bandwidth ten-fold.

**Note:** Another consideration is that an interface that shows 20% peak utilization (during a 5 minute poll period) may actually have been 100% utilized for 1 minute of that 5 minute poll period, and 0% utilization for the remaining 4 minutes. Review the interface usage graph and/or reduce your poll frequency to see more granular historical utilization of interfaces.

# **1Gig Interface Report**

This report shows all interfaces that are configured for 1gig Ethernet:



The highest utilized of these interfaces should be considered for upgrading to 10Gigabit Ethernet.

**Note:** Even if a network link has low utilization, it can still benefit from upgrading to 10Gigabit Ethernet, as the latency to stream small chunks of data across a Gigabit link can be reduced significantly by increasing the bandwidth ten-fold.

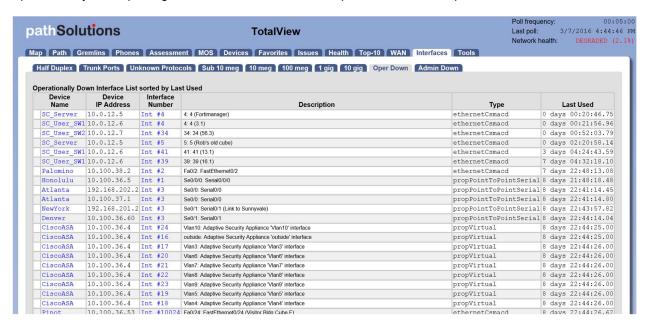
# **10Gig Interface Report**

This report shows all interfaces that are configured for 10gig Ethernet:



## **Operationally Down Interface Report**

Operationally down interfaces are listed under the "Operationally Shut Down" tab. When the number of operationally down ports gets too low, additional switch ports should be acquired.

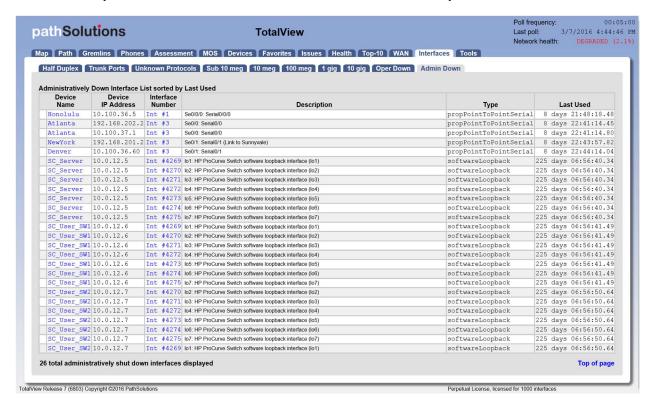


This list displays all available (operationally shut down) interfaces on your network, including:

- Device name
- Device IP Address
- Interface Number
- Interface Description
- Interface Type
- Interface Time Last Used

## **Administratively Shut Down Interface Report**

Administratively shut down interfaces are listed under the "Administratively Shut Down" tab:



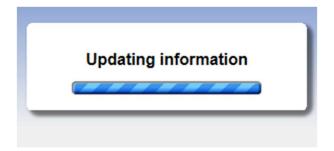
This list displays interfaces that have been administratively shut down and will not function unless the interface is enabled and brought online by the administrator.

## **Tools**

Tools are provided to help locate IP addresses and MAC addresses on your network.



Before using any of the tools, you should click on the "Update" button to collect the Bridge table and ARP cache information from your network.



This process may take more than 10 minutes depending on the size of your network and the number of monitored devices.

After the update is complete, you can choose to download the information to an Excel spreadsheet, or perform queries against the information.

## Finding a MAC address for an IP address

Determining what MAC address goes with an IP address is easy if your computer is on the same subnet as the device, but can prove to be difficult if you have many subnets.



From the IP to MAC search screen, enter the IP address that you want to find and click "Search".

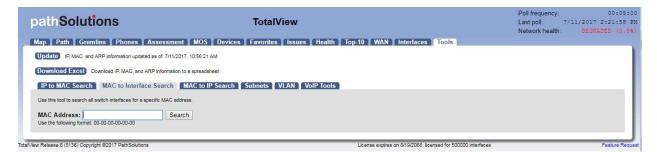
If the IP address was discovered in any monitored device's ARP cache, it will be displayed along with the device where it was discovered:



The MAC address will be displayed along with the device and interface where the MAC address was found in the device's ARP cache.

## Finding a MAC address on a Switch Interface

Locating where a MAC address exists on a switch port can be difficult if you have a lot of switches to query. This can easily be done on the MAC to Interface Search screen:



Enter the MAC address that you want to search for and click "Search". The MAC search will look for device MAC addresses (PCs, servers, phones, etc.) that are connected to switches.

If the MAC address is found on a switch, you should see the following:



Notice that the MAC address was discovered on more than one interface. The "MAC Addresses" column will help you to determine how many MAC addresses exist on an interface. This is useful for determining if an interface is a switch to a switch trunk. If so, then more than one MAC address would exist on the link. If it is the interface where the device is physically connected to then there will only be one MAC address connected.

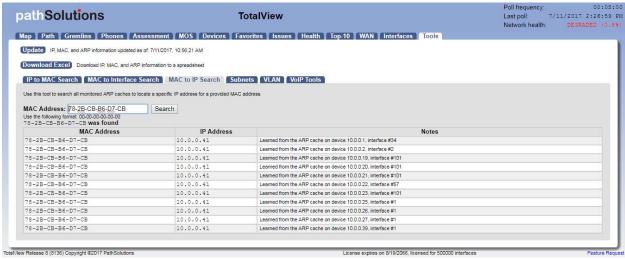
## Converting a MAC address to an IP address

If you have a MAC address and want to know what IP address it is associated with, use this tool:



Enter the MAC address and click "Search".

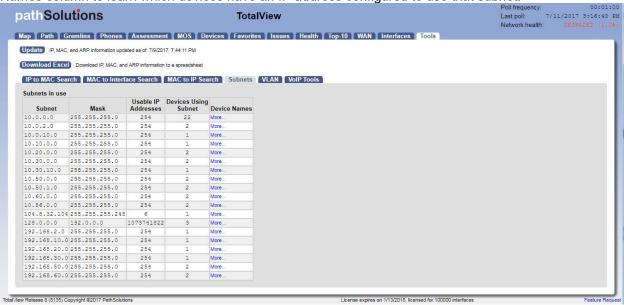
You should see the resulting IP address for the MAC address if it was found in any of the monitored devices' ARP caches:



The IP address will be displayed along with the device and interface where the IP address was found in the device's ARP cache.

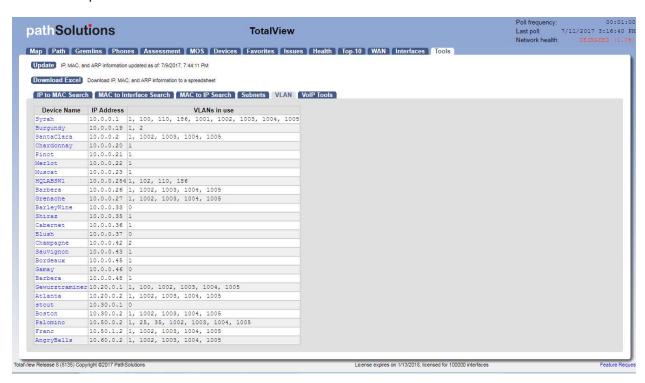
### **Subnets**

The Subnets report discloses which subnets are in use on your network, and allows you to quickly determine which devices are associated with each subnet. Click on the "More" link under the Device Names column to learn which devices have an IP address configured to use that subnet.



## **VLAN Report**

The VLAN report shows all VLANs associated with the device.



**Note:** Cisco switches will show the VLANs configured on those switches. Other switches will only show VLANs if they are in use by a device on that VLAN on an interface.

## **VoIP Tools**

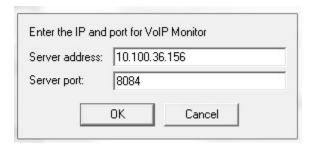
In the Tools tab, the VoIP Tools sub-tab which includes the VoIP Call Simulation tool.



### **Call Simulator**

The Call Simulator is a program that is run on a computer where you would like to test a VoIP call. It will send VoIP formatted ICMP ping packets to any IP address endpoint. This permits you to simulate a VoIP phone call to any LAN or remote IP address without having to set up software on the remote IP endpoint.

When the Call Simulator is initially run on a computer it will ask for the IP address and port number for the PathSolutions' TotalView Server. This is done for licensing as well as to seed the program with the server and port for performing call path mappings:



Once the validation check is complete, you should see the program ready to start:

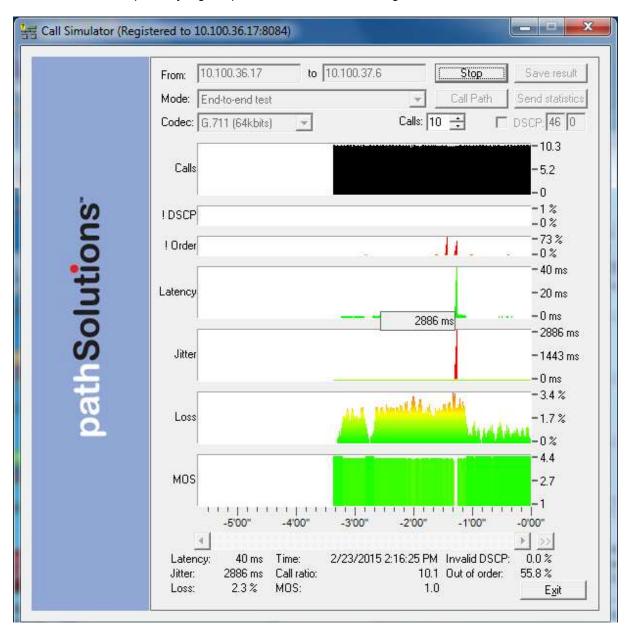
# **End-to-End Testing**

You should be able to enter the IP address of the remote device or location that you desire to test to and choose the codec to simulate. Click "Start" to start the simulation. This will perform an end-to-end test to the remote location.

**Note:** If you choose an IP phone as the destination, you should simulate only one call at a time to that location. IP phones tend to have very small CPUs and cannot handle more than 2 calls worth of traffic before they start to discard packets.

Any remote location that responds to a PING (ICMP ECHO) can be used as a destination for testing.

You can choose to optionally tag the packets with a DSCP setting.

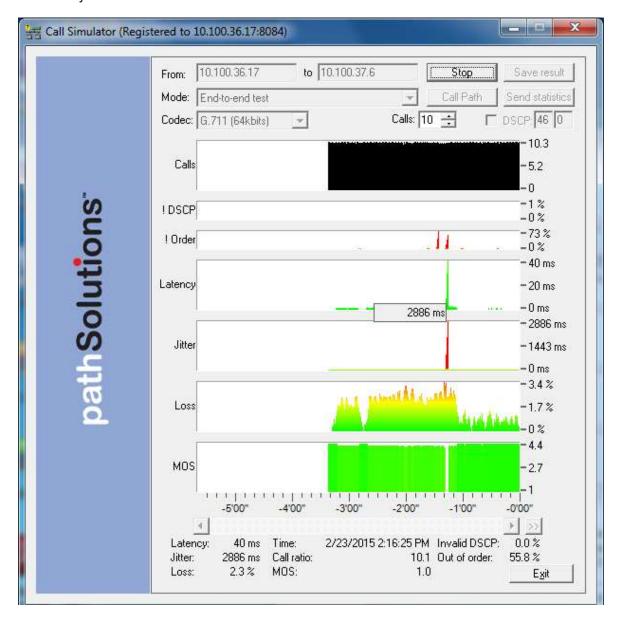


**Note:** Your network configuration may strip this DSCP tagging and apply a different tag to the packets. You may choose to deploy a packet analyzer to validate that the network configuration is not stripping the DSCP tagging.

**Note:** If you intend to load a network to saturation to test for WAN stability, it is advised to use the IP address of a router, switch, or server as the destination. Those devices tend to have enough spare CPU cycles to handle processing large loads of traffic.

**Note:** Some devices will strip the DSCP tagging on their responses. Cisco routers have been validated to preserve the DSCP tagging on their responses. Other devices may have to be checked to see if they preserve or strip the tagging to insure that the DSCP is preserved bi-directionally.

During a call test, the number of calls can be ramped up to load the network and determine how many calls can reliably be handled to a destination.



Additional details about any point in time can be seen by hovering over the graph element with the mouse.

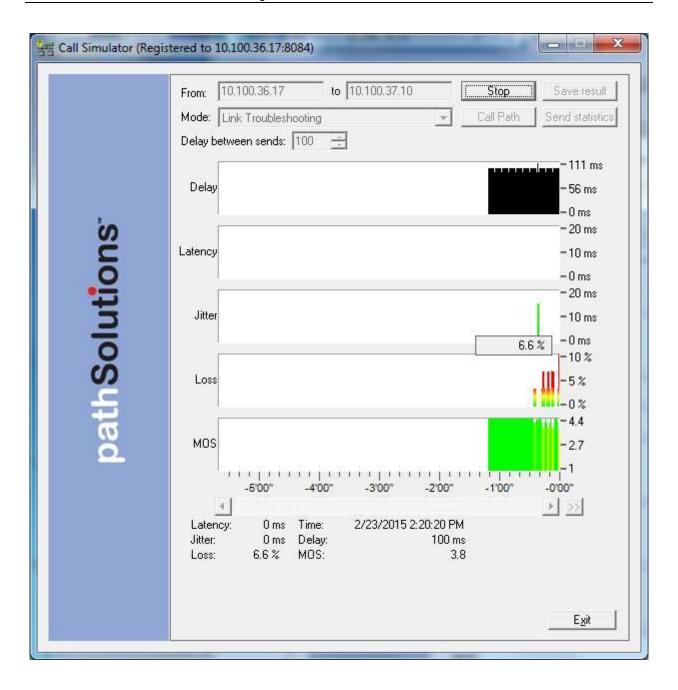
- **DSCP loss historical tracking:** If DSCP is lost during a test, TotalView displays when it was lost so it can be correlated with network events to determine the cause.
- Out of order reception historical tracking: If packets arrive out of order, TotalView tracks when it occurred.

## **Link Troubleshooting**

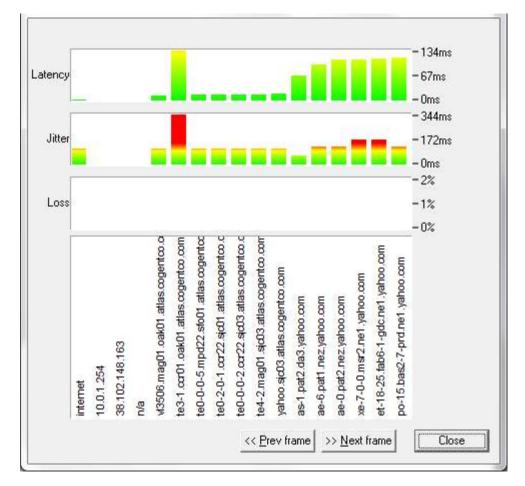
The Link Troubleshooting mode can be used to test packet stability over a number of router hops and is typically used to test stability outside of a VPN tunnel to determine where packets are being lost or delayed.

Enter the IP address of the destination to test and click "Start". The program will trace the route to the destination and then start testing:

**Note:** If the graphs do not show up you will need to check your Firewall. You may need to turn off your Firewall for Link Troubleshooting.



As shown below, you can determine who owns or manages routers along the Internet.



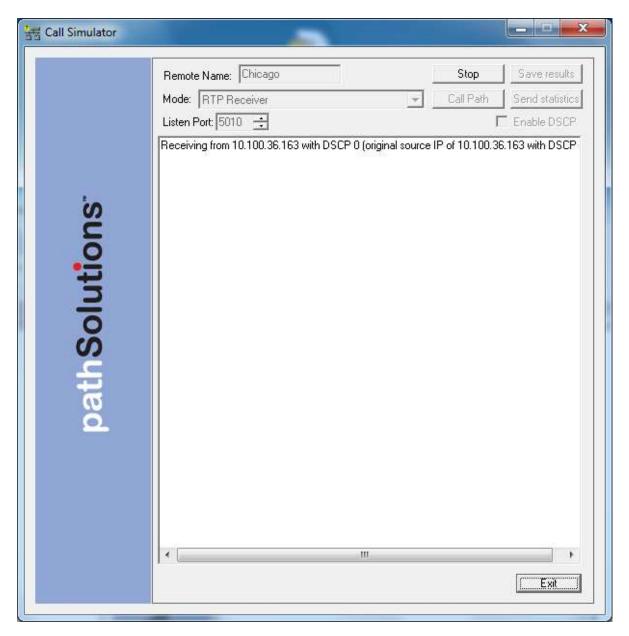
Latency, Jitter, and Loss are displayed to each hop along the way. As a result, it can be easily determined which device is adding Latency, Jitter, or Loss along the way.

#### RTP Receiver/Transmitter

The RTP Receiver/Transmitter mode uses UDP packets and is useful when remote devices block PING (ICMP ECHO) packets.

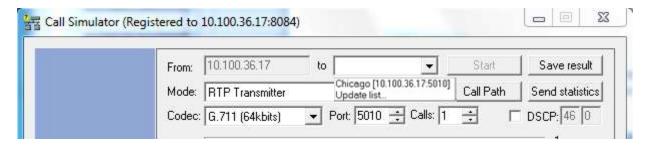
To use the RTP Receiver/Transmitter Mode, email the link to the remote user and have the remote user also run a copy of the Call Simulator on the network.

Enter a "name" in the Remote Name field such as "Chicago". Then set your Call Simulator as RTP Receiver in the Mode field and click on Start.

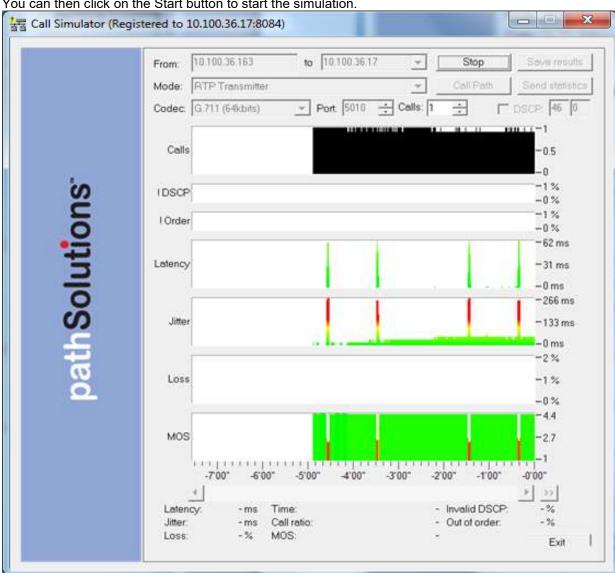


**TotalView PathSolutions** 

On the remote Call Simulator, select the RTP Transmitter mode in the Mode drop down box. You will then see a drop-down box in the "To" field where you can select the "Name" of your machine. Select the name of the machine to test.



You can then click on the Start button to start the simulation.



The !DSCP Graph will show when packets lose DSCP marking during a test.

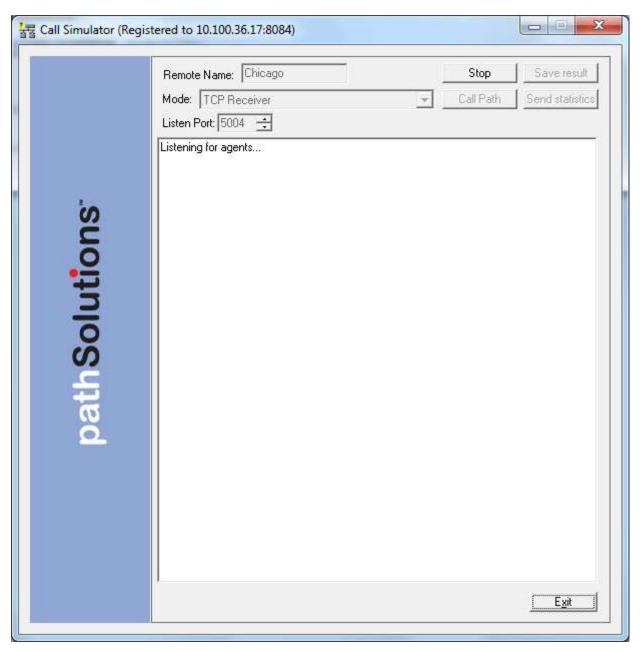
The !Order Graph will show when packets arrive out of order

#### **TCP Receiver**

Using the TCP Transmitter/Receiver mode will validate how much bandwidth is available between two computers.

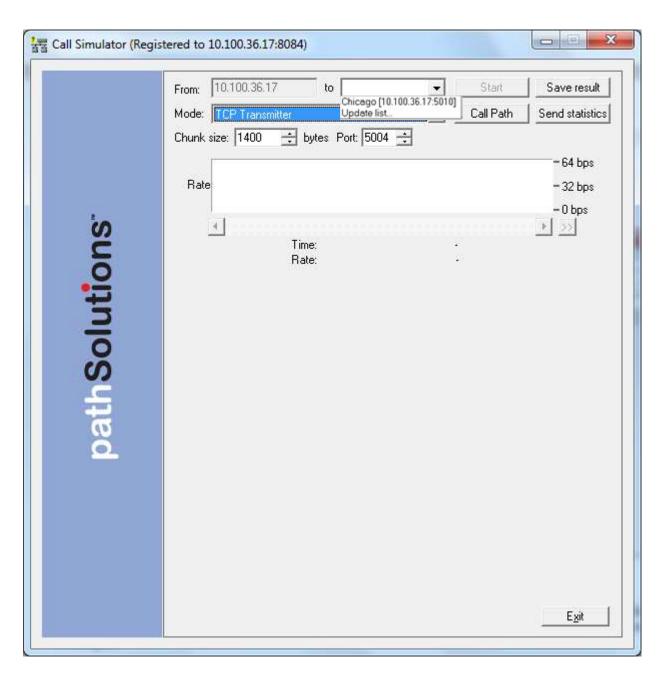
For example, if you have a 10meg WAN circuit between your remote offices but you think it is always slow, you can confirm that the current utilization is zero percent, but you may want to test it.

Set up a computer in the remote office with TCP Receiver and provide a Remote Name.



On the local machine, run the TCP Transmitter and enter the remote computer's name from the Drop Down box.

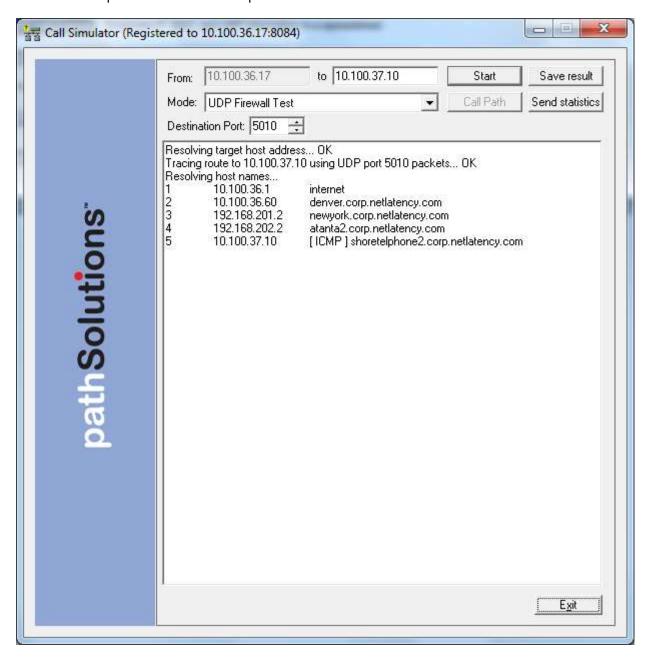
Simulated traffic will then run between the two systems.



Traffic between the two computers will start loading up and show how much bandwidth is being utilized. If it shows that you are only getting 5mbps of throughput, you should call your WAN provider to discuss and investigate.

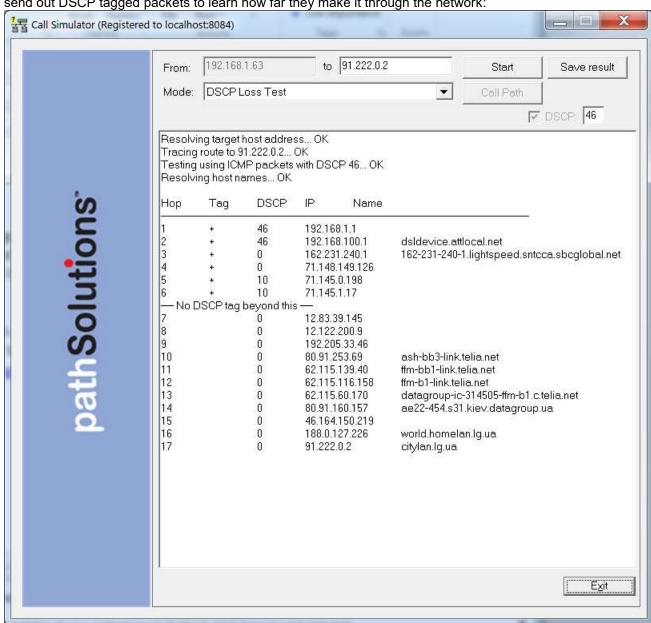
#### **UDP Firewall Test**

To test if the port can fully reach the destination you can use the UDP Firewall Test. Choose the "UDP Firewall Test" option from the Mode drop down box.



#### **DSCP Loss Test**

The call simulator can test to see how far DSCP tags make it through the network. Run the call simulator from a PC next to or behind the VoIP phone. Choose "DSCP Loss Test" and enter the DSCP value that you would like to test. Then enter the IP address of the remote endpoint where you would like to test DSCP and click "Start". The system will do a traceroute to determine the hops to the endpoint, and then send out DSCP tagged packets to learn how far they make it through the network:



Look for the "--- No DSCP tag beyond this --- "notice. This means that the previous device was stripping the tag on its outbound interface, or the subsequent device was stripping the tag on its inbound interface.

### **Ignoring Interfaces**

There are three different ways of ignoring interfaces.

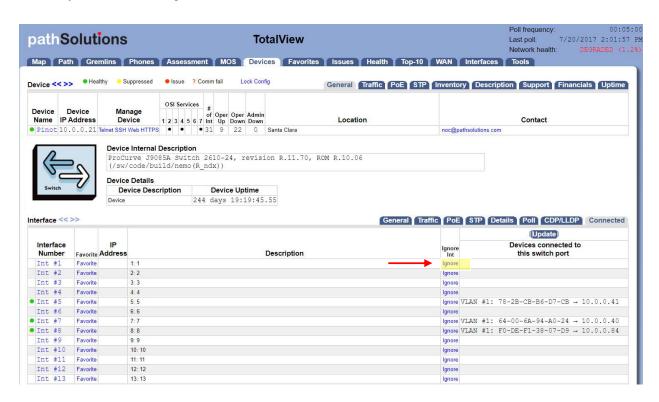
- 1) The IgnoreList.cfg allows you to ignore ranges of interfaces on devices.
- 2) The IgnoreType.cfg allows you to ignore interfaces via descriptions system-wide like if you wanted to always ignore any interface with the description of "Loopback".

The above files should be opened up in Notepad for editing. After you save the file, stop and restart the service to have this change take effect.

These files are located in one of the following directories:

For 64 bit – C:/Program Files (x86)/PathSolutions/TotalView/IgnoreList.cfg For 32 bit – C:/Program Files/PathSolutions/TotalView/IgnoreList.cfg

3) If you only have a couple of ports you would like to ignore you can go to the "Device List" tab and click on a device and then click on the "ignore" link towards the right hand side of the table for each interface number you would like to ignore.



If your Web Config has been locked and you do not see then "ignore" link in the Device List tab, follow the instructions below to Unlock the Web Config.

#### **Unlock the Web Configuration**

If the web configuration is locked, and you want to unlock it, Use the Config Tool > Output tab and then check the box "Unlock Web Configuration"

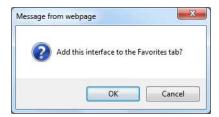
Alternatively, if you want to Lock the Web Configuration to remove the "favorite" and "ignore" feature, click on the "Lock Config" link shown below.

## Adding an Interface to the Favorites List

To add an interface to the favorites list, just click "Favorite" in the General sub-tab under the Device List tab.



You will be presented with a dialog confirming your selection:



Click "OK" to add the interface to the favorites tab, or Cancel if you do not want to do so.

**Note:** The web interface must be in Configuration Mode to be able to add an interface to the Favorites List. To access the web configuration tool, use the Config Tool and choose the "Output Tab". If the web configuration is locked, and you want to unlock it, check the box "Unlock Web Configuration. See page 132 to see more about the Configuration Mode.

## Removing an Interface from the Favorites List

To remove an interface from the Favorites List use the "Config Tool" and click on the Favorites Tab where you can delete an interface from the Favorites List. See Page 137 for details.

You can also edit the following file with a text editor and remove Favorite Interfaces:

For 32 Bit Operating Systems

C:\Program Files\PathSolutions\TotalView\Favorites.cfg

For 64 Bit Operating Systems

C:\Program Files (x86)\PathSolutions\TotalView\Favorites.cfg

Locate the IP address and interface number in the file and then delete it and Save the file. The PathSolutions TotalView service must be stopped and re-started to have these changes take effect.

# **Fixing Problems on your Network**

### **Improving Network Health**

Network health can be improved by working on the issues listed in the "Issues" list:



Click on the interface number to get details on the source of the problem.

If you have a bandwidth problem, you may want to upgrade the interface to a faster speed (upgrade 10mbps to 100mbps, or 100mbps to gigabit), and/or configure the link for full duplex. You may have errors associated with a bandwidth problem (like collisions), so it is recommended to solve bandwidth problems first.

After resolving bandwidth problems, you will want to focus on reducing the error rate on the interface (if this is a problem). Use the error analysis section for suggestions of a course of action. It may recommend replacing cables or network cards, depending on the types of errors that occur.

Additional troubleshooting information exists for each specific error. You can receive the online help by clicking on the specific error name.

Once you have implemented a fix, you should have a gradual reduction of the error rate on this interface. You may choose to immediately reset the counters on the interface so the program will start calculating error rates with a clean slate. Refer to your switch's documentation for information on how to clear interface statistics.

**Note:** Some switch manufacturers only allow clearing statistics for the entire switch, not a specific interface.

**Note:** If a switch manufacturer does not offer a method of clearing statistics, you will have to reboot the switch (or perhaps just the management module) to clear out old statistics. The telnet link can be used to quickly connect to the switch and check duplex and switch configuration.

## **Running a Collision-Free Network**

Click on the "Interfaces" tab and review the interfaces that are configured for half-duplex:



These interfaces should be converted to run in full-duplex mode to eliminate packet loss due to collisions.

## **Eliminating Bottlenecks**

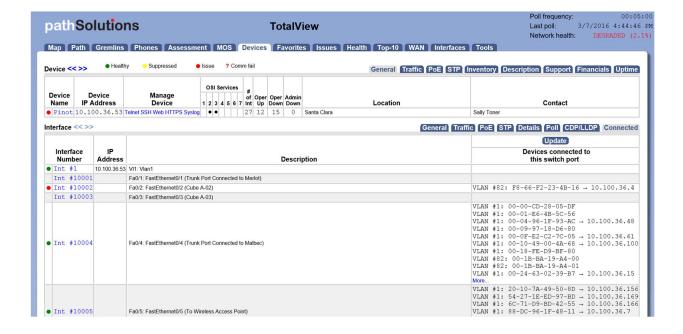
Click on the "10meg", "100meg", and 1gig sub-tabs to investigate interfaces that should be upgraded to a faster speed:



Click on the interface number to get details on the interface's utilization.

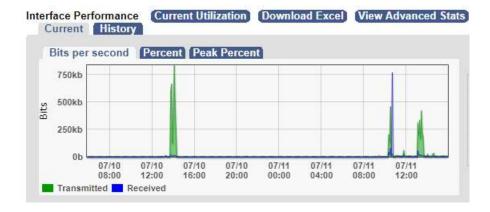
# **Determining What's Connected to an Interface**

If you click on the interface and then click on the "Connected" tab, it will show you what devices are connected to the interface, along with the VLAN, MAC address, and IP address (if available in other device's ARP caches). If you hover over the MAC address it will show you the Manufacturer of that device. Reverse-DNS lookups for switch ports can also be identified by clicking on the IP address.



### **Finding Anomalous Traffic**

If you notice strange traffic on one interface, you can use TotalView to locate the source of the traffic. Consider the following graph:



At approximately 14:00 (2:00pm) yesterday, roughly 800k of data was received. The same amount of traffic was received at 10:00 pm, 1:00 a.m, this evening. With this traffic pattern in mind, we can quickly click on the interface arrows to find the interface that transmitted that quantity of traffic during those times.

Once you have found the interface, you can determine what is connected to the interface and look into the purpose of the traffic.

The benefit of this feature is that you do not have to be in front of a packet analyzer at the time the traffic is transmitted to determine the source of the traffic.

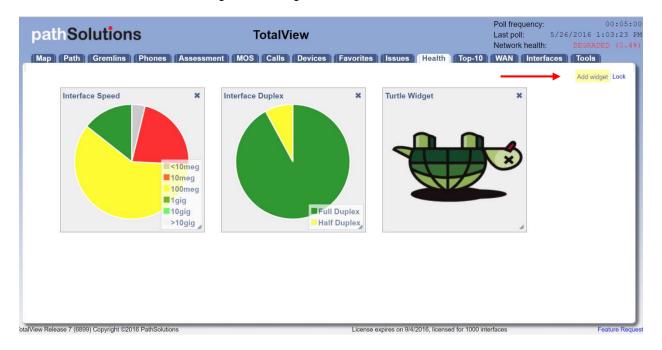
Click on the left and right interface arrows to view the other interfaces on the switch. Look for a similar traffic pattern at the same timeframe.



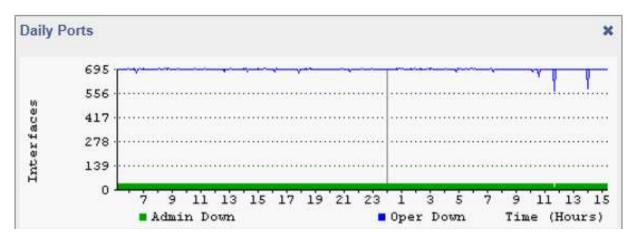
If determining the source and destination of the traffic is not enough to narrow down the cause, the next step would be to connect a network analyzer to that interface to try to determine the purpose of the traffic.

### **Determining Laptop Usage**

Laptops add and drop from the network on a regular basis. To track their usage patterns, select the Health tab. Then select "Add Widget" on the right hand side.



Select the "Daily Ports" – to see the Down Interfaces:



Notice that the number of "Operationally Down" interfaces decreases as users connect to the network and increases as users disconnect.

## **Planning for Network Growth**

Making sure that you always have free network ports available for growth is important. Use the Health tab, select Add Widget, and add the "Daily Ports" to view the Down Interfaces to determine overall port availability.

When the number of operationally shut down ports gets too low, additional switch ports should be acquired.

## **Scheduling Server Outages**

Determining the timeframe to schedule server outages can be tricky without TotalView. Choose the interface that connects to the server and view the daily, weekly, and monthly graphs to determine when network utilization for this server is lowest. The user community should be comfortable with the decision, as there is no documented usage during that period.

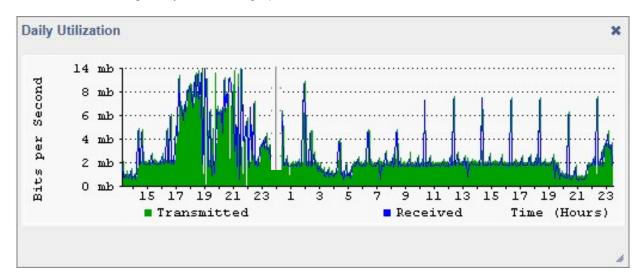
## Scheduling Switch & Router Outages

Scheduling switch outages are easy as well. Choose the switch details and view the daily, weekly, and monthly graphs to determine when overall switch utilization is lowest.

## **Daily Utilization Tracking**

View the daily utilization using a Widget in the Health tab to determine if the utilization meets with your expectation of usage.

Consider the following "Daily Utilization" graph:

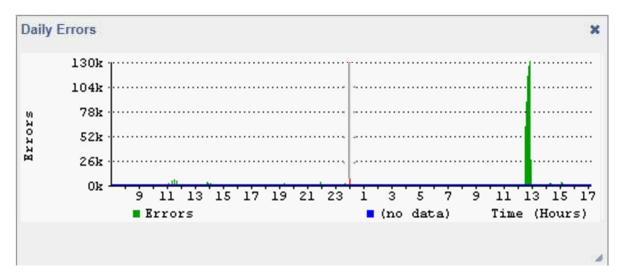


This graph shows a lot of data being transmitted on the previous day starting at 17:00 hours (5:00pm). This timeframe may correspond with backup jobs that are set to execute during that timeframe. The graph also shows spikes roughly every two hours throughout the day. This may also correspond with scheduled activities on the network.

## **Daily Errors Tracking**

View the daily overall errors to determine if the level of errors meets with your expectation of error distribution.

Consider the following "Daily Errors" graph:



This graph shows that there were a lot of errors around 13:00 hours (1:00pm). If you are aware of a process that runs at that time, you may choose to investigate the interface of the machine that executes the process.

## **Performing Proactive Analysis**

You can be proactive by using the "Top-10" (errors) tab to locate interfaces that have error rates that are increasing. Reducing these error rates will help prevent them from becoming issues.

The "Top Transmitters" and "Top Receivers" tabs can be used to watch which interfaces may become bandwidth bottlenecks.

#### **Error Resolution**

Some device manufacturers may improperly report error information, making it impossible to clear certain errors. The device manufacturer should be able to provide a new version of their device software to report errors correctly.

You can tell PathSolutions' TotalView to suppress errors on interfaces by clicking on the status indicator (the colored dot in the Status Column)



The following dialog should then be presented:



You can Un-Suppress errors on an interface by clicking on its status indicator again.

# **Using the Network Weather Report**

The network Weather Report is emailed by the service every night at midnight. An example of a weather report with interfaces that are degraded is as follows:

The default report includes information regarding the health of the network, a section on issues and errors, a section on performance, a section on the top 10 interfaces with the highest daily receive percentage and administrative information.

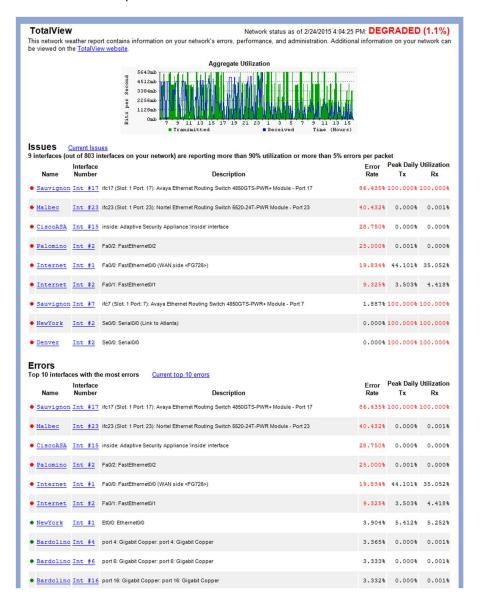
All links on the report will link to the product website so you can rapidly check information and work on resolving problems on a daily basis.

It is recommended that you archive these reports in an email folder for future reference.

The network's overall status is displayed in color (red for "Degraded", green for "Good") at the top of the report.

If the overall network status is degraded, then a table listing the interfaces with "Issues" will be displayed.

The "Errors" section will list the top 10 interfaces with the most errors.



The "Performance" section will list the top 10 talkers and top 10 listeners.

The "Administration" section will include the number of interfaces that are operationally shut down and administratively shut down.

Network Weather Reports can be customized to include your company logo, or other text. Refer to page 125 (Configuring Email) for information on configuring the report.

**Note:** The Network Weather Report has an attached text file that can be used to display the same data, except without HTML formatting.



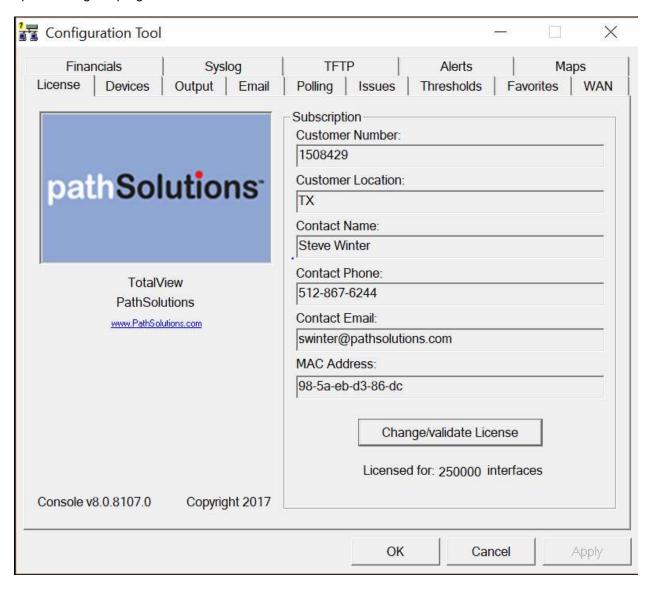
# **Using the Configuration Tool**

The Configuration Tool is used to change the general configuration options of the product as well as add or remove devices from monitoring.

## **Running the System Monitor Configuration Tool**

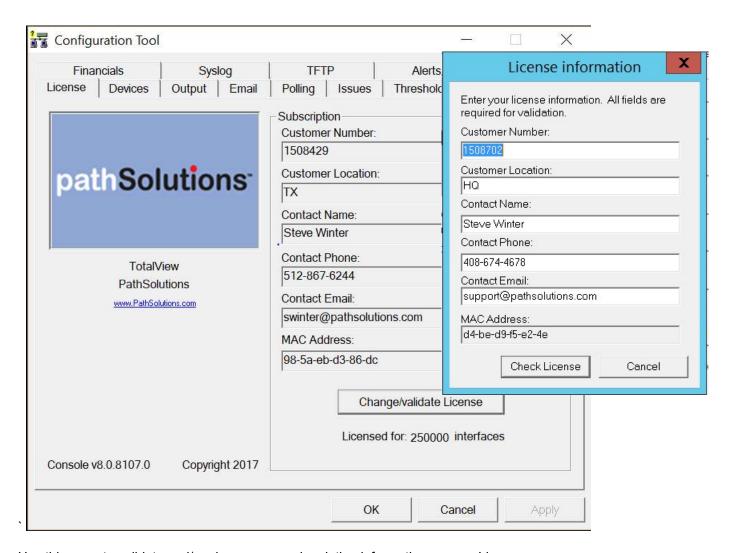
To run PathSolutions' TotalView Configuration Tool, select "Start", choose "Programs", point to "PathSolutions", then choose "TotalView", and then select "Config Tool".

If you have not yet entered your subscription information, you may be presented with the following dialog upon starting the program:



Enter your subscription information and then click "Change/Validate License" to validate the license and continue.

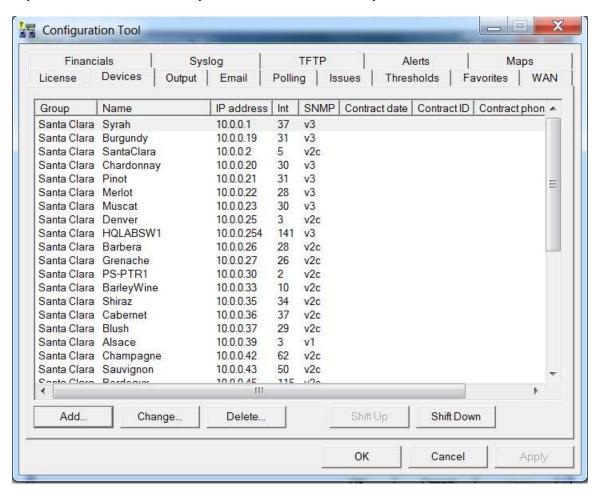
You should see the PathSolutions' TotalView Configuration Tool license window:



Use this page to validate and/or change your subscription information on your License.

### **Adding or Removing Devices**

When you select the "Devices" tab, you will see the list of currently monitored devices:



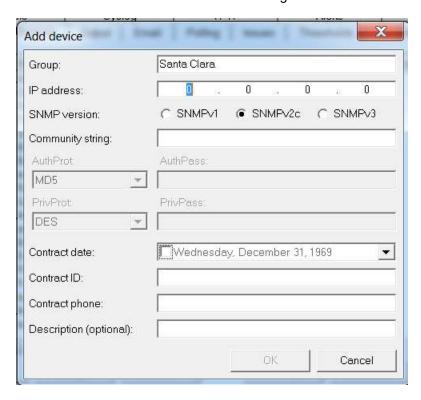
You can sort the list (and thus sort the order that the devices are displayed on the web pages) by clicking on a column header.

To move switches up or down in the listing click on the switch and then click "Shift Up" or "Shift Down".

### **Adding Devices**

Note:

To add a device, click "Add". You will see the "Add device" dialog:



Enter the IP address and SNMP read-only community string for the device. If desired, you can also add a description and support contract information for the device.

Click "OK" to add the device, and the system will present you with a blank dialog box so you can enter another device.

Click "Cancel" on a blank dialog box to close the dialog and stop adding devices.

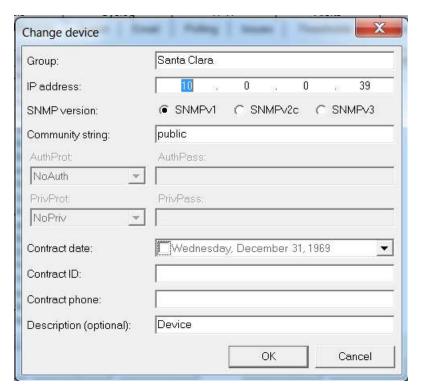
**Note:** All interfaces for each switch are monitored by default. You can ignore individual interfaces from being monitored on the web interface.

If SNMPv3 is not enabled and is desired, contact support@pathsolutions.com.

## **Changing Device Information**

To modify a device, double-click on an existing device IP address, or select the device's IP address and then click on "Change".

You will be presented with the Change Device dialog:



The only required fields for a device are the Group, IP address, and SNMP community string fields. All other fields are optional.

### **Deleting Devices**

To delete a device, click on the device and then click "Delete". You will see the "Delete device" dialog:



After deleting a device, you will be asked if you would like to prevent that device from being discovered Again if you re-run the Quick Config Wizrd.

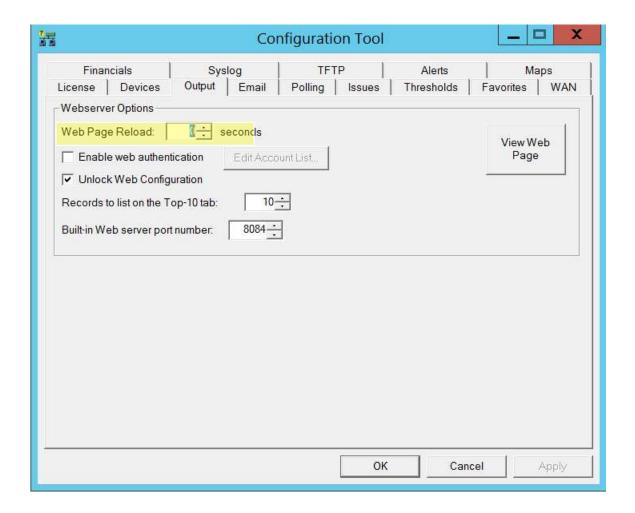


**Note:** Deleting a device from monitoring will not delete the previously collected graph data. You can add the device back to monitoring and it will continue to use the same data file for graph data storage.

**Note:** Any Device prevented from being re-discovered when the Quick Config Wizard runs can be added back again by removing the device from being ignored in the SwMonIgnore.cfg file or by adding the device to be monitored again in the SwitchMonitor.cfg file. These files can be found in C:\Program Files (x86)\PathSolutions\TotalView. Save the file after any modification.

#### **Configuring Output**

Select the "Output" tab. You should see the PathSolutions' TotalView Configuration Tool output configuration window:



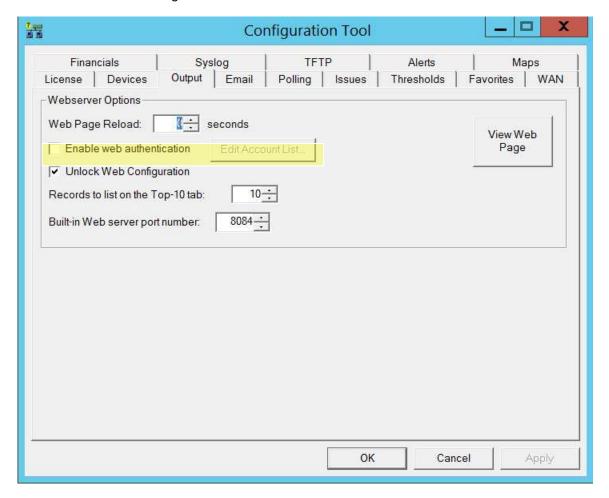
## **Webserver Options**

The web browser should automatically refresh the web page and reload. It is advised to use the default of 0 (zero) in the Web Page Reload field. If you do not want the web pages to reload automatically, use a number like 300 seconds (5 minutes) or adjust as needed.

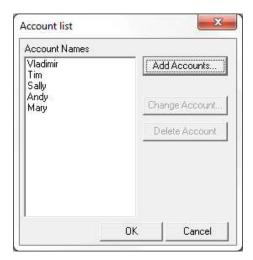
You can quickly view the web page by clicking on "View Web Page".

## **Creating Accounts with Password Security**

If you want to employ account security so passwords are required to view the web pages, check the box "Enable web authentication" and click on the button "Edit Account List" to create accounts. You should see the "Account List" dialog:

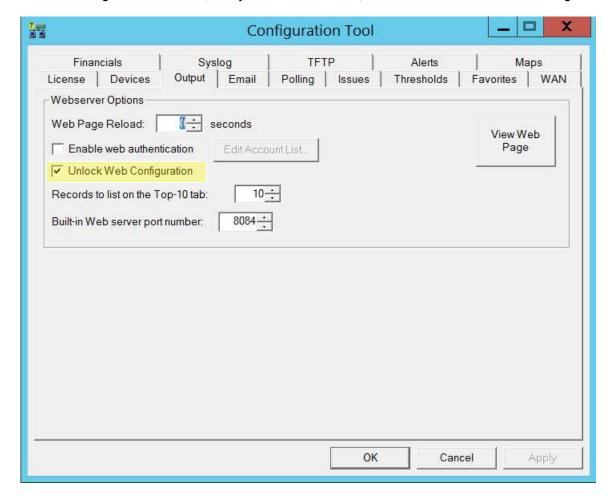


From this dialog, you can add accounts by clicking on the "Add Accounts" button, change account names and passwords, or delete accounts.

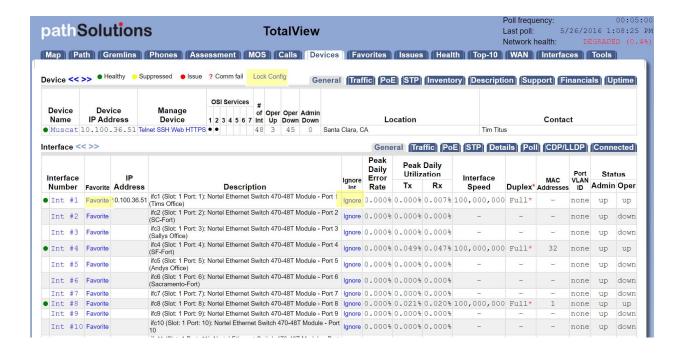


# **Web Configuration**

If the web configuration is locked, and you want to unlock it, check the box "Unlock Web Configuration".



Alternatively, if you want to "Lock" the Web Configuration to remove the "favorite" and "ignore" feature shown in your TotalView pages, click on the "Lock Config" link shown below.



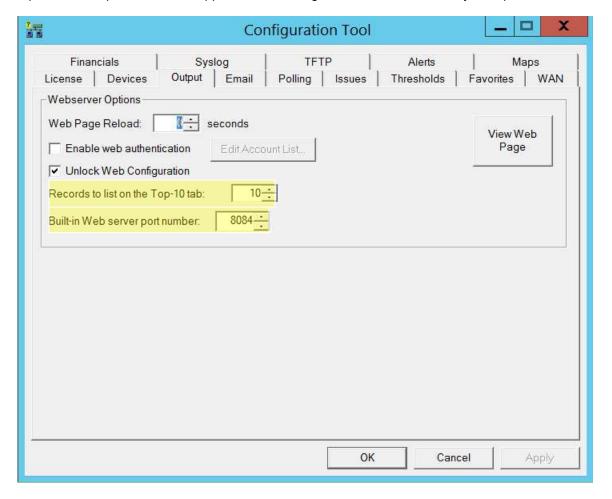
## Records to list on the Top-10 tab

The number of interfaces displayed on the Top-10 tab can be adjusted by increasing or decreasing the Top-10 Value.

#### **Built-in Web Server Port Number**

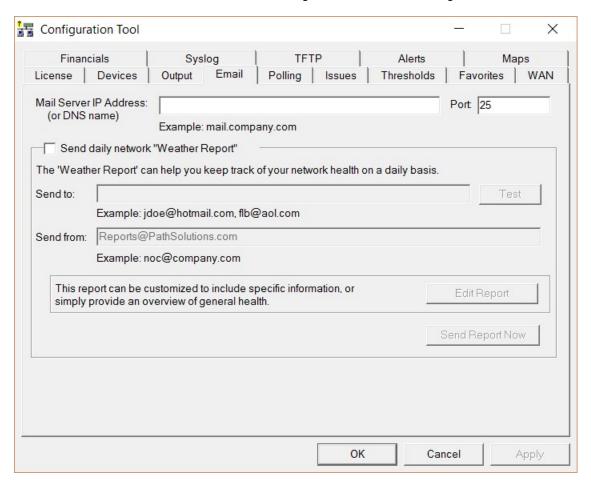
If you are using the integrated Web server to serve pages, you can specify the port that the program should use. You should choose a port that is unused on your system or the service may not be able to use that port.

If you select a port and then apply the changes by clicking on "Apply" or "OK", and the server does not respond on that port, check the application event log to determine if there may be a port conflict.



### **Configuring Email**

Select the "Email" tab. You should see the Configuration Tool email configuration window:



This dialog allows you to change information relating to the network "Weather Report". If you want to receive a daily network Weather Report, check the Send daily Network Weather Report box.

You must enter an Internet SMTP email address that the report should be sent from and an Internet SMTP email address that the report should be sent to.

If you want reports to be sent to multiple users on the network, enter the user names here separated by a semicolon, comma, or space.

You must also enter your SMTP relay server IP address. This address can be your SMTP mail Internet gateway server's IP address (depending on your mail server configuration). If you are uncertain, check with your email server administrator. Appendix C contains additional information on SMTP relay server configuration.

Click "Test" to send a test email to all users listed.

If you want to modify the network Weather Report, click "Edit Report". You will be able to modify the default report to include your company logo, custom information, or shrink the email to display only the information you are interested in.

**Note:** The report uses MIME encoding to allow email readers to respect the content as HTML formatted content. If you need assistance with modifying this report, and do not understand MIME

PathSolutions TotalView encoding, refer to the IETF's RFC1521 ( $\underline{www.ietf.org}$ ) or contact PathSolutions technical support for assistance.

The following objects can be included in the report:

%% This will output a single "%" sign

%DATE% Current date %TIME% Current time

%URL-HOME% URL to the System Monitor home page

URL pointer to the graphics directory (this can be re-directed to **%URL-GRAPHICS%** 

an Internet location)

Text table showing the interfaces that are currently over the %ISSUES%

utilization rate or over the error rate

%ISSUES\*% HTML table showing the interfaces that are currently over the

utilization rate or over the error rate

%STATUS-ERR% Error rate threshold %STATUS-UTIL% Utilization rate threshold

%STATUS-RESULT% Current status: Good or Degraded

%STATUS-COLOR% HTML color green if the status is Good, or the HTML color red if

the status is degraded

%IFSTATUS-GOOD% If the current status is 'Good', then the text following will be

parsed and displayed up until %ENDIF%

If the current status is 'Degraded', then the text following will be %IFSTATUS-DEGRADED%

parsed and displayed up until %ENDIF%

Number of interfaces that are configured to be displayed in the %TOPCOUNT%

'Top X' lists (Top 10 Errors, etc.)

Text table showing the interfaces that have the highest error %TOPERRORS%

%TOPERRORS\*% HTML table showing the interfaces that have the highest error

rates

URL pointer to the current top errors web page **%URL-TOPERRORS%** 

Text table showing the top 10 interfaces with the most data %TOPTRANSMITTERS%

transmitted by utilization percentage

%TOPTRANSMITTERS\*% HTML TABLE showing the top 10 interfaces with the most data

transmitted by utilization percentage

**%URL-TOPTRANSMITTERS%** URL pointer to the current top transmitters web page

%TOPRECEIVERS% Top 10 Interfaces with Highest Daily Received Rates Sorted by

Utilization

%TOPRECEIVERS\*% HTML table showing Top 10 Interfaces with Highest Daily

Received Rates Sorted by Utilization

URL pointer to the current top receivers web page **%URL-TOPRECEIVERS%** 

%TOPLATENCY% Top 10 Devices with the Highest Daily Latency Sorted by

Latency

HTML table showing Top 10 Devices with the Highest Daily %TOPLATENCY\*%

Latency Sorted by Latency

URL pointer to the current top 10 Devices with the Highest Daily **%URL-TOPLATENCY%** 

Latency

%TOPJITTER% Top 10 Devices with the Highest Daily Jitter Sorted by Jitter %TOPJITTER\*% HTML table showing Top 10 Devices with the Highest Daily Jitter

Sorted by Jitter

**%URL-TOPJITTER%** URL pointer to the current top 10 Devices with the Highest Daily

Jitter

%TOPLOSS% Top 10 Devices with the Highest Daily Loss Sorted by Loss %TOPLOSS\*%

HTML table showing Top 10 Devices with the Highest Daily Loss

Sorted by Loss

URL pointer to the current top 10 Devices with the Highest Daily %URL-TOPLOSS%

Loss

%TOPTALKERS% Text table showing the interfaces that have the highest

transmission rates by kilobit

HTML table showing the interfaces that have the highest %TOPTALKERS\*%

transmission rates by kilobits

**%URL-TOPTALKERS%** URL pointer to the current top talkers web page

%TOPLISTENERS% Text table showing the interfaces that have the highest reception

rates

%TOPLISTENERS\*% HTML table showing the interfaces that have the highest

reception rates

%URL-TOPLISTENERS% URL pointer to the current top listeners web page %ADMINDOWN% Text table showing the interfaces that are currently

administratively shut down

%ADMINDOWN\*% HTML table showing the interfaces that are currently

administratively shut down

%ADMINDOWN#% Total number of administratively shut down interfaces %URL-ADMINDOWN% URL pointer to the current admin down web page

%OPERDOWN% Text table showing the interfaces that are currently operationally

shut down

%OPERDOWN\*% HTML table showing the interfaces that are currently

operationally shut down

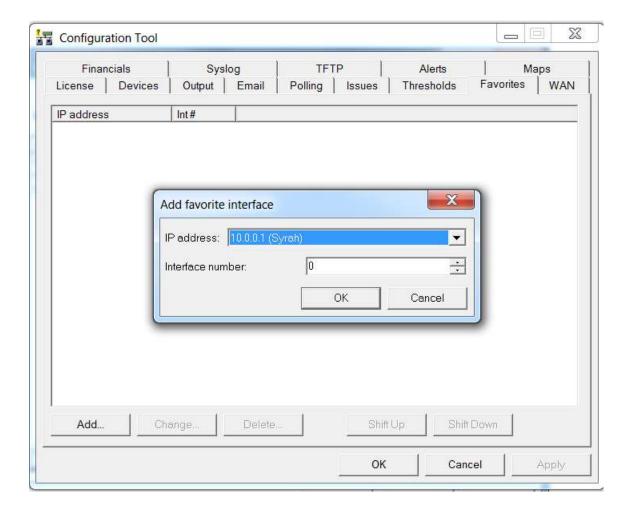
%OPERDOWN#% Total number of operationally shut down interfaces %URL-OPERDOWN% URL pointer to the current oper down web page

**Note:** Do NOT put a period "." on its own line anywhere in this file.

#### **Favorites**

Specific interfaces can be grouped together for viewing in the Favorites tab in TotalView.

Use the Favorites tab below and click on the "Add" button to add the IP Address and Interface Number. You can also "Change" or "Delete" any interface in this list as needed. Use the Shift or Shift Down Button to sort the list in the order you would like to view them.

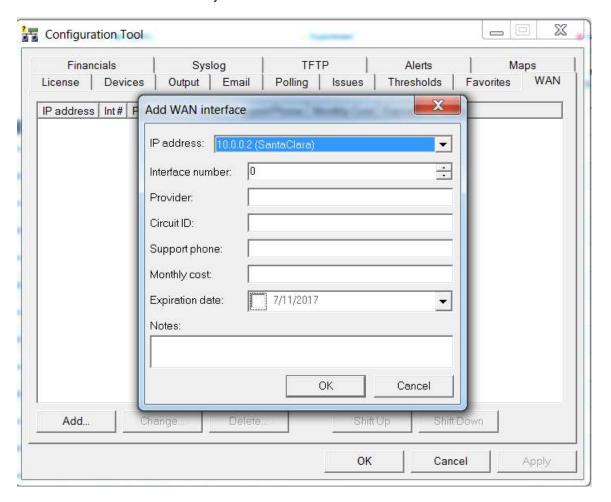


# **WAN**

The WAN tab can include any interface desired.

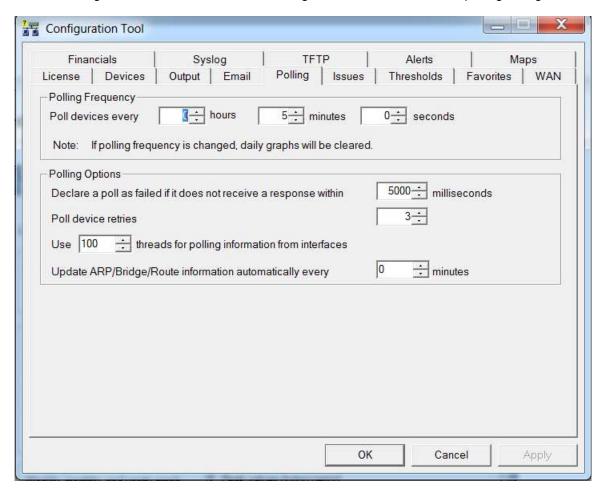
Use the WAN tab below and click on the "Add" button to add the IP Address and Interface Number. You can also include the Provider, Circuit ID, Support Phone, Monthly Cost, Expiration Date any Notes about a device to display on your WAN page.

Any interface on this page can be "Changed" or "Deleted" as needed. Use the Shift or Shift Down Button to sort the list in the order you would like to view them.



### **Configuring Polling Behavior**

Use the Configuration Tool and Select the "Polling" tab. You should see the polling configuration window:



PathSolutions' TotalView is very 'network friendly', and makes every attempt to prevent flooding the network with requests. One minimum sized SNMP packet is sent per interface.

# Configuring the Polling Frequency

You will want to select how often the program should poll each interface.

The default is 5 minutes. Less frequent polls will decrease the traffic on your network; however it will not provide you with as granular information on utilization and error rates.

**Note:** If you change the polling frequency, all historical utilization information (daily, weekly, monthly, and yearly graphs) will be erased when you click "OK", or "Apply".

**Note:** It is very important to make sure you do not poll your devices too often, as this can add to network overhead. In general, you should poll your interfaces every 5 minutes.

# **Polling Options**

PathSolutions' TotalView will need to know how long to wait for a response before declaring an individual poll as failed. The default is 3000ms (3 seconds). If you have a network that has extremely high latencies you may choose to increase this number. If you want PathSolutions' TotalView to declare a device as failed if it does not respond within a smaller response window you can adjust this number down.

### **VLAN Interfaces**

For some switch manufacturers, VLAN interfaces report anomalous errors. If you do not want the error rate of VLAN interfaces calculated, check the "Ignore error calculations on VLAN interfaces" box. The VLAN interface will still be listed, but it will not become an "issue" listed under the "Issues" tab.

# **Ignoring Unknown Protocol Errors**

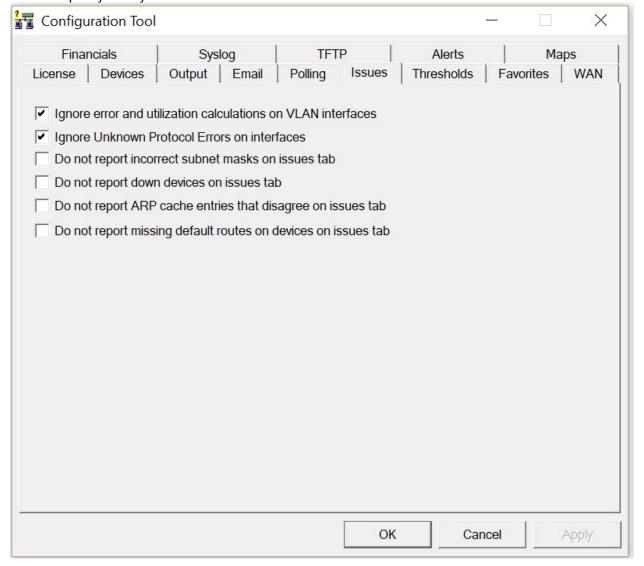
Devices will increment the "Inbound Unknown Protocols" error counters on interfaces if strange protocols are received. This is typically when network adapters receive IPX, AppleTalk, or Cisco Discovery Protocol (CDP) broadcasts from devices. These packets can be perceived as errors since they may be unwanted protocols on the network, or the network administrator may view these as valid packets that were successfully delivered although are of no use to the recipient device. Check this box if you do not want to regard Inbound Unknown Protocols as errors.

# **Polling Threads**

PathSolutions' TotalView uses 20 threads for polling devices for SNMP information. If you have a faster computer, you may choose to increase this number. If you have a slower computer, and PathSolutions' TotalView is utilizing 100% of the system's CPU during a polling cycle, you may get better performance by reducing this number. This will cause less thread overhead in the system.

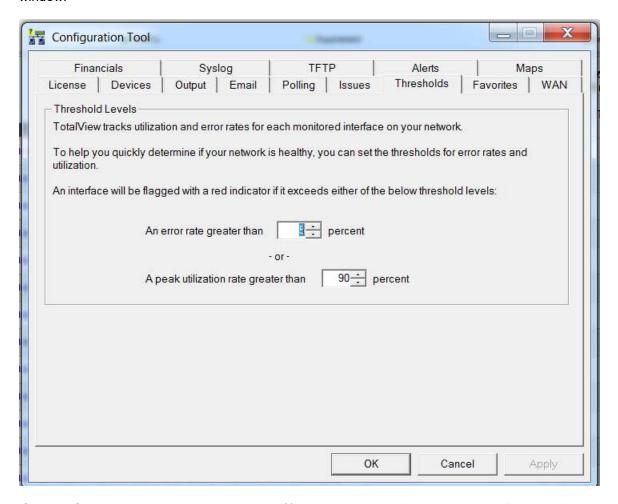
### **Issues Tab**

You can specify what you want to see on the issues list here:



# **Configuring Thresholds**

Select the "Thresholds" tab. You should see the TotalView Configuration Tool thresholds configuration window:



If an interface has an error rate higher than 5%, network status will be changed to 'Degraded'.

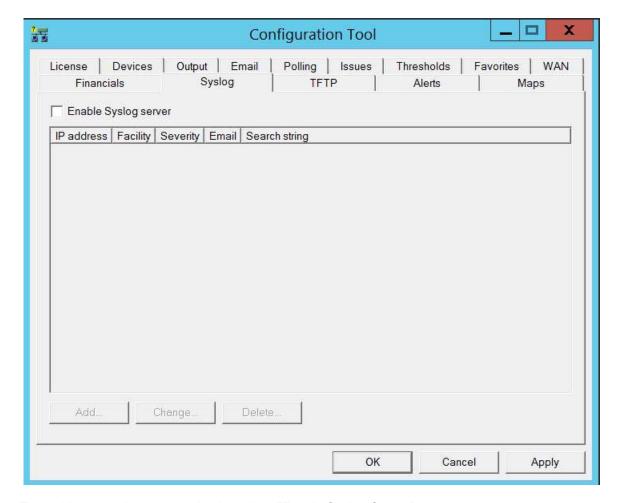
If an interface has a peak utilization rate (transmitted or received) over 90%, network status will be changed to 'Degraded'.

These numbers can be adjusted to suit your specific network environment, and your tolerance for errors.

When you are finished making changes, click "OK" to apply changes and exit the configuration tool.

# **Enabling the Syslog Server**

The system has a built in syslog server to receive and organize syslog messages received from network devices:



To enable the syslog server, check the box "Enable Syslog Server".

Syslog messages will be captured and be visible from the web pages. Click on the "Syslog" link to the right of "Telnet" and "Web" to view the received syslog messages from each device.

**Note:** You will have to configure each of your network devices to send their syslog messages to the PathSolutions' TotalView server.

You can add alerting for syslog messages by clicking on the "Add" button. You should see the following

dialog:



If you enter the search string with a regular expression, you can then enter a test string and see if it matches.

Enter the email address that should receive the alert, the IP address where the syslog message should come from, the facility number (or "Any" if it could be any facility number) the Severity number (or "Any"), The Search String, The Test String, to view the Test Result.

The Syslog matching capability is ECMAScript compatible.

# **Facility Levels**

A facility level is used to specify what type of program is logging the message. This lets the configuration file specify that messages from different facilities will be handled differently.[4] The list of facilities available: (defined by  $\frac{1}{2}$  April 2014)

## **Facility Number Keyword Facility Description**

0	kern	kernel messages
1	user	user-level messages
2	mail	mail system
3	daemon	system daemons
4	auth	security/authorization messages
5	syslog	messages generated internally by syslogd
6	lpr	line printer subsystem
7	news	network news subsystem
8	uucp	UUCP subsystem
9		clock daemon
10	authpriv	security/authorization messages
11	ftp	FTP daemon
12	-	NTP subsystem
13	-	log audit
14	-	log alert

15	cron	clock daemon
16	local0	local use 0 (local0)
17	local1	local use 1 (local1)
18	local2	local use 2 (local2)
19	local3	local use 3 (local3)
20	local4	local use 4 (local4)
21	local5	local use 5 (local5)
22	local6	local use 6 (local6)
23	local7	local use 7 (local7)

The mapping between Facility Number and Keyword is not uniform over different operating systems and different syslog implementations. For cron either 9 or 15 or both may be used. The confusion is even greater regarding auth/authpriv. 4 and 10 are most common but 13 and 14 may also be used.

# **Severity Levels**

RFC 5424 defines eight severity levels:

Cod	e Severity	Keyword	Description	General Description
0	Emergency	emerg (panic)	System is unusable.	A "panic" condition usually affecting multiple apps/servers/sites. At this level it would usually notify all tech staff on call.
1	Alert	alert	Action must be taken immediately.	Should be corrected immediately, therefore notify staff who can fix the problem. An example would be the loss of a primary ISP connection.
2	Critical	crit	Critical conditions.	Should be corrected immediately, but indicates failure in a secondary system, an example is a loss of a backup ISP connection.
3	Error	err (error)	Error conditions.	Non-urgent failures, these should be relayed to developers or admins; each item must be resolved within a given time.
4	Warning	warning (warn)	Warning conditions.	Warning messages, not an error, but indication that an error will occur if action is not taken, e.g. file system 85% full - each item must be resolved within a given time.
5	Notice	notice	Normal but significant condition.	Events that are unusual but not error conditions - might be summarized in an email to developers or admins to spot potential problems - no immediate action required.
6	Informationa	ıl info	Informational messages.	Normal operational messages - may be harvested for reporting, measuring throughput, etc no action required.
7	Debug	debug	Debug-level messages.	Info useful to developers for debugging the application, not useful during operations.

# **ECMAScript regular expressions pattern syntax**

The following syntax is used to construct regex objects (or assign) that have selected ECMAScript as its grammar.

A regular expression pattern is formed by a sequence of characters.

Regular expression operations look sequentially for matches between the characters of the pattern and the characters in the target sequence: In principle, each character in the pattern is matched against the corresponding character in the target sequence, one by one. But the regex syntax allows for special characters and expressions in the pattern.

### Special pattern characters

Special pattern characters are characters (or sequences of characters) that have a special meaning when they appear in a regular expression pattern, either to represent a character that is difficult to express in a string, or to represent a category of characters. Each of these special pattern characters is matched in the target sequence against a single character (unless a quantifier specifies otherwise).

characters	description	matches	
	not newline	any character except <i>line terminators</i> (LF, CR, LS, PS).	
\t	tab (HT)	a horizontal tab character (same as \u0009).	
\n	newline (LF)	a newline (line feed) character (same as \u000A).	
\v	vertical tab (VT)	a vertical tab character (same as \u000B).	
\f	form feed (FF)	a form feed character (same as \u000C).	
\r	carriage return (CR)	a carriage return character (same as \u000D).	
\cletter	control code	a control code character whose <i>code unit value</i> is the same as the remainder of dividing the <i>code unit value</i> of <i>letter</i> by 32. For example: $\c$ a is the same as $\u$ 0001, $\c$ b the same as $\u$ 0002, and so on	
\ <b>x</b> hh	ASCII character	a character whose <i>code unit value</i> has an hex value equivalent to the two hex digits $hh$ . For example: $\x4c$ is the same as $\xbeca$ , or $\xbeca x23$ the same as $\xbeca$ .	
\uhhhh	unicode character	a character whose <i>code unit value</i> has an hex value equivalent to the four hex digits <i>hhhh</i> .	
\0	null	a null character (same as \u0000).	
\int	backreference	the result of the submatch whose opening parenthesis is the <i>int</i> -th ( $int$ shall begin by a digit other than 0). See groups below for more info.	
\d	digit	a decimal digit character (same as [[:digit:]]).	
\D	not digit	any character that is not a decimal digit character (same as [^[:digit:]]).	
\s	whitespace	a whitespace character (same as [[:space:]]).	
\s	not whitespace	any character that is not a whitespace character (same as [^[:space:]]).	
\w	word	an alphanumeric or underscore character (same as [_[:alnum:]])	
\w	not word	any character that is not an alphanumeric or underscore character (same as [^_[:alnum:]]).	
\character	character	the character <i>character</i> as it is, without interpreting its special meaning within a regex expression. Any <i>character</i> can be escaped except those which form any of the	

		special character sequences above. Needed for: ^ \$ \ . * + ? ( ) [ ] { }
[class]	character class	the target character is part of the class (see <u>character classes</u> below)
[^class]		the target character is not part of the class (see <u>character classes</u> below)

Notice that, in C++, character and string literals also escape characters using the backslash character (\), and this affects the syntax for constructing regular expressions from such types. For example:

```
std::regex e1 ("\\d"); // regular expression: \d -> matches a digit
character
std::regex e2 ("\\\"); // regular expression: \\ -> matches a single
2 backslash (\) character
```

#### Quantifiers

Quantifiers follow a character or a special pattern character. They can modify the amount of times that character is repeated in the match:

characters	times	effects	
*	0 or more	The preceding atom is matched 0 or more times.	
+	1 or more	The preceding atom is matched 1 or more times.	
?	0 or 1	The preceding atom is optional (matched either 0 times or once).	
{int}	int	The preceding atom is matched exactly int times.	
{int,}	int or more	The preceding atom is matched int or more times.	
{min,max}	between <i>min</i> and <i>max</i>	The preceding atom is matched at least <i>min</i> times, but not more than <i>max</i> .	

By default, all these quantifiers are greedy (i.e., they take as many characters that meet the condition as possible). This behavior can be overridden to ungreedy (i.e., take as few characters that meet the condition as possible) by adding a question mark (?) after the quantifier. For example:

Matching "(a+).\*" against "aardvark" succeeds and yields as as the first sub match. While matching "(a+?).\*" against "aardvark" also succeeds, but yields a as the first sub match.

#### Groups

Groups allow applying quantifiers to a sequence of characters (instead of a single character). There are two kinds of groups:

characters	description	effects
(subpattern)	Group	Creates a backreference.
(?:subpattern)	Passive group	Does not create a backreference.

When a group creates a backreference, the characters that represent the subpattern in the target sequence are stored as a submatch. Each submatch is numbered after the order of appearance of their opening parenthesis (the first submatch is number 1; the second is number 2, and so on...).

These submatches can be used in the regular expression itself to specify that the entire subpattern should appear again somewhere else (see \int in the special characters list). They can also be used in the replacement string or retrieved in the match results object filled by some regex operations.

# **Assertions**

Assertions are conditions that do not consume characters in the target sequence: they do not describe a character, but a condition that must be fulfilled before or after a character.

characters	description	condition for match	
^	Beginning of line	Either it is the beginning of the target sequence, or follows a <i>line terminator</i> .	
\$	End of line Either it is the end of the target sequence, or precedes a <i>line terminator</i> .		
\b	Word boundary	The previous character is a word character and the next is a non-word character (or vice-versa).  Note: The beginning and the end of the target sequence are considered here as non-word characters.	
\B	Not a word boundary	The previous and next characters are both word characters or both are non-word characters.  Note: The beginning and the end of the target sequence are considered here as non-word characters.	
(?=subpattern)	Positive lookahead	The characters following the assertion must match <i>subpattern</i> , but no characters are consumed.	
(?!subpattern)	Negative lookahead	The characters following the assertion must not match subpattern, but no characters are consumed.	

#### Alternatives

A pattern can include different alternatives:

characte	description	effects	
1	Separator	Separates two alternative patterns or subpatterns.	

A regular expression can contain multiple alternative patterns simply by separating them with the *separator operator* (|): The regular expression will match if any of the alternatives match, and as soon as one does.

Subpatterns (in groups or assertions) can also use the *separator operator* to separate different alternatives.

#### Character classes

A character class defines a category of characters. It is introduced by enclosing its descriptors in square brackets ([ and ]).

The regex object attempts to match the entire character class against a single character in the target sequence (unless a quantifier specifies otherwise).

The character class can contain any combination of:

• **Individual characters:** Any character specified is considered part of the class (except \, [, ] and -, which have a special meaning under some circumstances, and may need to be escaped to be part of the class).

For example:

[abc] matches a, b or c.

[^xyz] matches any character except x, y and z.

• Ranges: They can be specified by using the hyphen character (-) between two valid characters. For example:

[a-z] matches any lowercase letter (a, b, c ... until z).

[abc1-5] matches either a, b or c, or a digit between 1 and 5.

• **POSIX-like classes:** A whole set of predefined classes can be added to a custom character class. There are three kinds:

class	description	n notes	
[:classname:]	character class	Uses the <i>regex traits</i> ' <u>isctype</u> member with the appropriate type gotten from applying <u>lookup classname</u> member on <i>classname</i> for the match.	
[.classname.]	collating sequence	Uses the <i>regex traits</i> ' <u>lookup collatename</u> to interpret <i>classname</i> .	
[=classname=]	character equivalents	Uses the regex traits' transform primary of the result of regex traits::lookup collatename for classname to check for matches.	

• The choice of available classes depends on the <u>regex traits</u> type and on its selected locale. But at least the following character classes shall be recognized by any <u>regex traits</u> type and locale:

class	description	equivalent (with <u>regex_traits</u> , default locale)
[:alnum:]	alpha-numerical character	<u>isalnum</u>
[:alpha:]	alphabetic character	<u>isalpha</u>
[:blank:]	blank character	<u>isblank</u>
[:cntrl:]	control character	<u>iscntrl</u>

[:digit:]	decimal digit character	isdigit
[:graph:]	character with graphical representation	<u>isgraph</u>
[:lower:]	lowercase letter	<u>islower</u>
[:print:]	printable character	<u>isprint</u>
[:punct:]	punctuation mark character	ispunct
[:space:]	whitespace character	<u>isspace</u>
[:upper:]	uppercase letter	isupper
[:xdigit:]	hexadecimal digit character	<u>isxdigit</u>
[:d:]	decimal digit character	<u>isdigit</u>
[:w:]	word character	<u>isalnum</u>
[:s:]	whitespace character	<u>isspace</u>

 Please note that the brackets in the class names are additional to those opening and closing the class definition.

For example:

[[:alpha:]] is a character class that matches any alphanumeric character.

[abc[:digit:]] is a character class that matches a, b, c, or a digit.

[^[:space:]] is a character class that matches any character except a whitespace.

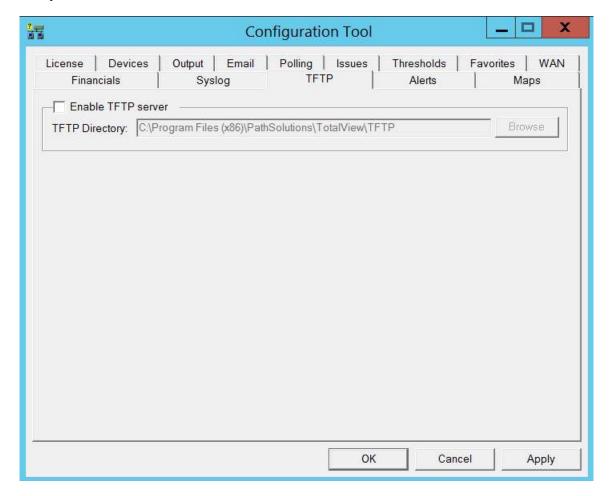
• **Escape characters:** All escape characters described above can also be used within a character class specification. The only change is with \b, that here is interpreted as a backspace character (\u00d10008) instead of a word boundary.

Notice that within a class definition, those characters that have a special meaning in the regular expression (such as \*, ., \$) don't have such a meaning and are interpreted as normal characters (so they do not need to be escaped). Instead, within a class definition, the hyphen (-) and the brackets ([ and ]) do have a special meaning under some circumstances, in which case they should be escaped with a backslash (\) to be interpreted as normal characters.

Character classes' support depends heavily on the <u>regex traits</u> used by the <u>regex</u> object: the <u>regex</u> object calls its <u>traits</u>'s <u>isctype</u> member function with the appropriate arguments. For the standard <u>regex traits</u> object using the default locale, see <u>cctype</u> for a classification of characters.

# **Enabling the TFTP Server**

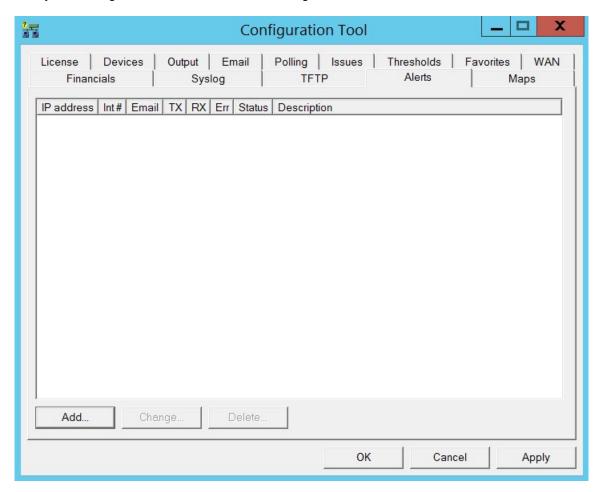
The system can receive TFTP files from network devices via the built-in TFTP server:



You can enter a different directory where the TFTP files are saved/retrieved from if desired.

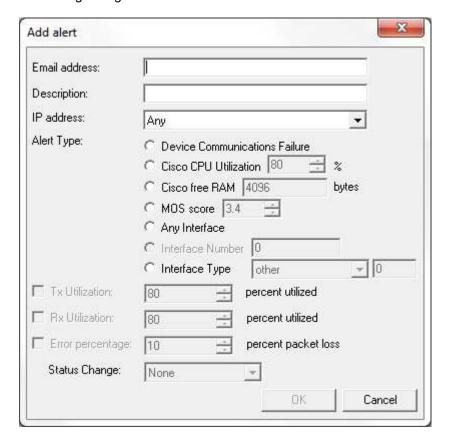
# **Enabling Alerting**

The system can generate alerts if interfaces change status or exceed set levels of utilization or errors:



You can add alerting for interfaces by clicking on the "Add" button.

You should see the following dialog:



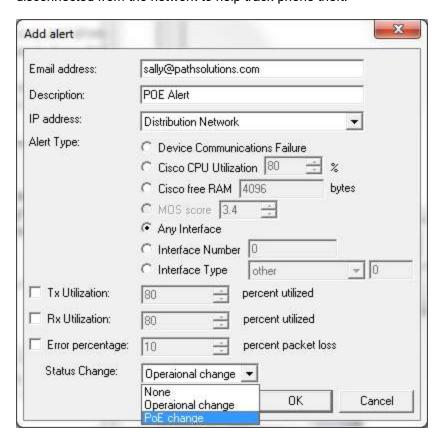
Enter the email address that should receive the alert, the IP address of the device and the interface number. Alternately, you can select Interface Type and choose the interface type from the drop-down or select "other" to enter additional interface types.

Enter Comm Fail if you want to receive an alert if the device cannot be communicated with or "Any if you want to receive the alert if any interface on the device exceeds the threshold.

You should check the box for Utilization, Error percentage, or Status change if you want these variables to trigger an alert or not.

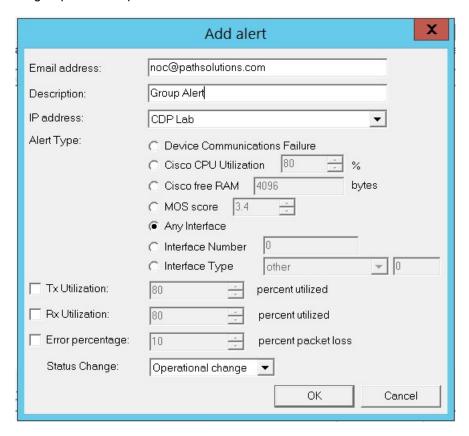
# **POE Alerting**

If you want to know if any PoE enabled device is connected or disconnected from your network select the "Status Change" PoE change option from the drop down box. You can track when and where VoIP phones are moved, rogue access points are connected to the network, or when VoIP phones are disconnected from the network to help track phone theft.



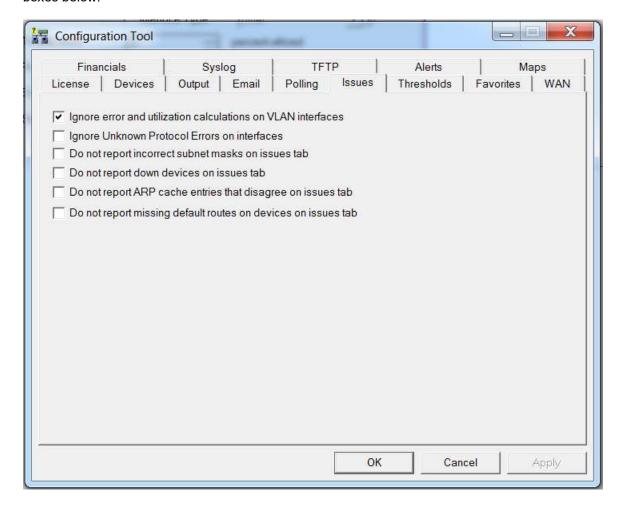
# **Group Alerting**

The new group alerting allows you to set up an alert for devices in a group. For example, if you want to know when any devices in the "Edge Network" group have an interface with high utilization. Just choose the group in the drop-down box.



## **Issues Tab**

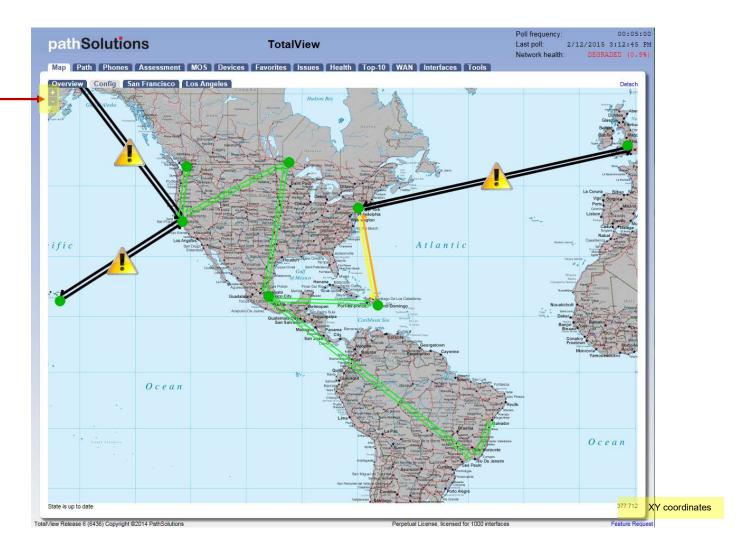
This issue types that are displayed on the web issues tab can be modified by checking the appropriate boxes below.



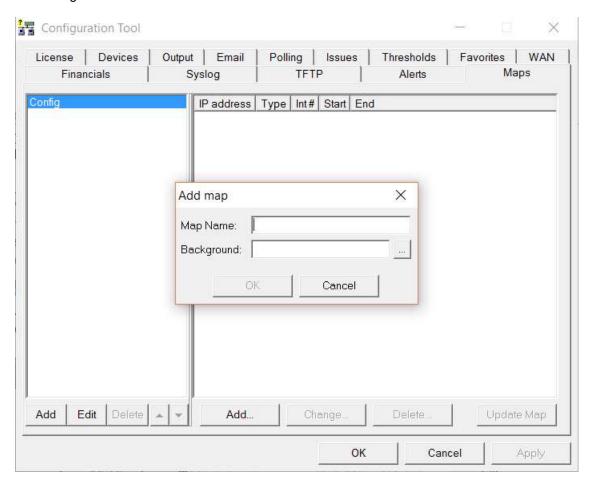
## **Configuring the Network Map**

To create interfaces that display on the network map, use the coordinates displayed in the lower right corner of the map and enter them in the Configuration Tool to determine the end points for your network links. To zoom in and out on the map, use the + and - features at the top left of the screen. To pan, use your curser in the center of the screen to move around.

Audible alerts play when links or devices go down so you can know what's happening immediately and start to remedy the problem.

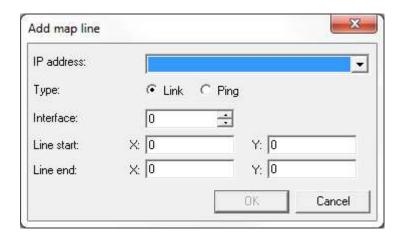


Open the Configuration Tool and add a Map on the left hand side. Click on Add, create a Map Name and then select a Background pic from your TotalView Graphics folder. Multiple Maps can be created. Then use the right hand side to enter the interfaces and include the XY coordinates to monitor.

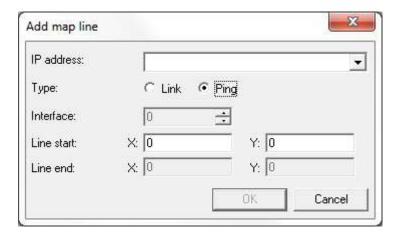


To add an object click "Add". You should get the add map line dialog:

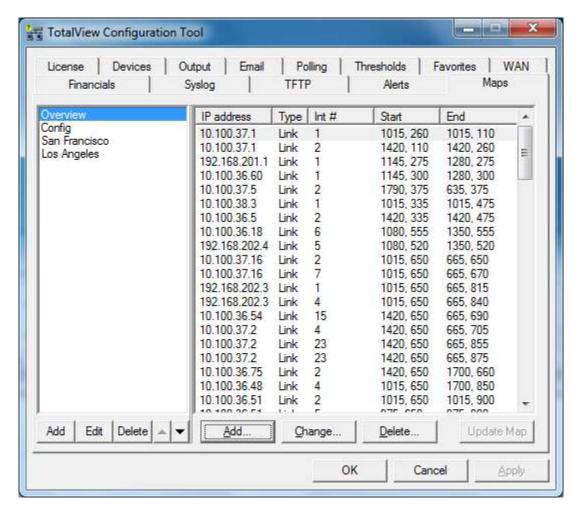
For a link connection between coordinates, choose "Link" and then the IP address of the device and then enter the interface number that should be updated. Then enter the Line Start X and Y coordinate and the Line End X and Y coordinate.



For a Ping point, choose "Ping" and then enter the Line Start X and Y coordinates. This represents that the Device can be pinged and will display as a green dot (can ping), a red dot (cannot ping), or a black dot (device is down).



When finished adding Links and Ping Points clilck on the "Update Map" button to view your results.



# **Sending Emailed Reports**

Reports can be emailed to users whenever desired or on regular schedules.

To set up a report to be sent, create a text file with a text editor such as Notepad. This file should contain four fields, separated by at least one <TAB> character:

;Email Address	Template File	Device	Interface
;			
jdoe@company.com	IntMailDetailDaily.txt	192.168.1.1	1
jdoe@company.com	<pre>IntMailSummartyDaily.txt</pre>	192.168.6.12	14
jdoe@company.com	SystemMailDaily.txt	/	/

The first field is the Email address where the report should be sent.

The second field is the email template file to use to send the report. Templates can be found in the "MailTemplates" subdirectory.

The third field references a monitored device. This field may or may not be required depending on the template used. If a system-wide report is used it does not need a specific device to be referenced and a slash '/' should be used instead.

The fourth field references a specific interface on the specified device. If the report is a system-wide report or a device report no interface needs to be specified and a slash '/' can be used instead.

Save this file with any filename that ends in ".cfg" in the "ReportSend" subdirectory and the report(s) will be sent during the next polling period and the file deleted.

- **Note:** It's valuable to save this file in an alternate directory first and then copy it to the "ReportSend" directory when you want it to be sent.
- **Note:** This process can be automated via the Windows Task manager to schedule reports to be sent on a regular basis.
- **Note:** All files in the "ReportSend" directory with the extension .cfg will be processed and deleted every poll period.

# **Creating Email Report Templates**

Existing email report templates are located in the "MailTemplates" directory.

They can be edited with a text editor and copied to create new templates. The format of the templates includes standard MIME encapsulation headers and definitions for multipart messages (HTML and embedded graphics).

PathSolutions' TotalView will pre-process the template and add data elements using the %ELEMENT% replacement strings.

Available replacement strings are as follows:

%% Prints percent sign %DATE% Prints current date %TIME% Prints current time

%COMMENT-START% Starts a comment area that won't be sent in the email

%COMMENT-END% Ends a comment area

%CUSTOMERNUMBER% Prints the licensed customer number %CUSTOMERLOCATION% Prints the licensed customer location %LICENSEDINTERFACES% Prints the licensed interface count %LICENSEEXPIRATION% Prints the license expiration %RESELLERNUMBER% Prints the reseller number

%INTERFACES%

%VERSION%

Prints the number of monitored interfaces

Prints the version of the program

Prints the revision of the program

PRODNUMBER%

Prints the product license number

PRODNAME%

Prints the product name

Prints the company name

%EMAILADDRESS% Prints the email address(es) that this email will be sent to

%LICENSEDAYSLEFT% Prints the number of licensed days remaining %URL-HOME% Prints the full URL to the home page Prints the full URL to the health page %URL-HEALTH% **%URL-GRAPHICS%** Prints the full URL to the graphics directory **%URL-FAVORITES%** Prints the full URL to the favorites page %FAVORITES% Prints a text table of favorite interfaces %FAVORITES\*% Prints an HTML table of favorite interfaces %ISSUES% Prints a text table of current issues %ISSUES\*% Prints an HTML table of current issues

%ISSUES#% Prints the current number of issues
%URL-ISSUES% Prints the full URL to the issues page
%STATUS-PERCENT% Prints the current health percentage
%STATUS-ERR% Prints the configured error threshold level
%STATUS-UTIL% Prints the configured utilization threshold level

%STATUS-RESULT% Prints "Good" or "Degraded" depending if there are any issues %STATUS-COLOR% Prints "#008000" or "#FF0000" depending if there are any issues

%IFSTATUS-GOOD% Prints the following if there are no issues
%IFSTATUS-DEGRADED% Prints the following if there are issues
%ENDIF% Ends a conditional IFSTATUS section
%IFDEVICE-CISCO% Prints the following if it is a Cisco device
%ENDIF-CISCO% Ends conditional for Cisco device

%IFLICENSE-VOIP% Prints the following if the system is licensed for VoIP

%IFLICENSE-VOIP% Prints the following if the system is %ENDIF-VOIP% Ends conditional for VoIP License

%TOPCOUNT% Prints the number of interfaces configured for the Top list

%TOPERRORS% Prints a text table of top interfaces with errors %TOPERRORS\*% Prints an HTML table of top interfaces with errors %URL-TOPERRORS% Prints the full URL to the top errors page

%TOPTRANSMITTERS% Prints a text table of the top interfaces with the most data transmitted by utilization

%TOPTRANSMITTERS\*% Prints an HTML table showing the top interfaces with the most data

%URL-TOPTRANSMITTERS% Prints the full URL to the current top transmitters web page

%TOPRECEIVERS% Prints a text table of the top Interfaces with highest daily received rates %TOPRECEIVERS\*% Prints an HTML table showing the top Interfaces with highest daily received

%URL-TOPRECEIVERS% Prints the full URL to the current top receivers web page

%TOPLATENCY% Prints a text table of the top devices with the highest daily latency sorted by latency %TOPLATENCY\*% Prints an HTML table showing top devices with the highest daily latency sorted by latency

%URL-TOPLATENCY% Prints the full URL to the current top devices with the highest daily latency
%TOPJITTER% Prints a text table of the top devices with the highest daily jitter sorted by jitter
%TOPJITTER\*% Prints an HTML table showing top devices with the highest daily jitter sorted by jitter

%URL-TOPJITTER%
Prints the full URL to the current top devices with the highest daily jitter
Prints a text table to the top devices with the highest daily loss sorted by loss
%TOPLOSS\*%
Prints an HTML table showing top devices with the highest daily loss sorted by loss

%URL-TOPLOSS% Prints the full URL to the current top devices with the highest daily loss

Prints a text table of top talkers %TOPTALKERS% %TOPTALKERS\*% Prints an HTML table of top talkers **%URL-TOPTALKERS%** Prints the full URL to the top talkers page Prints a text table of top listeners %TOPLISTENERS% %TOPLISTENERS\*% Prints an HTML table of top listeners **%URL-TOPLISTENERS%** Prints the full URL to the top listeners page %ADMINDOWN% Prints a text table of admin down interfaces %ADMINDOWN\*% Prints an HTML table of admin down interfaces %ADMINDOWN#% Prints the number of admin down interfaces **%URL-ADMINDOWN%** Prints the full URL to the admin down page Prints a text table of oper down interfaces %OPERDOWN% %OPERDOWN\*% Prints an HTML table of oper down interfaces %OPERDOWN#% Prints the number of oper down interfaces %URL-OPERDOWN% Prints the full URL to the oper down page %POLLDELAY% Prints the current configured poll delay

%SAVESTATSTICKCOUNT% Prints the number of ticks (ms) required during the last poll to save statistics to disk

%SAVESTATSTICKCOUNTAVG% Prints the average number of ticks (ms) required to save statistics to disk

%POLLTICKCOUNT% Prints the number of ticks (ms) required during the last poll to collect SNMP information

from all devices

%POLLTICKCOUNTAVG% Prints the average number of ticks (ms) required to collect SNMP information from all

devices

%ANALYZETICKCOUNT% Prints the number of ticks (ms) required during the last poll to analyze all data

%ANALYZETICKCOUNTAVG% Prints the average number of ticks (ms) required to analyze all data

%OUTPUTTICKCOUNT% Prints the number of ticks (ms) required during the last poll to write output information

%OUTPUTTICKCOUNTAVG% Prints the average number of ticks (ms) required to write output information

%POLLHOURS% Prints the configured poll delay hours %POLLMINUTES% Prints the configured poll delay minutes %POLLSECONDS% Prints the configured poll delay seconds

%POLLFAILSECONDS% Prints the number of seconds that the last poll failed by

%POLLFAILTABLE% Prints the text version of the poll fail table %POLLFAILTABLE\*% Prints the HTML version of the poll fail table

%SYSTEM-DAILY-UTIL%
Prints base64 encoding of the daily aggregate utilization graph
%SYSTEM-DAILY-ERRORS%
Prints base64 encoding of the daily overall errors graph
%SYSTEM-DAILY-INTERFACES%
%SYSTEM-WEEKLY-UTIL%
Prints base64 encoding of the daily overall issues graph
Prints base64 encoding of the daily interfaces graph
Prints base64 encoding of the weekly aggregate utilization graph

%SYSTEM-WEEKLY-UTIL%
Prints base64 encoding of the weekly aggregate utilization graph
Prints base64 encoding of the weekly overall errors graph
Prints base64 encoding of the weekly overall errors graph
Prints base64 encoding of the weekly overall issues graph
Prints base64 encoding of the weekly interfaces graph
Prints base64 encoding of the monthly aggregate utilization graph

%SYSTEM-MONTHLY-ERRORS%
%SYSTEM-MONTHLY-ISSUES%
Prints base64 encoding of the monthly overall errors graph
Prints base64 encoding of the monthly overall issues graph
Prints base64 encoding of the monthly interfaces graph
Prints base64 encoding of the yearly aggregate utilization graph
Prints base64 encoding of the yearly overall errors graph
Prints base64 encoding of the yearly overall errors graph
Prints base64 encoding of the yearly overall issues graph
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Prints base64 encoding of the yearly aggregate utilization graph
Prints base64 encoding of the yearly aggregate utilization graph

%URL-DEVICE% Prints the full URL to the specified device page

%DEVICE-NUMBER% Prints the device number

%DEVICE-AGENT% Prints the device agent (IP address)
%DEVICE-GROUP% Prints the configured group for the device
%DEVICE-CONTRACT-DATE% Prints the configured device service contract date

%DEVICE-CONTRACT-ID% Prints the configured device ID number associated with the service contract

%DEVICE-CONTRACT-PHONE% Prints the configured device service contract phone number

%DEVICE-DESCRIPTION% Prints the configured device description Prints the number of interfaces for the device

%DEVICE-ADMINDOWN%Prints the number of admin down interfaces on the device%DEVICE-OPERDOWN%Prints the number of oper down interfaces on the device%DEVICE-INT-DESCRIPTION%Prints the device internal description (sysDescr)%DEVICE-LOCATION%Prints the device configured location (sysLocation)%DEVICE-CONTACT%Prints the device configured contact (sysContact)%DEVICE-NAME%Prints the device configured name (sysName)%DEVICE-SERIALNO%Prints the device serial number (Cisco IOS only)

%DEVICE-CPU% Prints the device current CPU utilization graph (Cisco IOS only)
%DEVICE-RAM% Prints the device current RAM utilization graph (Cisco IOS only)
%DEVICE-DAILY-UTIL% Prints base64 encoding of the daily device overall utilization graph
%DEVICE-DAILY-CPU% Prints base64 encoding of the daily CPU utilization graph (Cisco IOS only)

%DEVICE-DAILY-CPU% Prints base64 encoding of the daily RAM utilization graph (Cisco IOS only)

%CEVICE DAILY LATENCY

Prints base64 encoding of the daily RAM utilization graph (Cisco IOS only)

%DEVICE-DAILY-LATENCY%
%DEVICE-DAILY-JITTER%
Prints base64 encoding of the daily latency graph (VoIP only)
%DEVICE-DAILY-LOSS%
Prints base64 encoding of the daily jitter graph (VoIP only)
%DEVICE-DAILY-MOS%
Prints base64 encoding of the daily loss graph (VoIP only)
%DEVICE-DAILY-MOS%

%DEVICE-WEEKLY-UTIL% Prints base64 encoding of the weekly device overall utilization graph Prints base64 encoding of the weekly CPU utilization graph (Cisco IOS only) %DEVICE-WEEKLY-CPU% Prints base64 encoding of the weekly RAM utilization graph (Cisco IOS only) %DEVICE-WEEKLY-RAM% %DEVICE-WEEKLY-LATENCY% Prints base64 encoding of the weekly latency graph (VoIP only) Prints base64 encoding of the weekly jitter graph (VolP only) %DEVICE-WEEKLY-JITTER% Prints base64 encoding of the weekly loss graph (VoIP only) %DEVICE-WEEKLY-LOSS% %DEVICE-WEEKLY-MOS% Prints base64 encoding of the weekly MOS graph (VoIP only) Prints base64 encoding of the monthly device overall utilization graph %DEVICE-MONTHLY-UTIL% %DEVICE-MONTHLY-CPU% Prints base64 encoding of the monthly CPU utilization graph (Cisco IOS only) Prints base64 encoding of the monthly RAM utilization graph (Cisco IOS only) %DEVICE-MONTHLY-RAM% %DEVICE-MONTHLY-LATENCY% Prints base64 encoding of the monthly latency graph (VoIP only) Prints base64 encoding of the monthly jitter graph (VoIP only) %DEVICE-MONTHLY-JITTER% %DEVICE-MONTHLY-LOSS% Prints base64 encoding of the monthly loss graph (VoIP only) Prints base64 encoding of the monthly MOS graph (VoIP only) %DEVICE-MONTHLY-MOS% %DEVICE-YEARLY-UTIL% Prints base64 encoding of the yearly device overall utilization graph %DEVICE-YEARLY-CPU% Prints base64 encoding of the yearly CPU utilization graph (Cisco IOS only) %DEVICE-YEARLY-RAM% Prints base64 encoding of the yearly RAM utilization graph (Cisco IOS only) Prints base64 encoding of the yearly latency graph (VoIP only) %DEVICE-YEARLY-LATENCY% %DEVICE-YEARLY-JITTER% Prints base64 encoding of the yearly jitter graph (VoIP only) Prints base64 encoding of the yearly loss graph (VoIP only) %DEVICE-YEARLY-LOSS% %DEVICE-YEARLY-MOS% Prints base64 encoding of the yearly MOS graph (VoIP only) Prints the full URL to the specified interface page %URI -INT% %INT-NUMBER% Prints the interface number %INT-DESCRIPTION% Prints the interface description %INT-ALIAS% Prints the interface alias %INT-NAME% Prints the interface name %INT-DAILYERRORRATE% Prints the daily peak error rate %INT-DAILYERRORRATECOLOR% Prints the daily peak error rate color %INT-DAILYTXRATE% Prints the peak daily transmit rate %INT-DAILYTXRATECOLOR% Prints the peak daily transmit rate color %INT-DAILYRXRATE% Prints the peak daily receive rate %INT-DAILYRXRATECOLOR% Prints the peak daily receive rate color %INT-SPEED% Prints the interface speed of the interface %INT-DUPLEX% Prints the interface duplex of the interface %INT-ADMINSTATUS% Prints the current admin status of the interface %INT-OPERSTATUS% Prints the current oper status of the interface %INT-TXBROADCAST% Prints the transmit broadcast rate of the interface %INT-RXBROADCAST% Prints the receive broadcast rate of the interface %INT-ADMINSTATUSLAST% Prints the last admin status of the interface Prints the last oper status of the interface %INT-OPERSTATUSLAST% %INT-CURRTXUTIL% Prints the current (last poll) transmit rate of the interface %INT-CURRRXUTIL% Prints the current (last poll) receive rate of the interface Prints the current (last poll) error rate of the interface %INT-CURRERRPCT% %INT-DAILY-BPS% Prints base64 encoding of the daily bits per second graph %INT-DAILY-PCT% Prints base64 encoding of the daily percentage graph %INT-DAILY-PPCT% Prints base64 encoding of the daily peak percentage graph %INT-DAILY-PKTS% Prints base64 encoding of the daily packets graph %INT-DAILY-BCSTS% Prints base64 encoding of the daily broadcasts graph Prints base64 encoding of the daily errors graph %INT-DAILY-ERRORS% %INT-WEEKLY-BPS% Prints base64 encoding of the weekly bits per second graph %INT-WEEKLY-PCT% Prints base64 encoding of the weekly percentage graph %INT-WEEKLY-PPCT% Prints base64 encoding of the weekly peak percentage graph %INT-WEEKLY-PKTS% Prints base64 encoding of the weekly packets graph %INT-WEEKLY-BCSTS% Prints base64 encoding of the weekly broadcasts graph %INT-WEEKLY-ERRORS% Prints base64 encoding of the weekly errors graph %INT-MONTHLY-BPS% Prints base64 encoding of the monthly bits per second graph %INT-MONTHLY-PCT% Prints base64 encoding of the monthly percentage graph %INT-MONTHLY-PPCT% Prints base64 encoding of the monthly peak percentage graph %INT-MONTHLY-PKTS% Prints base64 encoding of the monthly packets graph %INT-MONTHLY-BCSTS% Prints base64 encoding of the monthly broadcasts graph %INT-MONTHLY-ERRORS% Prints base64 encoding of the monthly errors graph %INT-YEARLY-BPS% Prints base64 encoding of the yearly bits per second graph %INT-YEARLY-PCT% Prints base64 encoding of the yearly percentage graph %INT-YEARLY-PPCT% Prints base64 encoding of the yearly peak percentage graph Prints base64 encoding of the yearly packets graph %INT-YEARLY-PKTS% %INT-YEARLY-BCSTS% Prints base64 encoding of the yearly broadcasts graph %INT-YEARLY-ERRORS% Prints base64 encoding of the yearly errors graph %INT-POESTATE% Current PoE state %INT-POESTATELAST% Last PoE state %INT-POEMAXDRAW% Maximum power draw of an interface

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# **Establishing Device Parent-Child Relationships**

Parent-child relationships can be established so alerts for subordinate devices are not received when the parent device is unresponsive.

This can reduce and/or eliminate the large number of device outage alerts that are received when one device goes down, permitting you to focus your energies on responding to the one device that did fail.

Relationships are established via the ParentList.cfg file. Edit this file with a text editor like Notepad and enter your devices. Each "Child Device" should have one or more "Parent Device" defined.

;CHILD DEVICE	PARENT DEVICE
;	
192.168.1.56	192.168.1.12
192.168.1.12	192.168.1.1
192.168.1.12	192.168.1.2

In the above example, if 192.168.1.12 goes down, the child device 192.168.1.56 will not generate an alert if it is unreachable.

In the above example, if 192.168.1.1 goes down, the child device 192.168.1.12 will still generate an alert because another parent is defined as a means of reaching it. If both 192.168.1.1 and 192.168.1.2 are down, then no alert will be generated for 192.168.1.12.

After saving this file, the service should be stopped and re-started to have it take effect.

# **Troubleshooting**

There are no devices listed on the web page

The Quick Config Wizard will attempt to locate any devices that are configured to respond to SNMP. You should check to make sure that SNMP is enabled on your network devices and that the device will respond to SNMP queries from the PathSolutions' TotalView computer.

You can use the PollDevice program to test SNMP communications to/from a network device to validate that it is responding to queries with your community string.

# Nothing happens when the service starts or the service fails to start

Check the Windows Event Application log to see what the problem is. Detailed error descriptions have been created to help you determine what the program needs to be able to operate correctly.

### PathSolutions' TotalView does not check all of my interfaces

If you have more interfaces on your network than you possess license keys, then PathSolutions' Totalview adds a notice at the bottom of all web pages informing you that there are not enough licenses to monitor all of your interfaces.

# **Frequently Asked Questions**

I want to customize the Network Weather Report emails that are sent. How do I do this?

If you want to modify the Network Weather Report emails that are sent, modify the "WeatherMail.txt" file in the directory where you installed the program.

#### How do you clear out the utilization statistics?

PathSolutions' TotalView saves statistics in files in the "Data" directory where you installed the program. Each filename corresponds to a device on your network. You should stop the PathSolutions' TotalView Service before deleting files.

### How many interfaces can I monitor with PathSolutions' TotalView?

The collection engine at the core of PathSolutions' TotalView has been tested to be able to monitor networks with 50,000 interfaces within a 5-minute polling period. Make sure you have adequate RAM for the service if you plan on monitoring a lot of interfaces.

#### Is PathSolutions' TotalView safe to use on the Internet?

PathSolutions' TotalView has been tested for buffer overflow errors from browsers to make sure that it is safe to use on Intranets, Extranets, and the Internet. If you intend to use the product over the Internet, care should be taken to limit access to only IP addresses that should be able to access the PathSolutions' TotalView machine, and not permit general access. You should enable authentication and require passwords to be used to access the system.

**Note:** The PathSolutions' TotalView Passwords are sent in Base64 encoding. This provides simple encryption of passwords and accounts, and should only be used to deter casual hackers. In general, a VPN should be employed to provide security between a computer on the Internet and the TotalView Server. The PathSolutions' TotalView Accounts should be used as a method of preventing internal users from accessing network information.

#### Why are the transmitted and received information reversed?

When you view statistics, they should be viewed from the switch interface's perspective. If your backup server is receiving lots of information at 2:00am, the switch interface that connects to the backup server would be transmitting a lot of information to the backup server.

#### How do I assign descriptive names to interfaces?

If your switch does not allow you to assign names to each interface, PathSolutions' TotalView can allow you to assign names to each interface. Edit the IntDescription.cfg file in the directory where you installed the program.

# **Appendix A: Error Descriptions**

# **Alignment Errors**

Rare event

Official definition: A count of frames received on a particular interface that are not an integral number of octets in length and do not pass the FCS check. The count represented by an instance of this object is incremented when the alignmentError status is returned by the MAC service to the LLC (or other MAC user). Received frames for which multiple error conditions are obtained, according to the conventions of IEEE 802.3 Layer Management, are counted exclusively according to the error status presented to the LLC.

Basic definition: All frames on the segment should contain a number of bits that are divisible by eight (to create bytes). If a frame arrives on an interface that includes some spare bits left over, the interface does not know what to do with the spare bits. Example: If a received frame has 1605 bits, the receiving interface will count 200 bytes and will have 5 bits left over. The Ethernet interface does not know what to do with the remaining bits. It will discard the bits and increment the Alignment Error count. Because of these remaining bits, it is more likely that the CRC check will fail (causing FCS Errors to increment) as well.

# What you should do to fix this problem:

Cause 1: If you have a switch port configured for full-duplex, and the workstation is configured for half-duplex, (or vice-versa) the network connection will still pass traffic, but the full-duplex side of the network will report Alignment Errors (it cannot report any collisions because it cannot detect collisions on a full-duplex link). The half-duplex side of the network will report collisions correctly, and will not detect any abnormalities. Check to see if there is a duplex mismatch on this interface.

Cause 2: Occasionally, a collision can create an alignment error. If you have a segment with lots of collisions, and you see occasional alignment errors, you should solve the collision problem and then note if the alignment error problem also goes away. Implement full-duplex to solve the collision and the alignment problem.

Cause 3: Sometimes alignment errors will increment when there is induced noise on the physical cable. Perform a cable test. Check the environment for electrical changes (industrial electrical motor turning on, EMI radiation, etc.). Make sure your physical wiring is safe from electro-magnetic interference.

Cause 4: If you have alignment errors that occur without collisions, it usually means that you have a bad or corrupted software driver on a machine on that segment. Check to see what new machines have been added to that segment, or new network cards and/or drivers.

#### **Carrier Sense Errors**

Rare event

Official definition: The number of times that the carrier sense condition was lost or never asserted when attempting to transmit a frame on a particular interface. The count represented by an instance of this object is incremented at most once per transmission attempt, even if the carrier sense condition fluctuates during a transmission attempt.

*Basic definition:* Carrier Sense Errors occur when an interface attempts to transmit a frame, but no carrier is detected, and the frame cannot be transmitted.

### What you should do to fix this problem:

Cause 1: Carrier Sense Errors can occur when there is an intermittent network cabling problem. Check for cable breaks that may cause occasional outages. Use a cable tester to insure that the physical cabling is good.

Cause 2: Carrier Sense Errors can occur when the device connected to the interface has a failing network interface card (NIC). The network card connected to this interface should be replaced.

### **Deferred Transmissions**

Common event

Official definition: A count of frames for which the first transmission attempt on a particular interface is delayed because the medium is busy. The count represented by an instance of this object does not include frames involved in collisions.

Basic definition: If an interface needs to transmit a frame, but the network is busy, it increments Deferred Transmissions. Transmissions that are deferred are buffered up and sent at a later time when the network is available again.

### What you should do to fix this problem:

Cause 1: Deferred Transmissions can be deferred because of non-collision media access problems. For example: If the network is constantly busy (and a network card cannot get a word in edgewise), there is a media access problem (the NIC cannot get control of the network). This kind of deferred transmission is usually associated with Single or Multiple Collision Frames. Implementing a full-duplex connection can solve this problem.

Cause 2: Deferred Transmissions can be created on a switch or bridge that is forwarding packets to a destination machine that is currently using its network segment to transmit. This can usually be solved by implementing a full-duplex connection (if possible) on the segment.

### **Excessive Collisions**

Rare event

Official definition: A count of frames for which transmission on a particular interface fails due to excessive collisions.

Basic definition: If there are too many collisions (beyond Multiple Collision Frames), the transmission will fail.

### What you should do to fix this problem:

Cause 1: A faulty NIC can cause Excessive Collisions. Check the network cards on the segment to insure that they are functioning correctly.

Cause 2: A failed transceiver can cause Excessive Collisions. Check the transceivers on the segment to insure that they are functioning correctly.

Cause 3: Improper network wiring (wrong pairs, split pairs, crossed pairs) can cause Excessive Collisions. Use a cable tester to insure that wiring is good.

Cause 4: A network segment with extremely high utilization and high collision rates can cause Excessive Collisions. If utilization is high, attempt to implement full-duplex to solve this problem.

### **FCS Errors**

Rare event

Official definition: A count of frames received on a particular interface that are an integral number of octets in length but do not pass the FCS (Frame Check Sequence) check. The count represented by an instance of this object is incremented when the FrameCheckError status is returned by the MAC service to the LLC (or other MAC user). Received frames for which multiple error conditions are obtained, according to the conventions of IEEE 802.3 Layer Management, are counted exclusively according to the error status presented to the LLC.

*Basic definition:* An FCS error is a legal sized frame with a bad frame check sequence (CRC error). An FCS error can be caused by a duplex mismatch, faulty NIC or driver, cabling, hub, or induced noise.

### What you should do to fix this problem:

Cause 1: FCS errors can be caused by a duplex mismatch on a link. Check to make sure that both interfaces on this link have the same duplex setting.

Cause 2: Sometimes FCS errors will increment when there is induced noise on the physical cable. Perform a cable test. Check the environment for electrical changes (industrial electrical motor turning on, EMI radiation, etc.). Make sure your physical wiring is safe from electro-magnetic interference.

Cause 3: If you notice that FCS Errors increases, and Alignment Errors increase, attempt to solve the alignment error problem first. Alignment errors can cause FCS errors.

Cause 4: If you see FCS errors increase, check the network cards and transceivers on that segment. A failing network card or transceiver may transmit a proper frame, but garble the data inside, causing a FCS error to be detected by listening machines.

Cause 5: Check network driver software on that segment. If a network driver is bad or corrupt, it may calculate the CRC incorrectly, and cause listening machines to detect an FCS Error.

Cause 6: If you have an Ethernet cable that is too short (less than 0.5meters), FCS errors can be generated.

Cause 7: If you have an Ethernet cable that is too long (more than 100meters), FCS errors can be generated.

Cause 8: If you are using 10Base-2, and have poor termination, or poor grounding, FCS errors can be generated.

# Frame Too Longs

Rare event

Official definition: If a frame is detected on an interface that is too long (as defined by ifMTU), this counter will increment.

Basic definition: Frame Too Longs occur when an interface has received a frame that is longer (in bytes) than the maximum transmission unit (MTU) of the interface.

#### What you should do to fix this problem:

Cause 1: Switches that use VLAN (Virtual LAN) tagging of frames can cause FrameTooLongs. To solve this specific problem, upgrade the device reporting the FrameTooLong error to support VLANs, or turn off VLAN tagging on neighboring switches.

Cause 2: Faulty NIC cards can cause FrameTooLongs. Check NIC cards on the segment to insure that they are running correctly.

Cause 3: Cabling or grounding problems can cause FrameTooLongs. Use a network cable tester to insure that the cabling is not too long, or out of specification for the technology you are using.

Cause 4: Software drivers that do not respect the correct MTU (Maximum Transmission Unit) of the medium can cause FrameTooLongs. Check network drivers to make sure they are functioning properly.

### **Inbound Discards**

Rare event

Official definition: The number of inbound packets which were chosen to be discarded even though no errors had been detected to prevent their being deliverable to a higher-layer protocol. One possible reason for discarding such a packet could be to free up buffer space.

Basic definition: If too many packets are received, and the protocol stack does not have enough resources to properly handle the packet, it may be discarded.

#### What you should do to fix this problem:

Cause 1: Insufficient memory allocated for inbound packet buffers. Research how to increase the inbound packet buffers on the interface. This may be modified in the device's configuration.

Cause 2: The CPU on the device may not be fast enough to process all of the inbound packets. Employing a faster CPU may remedy this problem.

### **Inbound Errors**

Rare event

Official definition: The number of inbound packets that contained errors preventing them from being deliverable to a higher-layer protocol.

Basic definition: These packets contained one or more various data-link layer errors, and were thus discarded before being passed to the network layer. The root cause of these errors are undefined. In order to more accurately research these types of errors, you should deploy a packet analyzer in front of this interface to track the specific errors that occur, as the device is not capable of tracking any additional information relating to these errors. If this interface provides Ethernet specific errors, these errors may be detailed in that section.

#### What you should do to fix this problem:

Cause 1: There are various sources of this type of error. The interface does not possess enough information as to the exact cause of this error. Deploy a packet analyzer in front of this interface to inspect the exact type of error that is occurring.

### **Inbound Unknown Protocols**

Common event

Official definition: The number of packets received via the interfaces which were discarded because of an unknown or unsupported protocol.

Basic definition: If the physical and data-link layer do their job successfully and deliver a frame to the correct MAC address, it is assumed that the requested protocol will be available on the machine. If the protocol is not available, the frame is discarded. If your machine receives an AppleTalk packet, but your machine is not running AppleTalk, it will discard the packet and increment this counter.

### What you should do to fix this problem:

Cause 1: Broadcasts can cause inbound unknown protocol errors. If you have a Novell server on the segment, it will send out periodic IPX broadcasts that some devices will not understand (because they do not have the IPX protocol loaded in their network stack). This is a normal event. To attempt to reduce this, work on reducing the number of different protocols that exist on your network, or install additional protocols on your machines to be able to communicate with additional clients.

Cause 2: Inbound unknown protocols can be caused by mis-configurations of other machines. Check the configurations of other machines on the network to try to determine why this machine is receiving an unknown protocol. If inbound unknown protocols error is incrementing rapidly, attach a network analyzer and look at the protocols that are being sent to this machine, and their source.

#### **Outbound Discards**

Rare event

Official definition: The number of outbound packets which were chosen to be discarded even though no errors had been detected to prevent their being transmitted. One possible reason for discarding such a packet could be to free up buffer space.

Basic definition: If too many packets are queued to be transmitted, and the network interface is not fast enough to transmit all of the packets, it may be discarded.

### What you should do to fix this problem:

Cause 1: Insufficient memory allocated for outbound packet buffers. This may be modified in the device's configuration.

Cause 2: The network interface may not be fast enough to process all of the outbound packets. Employing a faster speed interface may remedy this problem.

### **Outbound Errors**

Rare event

Official definition: The number of outbound packets that could not be transmitted because of errors.

Basic definition: These packets could not be transmitted due to one or more various data-link layer errors. The root causes of these errors are undefined. In order to more accurately research these types of errors, you should deploy a packet analyzer in front of this interface to track the specific errors that occur, as the device is not capable of tracking any additional information relating to these errors. If this interface provides Ethernet specific errors, these errors may be detailed in that section.

### What you should do to fix this problem:

Cause 1: There are various sources of this type of error. The interface does not possess enough information as to the exact cause of this error. Deploy a packet analyzer in front of this interface to inspect the exact type of error that is occurring.

# **Outbound Queue Length**

Common event

The length of the output packet queue (in packets) number should return to zero in a short amount of time. If it ends up being any non-zero value for any length of time, you should consider upgrading the interface to a faster technology, or full duplex (if not already enabled).

# **Internal Mac Transmit Errors**

Rare event

Official definition: A count of frames for which transmission on a particular interface fails due to an internal MAC sub layer transmit error. A frame is only counted by an instance of this object if it is not counted by the corresponding instance of the dot3StatsLateCollisions object, the dot3StatsExcessiveCollisions object, or the dot3StatsCarrierSenseErrors object. The precise meaning of the count represented by an instance of this object is implementation-specific. In particular, an instance of this object may represent a count of transmission errors on a particular interface that are not otherwise counted.

Basic definition: If a transmission error occurs, but is not a late collision, excessive collision, or carrier sense error, it is counted as an error here. NIC vendors may identify these kinds of errors specifically. Check with the device's manufacturer to determine their interpretation of InternalMacTransmitErrors.

### What you should do to fix this problem:

Cause 1: A faulty network transmitter can cause InternalMACTransmitErrors. Check the device to insure that it is functioning correctly.

Cause 2: Check with the device's manufacturer to determine what their interpretation is of InternalMACTransmitErrors.

### **Late Collisions**

Rare event

Official definition: The number of times that a collision is detected on a particular interface later than 512 bit-times (64 bytes) into the transmission of a packet. Five hundred and twelve bit-times corresponds to 51.2 microseconds on a 10-megabit per second system. A (late) collision included in a count represented by an instance of this object is also considered as a (generic) collision for purposes of other collision-related statistics.

Basic definition: Collisions should be detected within the first 64 bytes of a transmission. If an interface transmits a frame and detects a collision before sending out the first 64 bytes, it declares it to be a "normal collision" and increments Single Collision Frames (or Multiple Collision Frames if more collisions follow). If an interface transmits a frame and detects a collision after sending out the first 64 bytes, it declares it to be a Late Collision. If a machine detects a Late Collision, it will treat the collision like any other collision (send a jam signal, and wait a random amount of time before attempting to retransmit). The other sending machine may or may NOT have detected the collision because it was so late in the transmission. The other sending machine may detect the collision AFTER it is done sending its frame, and will believe that its frame was sent out successfully.

### What you should do to fix this problem:

Cause 1: A duplex mismatch can cause Late Collisions. Check to make sure that the duplex settings on both interfaces are set to use the same duplex.

Cause 2: A faulty NIC card on the segment can cause Late Collisions.

Cause 3: Late Collisions can be caused by a network that is physically too long. A network is physically too long if the end-to-end signal propagation time is greater than the time it takes to transmit a legal sized frame (about 57.6 microseconds). Check to make sure you do not have more than five hubs connected end-to-end on a segment, counting transceivers and media-converters as a two-port hub. Also check individual NIC cards for transmission problems.

Cause 4: If you have a switch on the network that is configured for "low-latency" forwarding (anything except "store and forward"), it may be causing the Late Collisions. Low latency forwarding ends up having the switch act like a very slow hub. It reduces traffic like a switch, but does not insure that frames reach the destination successfully. The frame "worms" its way through multiple switches, slowing down at each switch. If there is a collision on the end segment, the frame gets dropped by the switch, and the transmitting workstation does not detect that the frame was dropped. To fix this, do not use "low-latency" forwarding features on switches that are hooked up to other switches with "low-latency" forwarding features. Configure the switches to use "store and forward" forwarding methodology.

#### **MAC Receive Errors**

Rare event

Official definition: A count of frames for which transmission on a particular interface fails due to an internal MAC sub layer transmit error. A frame is only counted by an instance of this object if it is not counted by the corresponding instance of the dot3StatsLateCollisions object, the dot3StatsExcessiveCollisions object, or the dot3StatsCarrierSenseErrors object. The precise meaning of the count represented by an instance of this object is implementation-specific. In particular, an instance of this object may represent a count of transmission errors on a particular interface that are not otherwise counted.

*Basic definition:* This is the number of frames that could not be transmitted due to an unknown problem. This unknown problem is not related to collisions or carrier sense errors. The device manufacturer's documentation may provide additional information on locating the source of these errors.

#### What you should do to fix this problem:

Cause 1: There are various sources of this type of error. The interface does not possess enough information as to the exact cause of this error. Contact the device manufacturer to determine how they define the MacReceiveError and how to fix this problem.

## **Multiple Collision Frames**

Rare event

Official definition: A count of successfully transmitted frames on a particular interface for which transmission is inhibited by more than one collision. A frame that is counted by an instance of this object is also counted by the corresponding instance of either the ifOutUcastPkts or ifOutNUcastPkts object and is not counted by the corresponding instance of the dot3StatsSingleCollisionFrames object.

Basic definition: If a network interface attempts to transmit a frame, and detects a collision, it will attempt to re-transmit the frame after the collision. If the retransmission also causes a collision, then Multiple Collision Frames is incremented.

#### What you should do to fix this problem:

Cause 1: A faulty NIC or transceiver can cause Multiple Collision Frames. Check the network cards and transceivers on the segment for failures.

Cause 2: An extremely overloaded network can cause Multiple Collision Frames (average utilization should be less than 40%).

Cause 3: If you are using 10Base-2, and have poor termination, or poor grounding, Multiple Collision Frames can be generated.

Cause 4: If you have a bad hardware configuration (like creating an Ethernet ring), Multiple Collision Frames can be generated.

## **Single Collision Frames**

Common event

Official definition: A count of successfully transmitted frames on a particular interface for which transmission is inhibited by exactly one collision. A frame that is counted by an instance of this object is also counted by the corresponding instance of either the ifOutUcastPkts or ifOutNUcastPkts object and is not counted by the corresponding instance of the dot3StatsMultipleCollisionFrames object.

Basic definition: If a network interface attempts to transmit a frame, and detects a collision, it will attempt to re-transmit the frame after the collision. If the retransmission was successful, then the event is logged as a single collision frame.

#### What you should do to fix this problem:

Cause 1: Single Collision Frames can be caused by multiple machines wanting to transmit at the same time. This is a normal occurrence on Ethernet.

Cause 2: If Single Collision Frames increases dramatically, this could indicate that the segment is becoming overloaded (too many machines on the segment or too many heavy talkers on the segment). As the segment continues to become overloaded, Single Collision Frame count may decrease, as Multiple Collision Frames increases. Converting the segment to a switched environment may solve this problem. Another possible solution is to reduce the number of machines on this segment, or install a bridge to segregate the segment into two halves.

Cause 3: Single Collision Frames can be caused by poor wiring or induced noise. Use a cable tester to insure that the physical cable is good.

Cause 4: Single Collision Frames can be caused by a bad network interface card, or failing transceiver. Check to make sure the network cards and transceivers on the segment are functioning correctly.

## **SQE Test Errors**

Rare event

Official definition: A count of times that the SQE TEST ERROR message is generated by the PLS sub layer for a particular interface. The SQE TEST ERROR message is defined in section 7.2.2.2.4 of ANSI/IEEE 802.3-1985 and its generation is described in section 7.2.4.6 of the same document.

Basic definition: SQE stands for "Signal Quality Error", and may also be referred to as the Ethernet "heartbeat". With early Ethernet cards that required transceivers, the transceiver would send a "Signal Quality Error" back to the Ethernet card after each frame was transmitted to insure that the collision detection circuitry was working. With modern network cards, this SQE test can cause network cards to believe that an actual collision occurred, and a collision is sent out on the network when a SQE test is detected. This can seriously degrade network performance, as each frame successfully transmitted on the network is followed by a collision caused by the SQE test.

## What you should do to fix this problem:

Cause 1: SQE Test Errors can be caused by a transceiver that have the "SQE test" dip switch turned on (it should be turned off). Check the switch settings on all transceivers on the segment.

Cause 2: SQE Test errors can be caused by broken transceivers. Check for failed transceivers on the segment.

## **Symbol Errors**

Rare event

Official definition: For an interface operating at 100 Mb/s, the number of times there was an invalid data symbol when a valid carrier was present. For an interface operating in half-duplex mode at 1000 Mb/s, the number of times the receiving media is non-idle (a carrier event) for a period of time equal to or greater than slotTime, and during which there was at least one occurrence of an event that causes the PHY to indicate 'Data reception error' or 'carrier extend error' on the GMII. For an interface operating in full-duplex mode at 1000 Mb/s, the number of times the receiving media is non-idle (a carrier event) for a period of time equal to or greater than minFrameSize, and during which there was at least one occurrence of an event that causes the PHY to indicate 'Data reception error' on the GMII. For an interface operating at 10 Gb/s, the number of times the receiving media is non-idle (a carrier event) for a period of time equal to or greater than minFrameSize, and during which there was at least one occurrence of an event that causes the PHY to indicate 'Receive Error' on the XGMII. The count represented by an instance of this object is incremented at most once per carrier event, even if multiple symbol errors occur during the carrier event. This count does not increment if a collision is present. This counter does not increment when the interface is operating at 10 Mb/s. For interfaces operating at 10 Gb/s, this counter can roll over in less than 5 minutes if it is incrementing at its maximum rate. Since that amount of time could be less than a management station's poll cycle time, in order to avoid a loss of information, a management station is advised to poll the dot3HCStatsSymbolErrors object for 10 Gb/s or faster interfaces. Discontinuities in the value of this counter can occur at re-initialization of the management system, and at other times as indicated by the value of ifCounterDiscontinuityTime.

Basic definition: 100mbps Ethernet and faster interfaces use symbols to represent bits. These symbols include error correction to permit single bit errors to be recognized and repaired on the fly. When a symbol error is detected and corrected, it increments this error, indicating that a physical layer problem exists. Cabling and connectors should be checked/cleaned to make sure standards are adhered to.

## What you should do to fix this problem:

Cause 1: This is typically caused by a cabling issue. Re-seat physical cabling, and clean cable ends with compressed air.

**PathSolutions** TotalView Cause 2: Faulty network adapters might have problems relating to its physical connection. Swap connectors and see if the problem goes away.

## **Appendix B: Saving PoE Usage to a Database**

The system tracks current PoE status via the web reports. Historical power usage can be tracked over time with a few modifications.

- 1) Run RegEdit
- 2) Navigate to HKEY LOCAL MACHINE/Software/NetLatency/SwitchMonitor
- 3) Create a new DWORD key "PollSQLitePoEFlag" and set it to 1

Note: The PathSolutions service does not need to be restarted to have this entry take effect.

The system will now create a file in the Data directory called PoEConsumption.dat. This data file is a SQLite database that will track the consumption of all PSUs on all monitored switches.

The table structure is as follows:

Field	Type	<u>Description</u>
PollID	Integer (PK)	Primary key
Node	Text	Server unique identifier
PollNumber	Integer	Unique poll number for each poll performed
PollTime	Text	Time of poll
Agent	Text	IP address of switch
Device	Text	Hostname of switch
PSU	Integer	Power Supply Unit number reporting
Status	Integer	Status (1=On, 2=Off, 3=Faulty)
Rating	Integer	Total watts permitted for the PSU
Consumption	Integer	Current powers draw in watts

The index PollIndex can be used to speed up queries on large databases. It is indexed on PollID, PollTime, and Agent.

The database can be gueried using the command-line sqlite3.exe program located in the Data directory:

```
sqlite3 -csv -header PoEConsumption.dat "select * from PoEPoll;"
```

This information can be sent to a file with the command-line redirect for further processing:

```
sqlite3 -csv -header PoEConsumption.dat "select * from PoEPoll;"
>PoEStats.csv
```

## Appendix C: SMTP E-mail Forwarding

Most companies use SMTP gateways to allow email from the Internet to reach internal users.

This gateway is typically set up to receive emails that are destined for mailboxes on the company's system.

If you configure PathSolutions' TotalView to use your company's SMTP mail gateway, the gateway should accept SMTP messages destined for internal users, but should not accept SMTP messages destined for outside addresses.

#### For example:

If you configured PathSolutions' TotalView to use "mail.company.com" as the SMTP mail gateway, and set the "Globally send to" field to jdoe@company.com, the mail gateway would accept emails sent to this address because it exists on the same domain. If the "Globally send to" field was set to jdoe@outside.com, then the gateway would refuse this request because most mail systems do not allow relaying of messages from one to another.

This is done by mail administrators to prevent abuse by spammers. Email spammers will search the Internet for anonymous SMTP mail forwarders that they can use to send their emails out.

This allows them to send untraceable emails.

To allow PathSolutions' TotalView to send emails to different domains, there are a number of solutions:

- Ask your ISP if they have an SMTP relay server that can be used by your machines. They may
  have a server set up that will relay only your messages. In this case, you would configure
  PathSolutions' TotalView to use their SMTP relay server.
- Ask your email administrator to configure the SMTP gateway to allow relaying from the server that PathSolutions' TotalView is installed on.

Create a mail alias on your email system (for example: jdoe@company.com) that forwards to an outside address (jdoe@outside.com).

A free SMTP mail relay agent (SMTP forwarder) is included with many Windows server's IIS implementation.

## Appendix D: Configuring SNMP on Devices A variety of device configuration instructions are available on the PathSolutions website:

http://www.PathSolutions.com/SwitchConfig.html

Other device manufacturer instructions should be available through the device manufacturer's website.

## **Appendix E: Changing Interface Names and Speed**

Many device manufacturers do not allow interface names to be changed to a descriptive name to help document the network. In this case, PathSolutions' TotalView can be configured to ignore the interface description in the device and use information from a Config file.

Use a text editor such as Notepad to open the IntDescription.cfg file in the directory where PathSolutions' TotalView is installed.

You should see a document with a description of how to enter the switch interfaces and descriptions.

The file is composed of a number of columns or fields; each separated by one or more <TAB> characters.

**Note:** The fields in the configuration file need to be separated by at least one <TAB> character, not spaces.

Here is an example of a configuration file:

Semicolons can be used anywhere in the file to indicate that the rest of the line is a comment.

#### **IP Addresses**

The IP address of the switch must be entered to identify the device. If the Config file has a DNS name, then that identical name should be used here to identify the same device.

## Interface #

The interface number (as listed in the web reports) should be entered here. If you are unsure of the exact number to use, reference your device manufacturer's documentation to map the SNMP interface numbers to the physical addresses on the device. Then use your network documentation to determine what device is physically connected to the interface on the device.

## Speed

If you desire to override the reported interface speed, you can enter the speed in bits per second here. For example: You may want to change the reported interface speed of a router interface connected to the internet from 100 Mbps to the actual capacity of the link it is connected to (1.544 Mbps for a T1 connection). This will help to determine when the link utilization is exceeded. If you do not want to override this information, enter a slash "/" to skip this field.

## **Description**

Enter the description here. The description field should not contain a semicolon character.

**Note:** The service must be stopped and re-started after this file is modified in order to have the descriptions take effect.

## **Appendix F: Configuring Multiple Locations**

If you have multiple PathSolutions' TotalView implementations, PathSolutions' TotalView can be configured to make it easy to navigate between the sites.

Each web page will display tabs across the top of the web page indicating the site that you are viewing:

```
San Francisco New York Dallas
```

To configure multiple sites, use a text editor like Notepad to open the MultiSite.cfg file in the directory where you installed the program:

```
For 32 Bit Operating Systems
C:\Program Files\PathSolutions\TotalView\MultiSite.cfg
For 64 Bit Operating Systems
C:\Program Files (x86)\PathSolutions\TotalView\MultiSite.cfg
```

You should see a document with a description of how to enter the site names and URLs.

The file is composed of a number of columns or fields; each separated by one or more <TAB> characters.

**Note:** The fields in the configuration file need to be separated by at least one <TAB> character, not spaces.

Here is an example of a configuration file:

Semicolons can be used anywhere in the file to indicate that the rest of the line is a comment.

#### Current

This field identifies which site should be highlighted. Only one site should be highlighted per Config file. The Config file on the New York server should have "Yes" for the New York entry.

#### Site Name

This is the name that is displayed in the tab.

## **URL**

Enter the server's full URL and port here. This will allow linking from the other PathSolutions' TotalView Servers.

**Note:** The service must be stopped and re-started after this file is modified in order to have the links work.

The order of the listed sites should be similar for each deployed site so the tabs will display correctly for each site.

## **Appendix G: Entering Custom OIDs to be Monitored**

PathSolutions' TotalView can monitor custom OIDs such as CPU utilization, memory usage, and temperature if the device provides this information via SNMP.

The configuration file OIDEntry.cfg is used to configure custom OID monitoring. This file is found in the directory where the program was installed.

#### For 32 Bit Operating Systems

C:\Program Files\PathSolutions\TotalView\OIDEntry.cfg

#### For 64 Bit Operating Systems

C:\Program Files (x86)\PathSolutions\TotalView\OIDEntry.cfg

Edit this file with a text editor like Notepad.

You will need to enter the following information to be able to set up monitoring of a custom OID:

- IP address of the device ("10.0.1.16")
- Interface to be associated with or "/" if you want to associate it with the device instead of an interface ("23")
- Unique filename for storing the data collected for this OID ("FRAMERELAY")
- Description of this graph ("Frame Relay FECN & BECN")
- Y Axis description ("Packets")
- OID #1 Description ("FECN")
- OID #1 ("GAUGE:1.3.6.1.2.1.2.2.1.17.1")
- OID #2 Description ("BECN")
- OID #2 ("GAUGE:1.3.6.1.2.2.1.18.1")

**Note:** When entering the OID value, put the prefix "GAUGE:", "COUNTER:", or "COUNTER:8" in front of the OID to identify how the OID should be tracked.

**Note:** After saving this file, you will have to stop and restart the PathSolutions' TotalView service for the changes to take effect.

## **Appendix H: Configuring Additional OUIs for Phones Tab**

A number of OUIs (Organizationally Unique Identifiers) for various VoIP equipment manufacturers have already been added to the OUIFilter.cfg file. This file can be edited with a text editor (like Notepad) to add additional OUIs.

## For 32 Bit Operating Systems

C:\Program Files\PathSolutions\TotalView\OUIFilter.cfg

#### For 64 Bit Operating Systems

C:\Program Files (x86)\PathSolutions\TotalView\OUIFilter.cfg

An OUI is the first three bytes of an Ethernet MAC address. The first three bytes are called the OUI because they are unique to the equipment manufacturer. Thus, any MAC addresses that share the first three bytes all come from a common manufacturer.

The OUIFilter.cfg file will require you to enter the OUI (each byte separated by a period "."), then a tab, then the name of the manufacturer.

**Note:** After saving this file, you will have to stop and restart the PathSolutions TotalView service for the changes to take effect.

## **Appendix I: Changing the Map File**

The map file can be changed to any custom JPG file desired.

PathSolutions' TotalView uses the map file:

#### For 32 Bit Operating Systems

C:\Program Files\PathSolutions\TotalView\Graphics\map.jpg

#### For 64 Bit Operating Systems

C:\Program Files (x86)\PathSolutions\TotalView\Graphics\map.jpg

Note: It's advised to rename the existing map file instead of overwriting this file so it can be used in the future if desired. Otherwise you will need to uninstall and reinstall to recover the map file.

The map can be centered on the screen by modifying the following registry entries:

HKEY\_LOCAL\_MACHINE/Software/Netlatency/NetworkMonitor/DestWebMapStartX HKEY\_LOCAL\_MACHINE/Software/Netlatency/NetworkMonitor/DestWebMapStartY

This will set the starting X and Y coordinates for the upper left corner of the map file. If you want the map to initially display in the upper left corner, set both of these coordinates to 0 (zero).

After the map file has been replaced and the starting coordinates modified, stop and restart PathSolutions' TotalView Service to have the changes take effect.

## **Appendix J: Changing the WAN Tab**

The WAN tab can include any interface desired. This involves changing the WAN.cfg file with a text editor (like Notepad):

```
For 32 Bit Operating Systems
C:\Program Files\PathSolutions\TotalView\wan.cfg
For 64 Bit Operating Systems
C:\Program Files (x86)\PathSolutions\TotallView\wan.cfg
```

This file requires entering two fields, each separated by one or more <TAB> characters.

After the WAN.cfg file has been modified and saved, stop and restart the PathSolutions' TotalView service to have the changes take effect.

## Appendix K: Adding a Static Route to the Call Path

If there is an unmanaged device (or set of devices) in the network, a static route can be added that will allow the Call Path mapping to ignore these devices and show a continuous map through the network.

Many times, this may be required if a network provider does not permit SNMP access to their routers.

Adding a static route involves changing the StaticRoute.cfg file with a text editor (like Notepad):

## For 32 Bit Operating Systems

C:\Program Files\PathSolutions\TotalView\StaticRoute.cfg

#### For 64 Bit Operating Systems

C:\Program Files (x86)\PathSolutions\TotalView\StaticRoute.cfg

This file requires entering five fields, each separated by one or more <TAB> characters.

;Router Address	Router Subnet	Route	Mask	NextHop
;				
10.0.1.254	255.255.255.0	44.44.44.44	255.255.255.255	38.102.148.163
10.100.36.60	255.255.255.0	10.100.37.1	255.255.255.0	10.100.37.1
10.100.37.1	255.255.255.0	10.100.36.1	255.255.255.0	10.100.36.60

The first and second fields reference the router's IP address and subnet that should be used for the static route. This is typically the unmanaged router's IP address where packets are sent.

The third and fourth fields reference the route and subnet mask for that route.

**Note:** You can enter a default route by using the route of 0.0.0.0 and mask of 0.0.0.0.

**Note:** Static routes take priority over any actual routes that exist on the network.

The fifth field references where the call path mapping should continue. This is typically the far-end router's LAN IP address.

Once the file is saved, the static route takes effect immediately. No need to stop and restart the service or collect re-collect information from switches & routers. This will help speed up troubleshooting and debugging of static routes in the environment.

**Note:** More likely, two static routes will need to be created. One static route will need to be created for the outbound traffic and one for the return traffic.

## **Appendix L: Automatic Update Scheduling**

Updating the bridge table, ARP cache, and routing table information can be automated to occur on a regular frequency. The following registry entry can be used to do this:

UpdateAutoFrequency=0

86400000 (decimal) = 1 day

By default, this entry is 0 (zero). This means that the information is not collected on any schedule.

The variable can be changed to any of the following recommended intervals: 300000 (decimal) = 5 minutes 600000 (decimal) = 10 minutes 1800000 (decimal) = 30 minutes 3600000 (decimal) = 1 hour

Other intervals can be used, as the number is the number of milliseconds to wait between automatic updates.

Note: The service must be stopped and restarted for this variable to take effect.

# Appendix M: Changing the Map Fetch Variables to Improve Map Stability

You may be seeing white lines going from white to green to white or red dots going from red to green to red. White lines means we did not get any SNMP response from the device. The red dots mean that we did not get a response from the ping. There may be a problem with packet loss to/from the device or the device may have a small CPU that causes the 2 pings to fail.

We have 5 seconds to respond to the web browser's request for information. If a device is up, we would send a ping and receive a response within 5 seconds so it's easy to show that it's green.

If we send a ping, we have to wait to see if we get a response. If we wait 2 seconds for the response and don't get one, we can send a second ping and then wait 2 seconds to get a response again. If we don't get a response from the second ping, then we should assume it is down.

TotalView's default does 1 ping and then waits 2500ms (2.5 seconds) for a response. If it does not see a response, then it assumes it is down.

TotalView's default now does 2 pings and then waits 1500 (1.5 seconds) for a response. If it does not see a response, then it assumes it is down.

This can be adjusted in the registry with the following variables to help improve the stability of the map:

## **Example of Variable Entry change in Bold below**

Computer > HKEY LOCAL MACHINE > SOFTWARE > Wow6432Mode > Netlatency > SwitchMonitor

```
DestWebMapPingRetries = 1
DestWebMapPingDelay = 2500
```

In this case, you can set the following:

```
DestWebMapPingRetries = 2
DestWebMapPingDelay = 1500
```

It should improve the reliability/stability of the pings on the network.

For fetching the SNMP information, the following registry variables can be adjusted:

```
DestWebMapSNMPRetries = 1
DestWebMapSNMPTimeout = 1000
```

In this case, you can set the following:

```
DestWebMapSNMPRetries = 2
DestWebMapSNMPTimeout = 1000
```

The service should be stopped and restarted for these variables to take effect.

## **Appendix N: Overriding Displayed Device Icons**

The automatically determined device icon may display incorrectly with certain devices. This can be overridden by modifying DeviceType.cfg file:

```
For 32 Bit Operating Systems
C:\Program Files\PathSolutions\TotalView\DeviceType.cfg
For 64 Bit Operating Systems
C:\Program Files (x86)\PathSolutions\TotalView\DeviceType.cfg
```

This file requires entering two fields, each separated by one or more <TAB> characters.

```
;This is the device icon configuration override file. It can be used
; to change the displayed icon in front of a device.
;
; IP Address
; Enter the IP address of the device
;DeviceType
;Enter the number associated with the device type that should be
; displayed:
; 1 = \text{Layer-2 Switch}
; 2 = Layer-3 Switch (Multilayer switch)
; 3 = Router
; 4 = WiFi AP
; 5 = Server
; 6 = Cloud
; 7 = Firewall
;IP Address
                 DeviceType
```

Enter the IP address of the device and a <TAB> character and the numeric that refers to the type of device icon to use. After the file has been modified and saved, stop and restart the PathSolutions' TotalView service to have the changes take effect.

## **Appendix O: Using the ACL to Control Web Access**

The built-in webserver can be configured to only respond to certain IP addresses. This can be done by modifying the WebACL.cfg file:

```
For 32 Bit Operating Systems
C:\Program Files\PathSolutions\TotalView\WebACL.cfg

For 64 Bit Operating Systems
C:\Program Files (x86)\PathSolutions\TotalView\WebACL.cfg
```

This file requires entering two fields, each separated by one or more <TAB> characters.

Enter the IP address of the device and a <TAB> character and the subnet mask that represents the network that the webserver should respond to.

Note: If this file is left blank, the webserver will respond to requests from any IP address.

After the file has been modified and saved, stop and restart the PathSolutions' TotalView service to have the changes take effect.

## **Glossary**

*IETF* - This acronym stands for the Internet Engineering Task Force, and is the governing body for all standards that relate to Internet and associated communications technologies. Website: www.ietf.org

*MAC* – Media Access Control: This is a unique address that is used by Ethernet adapters to transmit and receive frames on the network. They are only used for conveying layer 2 frames between nodes on a LAN.

MIME - Multi-Purpose Internet Mail Extensions: This is an email standard that defines how different content is handled inside email messages. This allows graphics, audio, HTML text, formatted text, and video to be displayed correctly inside email messages. MIME is defined by the IETF's RFC1521 document, and is available on the IETF's website: http://www.ietf.org/rfc/rfc1521.txt?number=1521

*Network Weather Report* - System Monitor can email network reports to you on a daily basis. The network Weather Report helps to keep you informed of the overall health of your network.

OSI - Open Systems Interconnect: This is a standard description or "reference model" for how services are provided on a network.

OUI – Organizationally Unique Identifier: This is the identification of the first three bytes of an Ethernet MAC address. The first three bytes are called the OUI because they are unique to the equipment manufacturer. Thus, any MAC addresses that share the first three bytes all come from a common manufacturer.

SNMP read-only community string - This is an SNMP password with the rights to be able to read statistical information from a device.

*SNMP* - *Simple Network Management Protocol.* This protocol allows network management software (like System Monitor) to communicate with network devices to read statistical information.

SMTP email address -- This is a standard Internet email address. For example: jdoe@company.com.

SMTP -- Simple Mail Transport Protocol. This protocol allows email clients and servers to communicate over the Internet.