

USER MANUAL

LES1500, LES1600, LES1700 SERIES

LES SERIES CONSOLE SERVERS

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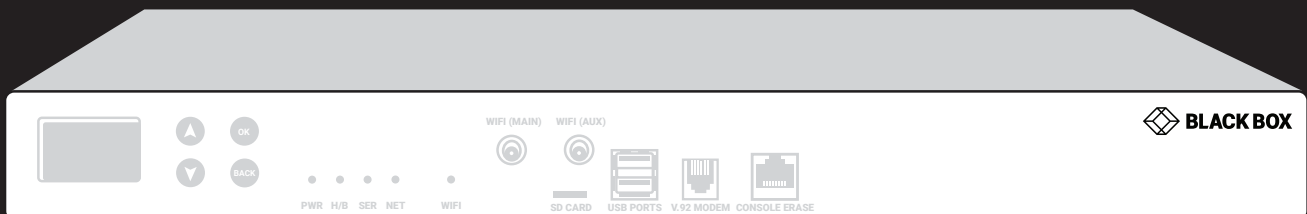


TABLE OF CONTENTS

| | |
|--|-----------|
| REVISION HISTORY | 12 |
| SAFETY PRECAUTIONS..... | 13 |
| ABOUT THIS MANUAL | 14 |
| Products Covered..... | 14 |
| Who Should Read this Manual?..... | 14 |
| Manual Organization..... | 14 |
| Types of Users | 15 |
| Management Console..... | 15 |
| Where to Find Additional Information..... | 16 |
| 1. SPECIFICATIONS | 17 |
| 1.1 LES1500 Series..... | 17 |
| 1.2 LES1600 Series..... | 19 |
| 1.3 LES1700 Series..... | 21 |
| 2. OVERVIEW..... | 23 |
| 2.1 Available Models Comparison Charts | 23 |
| 2.2 What's Included..... | 24 |
| 2.2.1 LES1500 Series (LES1516A, LES1532A, LES1548A)..... | 24 |
| 2.2.2 LES1600 Series | 24 |
| 2.2.3 LES1700 Series | 24 |
| 2.3 Hardware Description..... | 25 |
| 2.3.1 LES1500 Series..... | 25 |
| 2.3.2 LES1600 Series | 26 |
| 2.3.3 LES1700 Series | 27 |
| 3. INSTALLATION | 28 |
| 3.1 Power Connection | 28 |
| 3.1.1 LES1700, LES1516A, LES1532A, LES1548A Models | 28 |
| 3.1.2 LES1600 Models..... | 28 |
| 3.2 Network Connection | 28 |
| 3.3 Serial Port Connection..... | 29 |
| 3.3.1 Cisco Rolled RJ-45 Pinout..... | 30 |
| 3.3.2 Cisco RJ-45 Pinout..... | 30 |
| 3.4 USB Port Connection | 31 |
| 3.5 Fitting Cellular SIM and Antennas..... | 31 |
| 3.5.1 LES1604A-V, -T, -R Models | 31 |
| 3.5.2 LES1700 Models | 32 |



TABLE OF CONTENTS

| | |
|---|-----------|
| 4. SYSTEM CONFIGURATION | 33 |
| 4.1 Management Console Connection | 33 |
| 4.1.1 Connected Computer Setup | 33 |
| 4.1.2 Browser Connection | 35 |
| 4.2 Administrator Setup | 36 |
| 4.2.1 Change Default Root System Password | 36 |
| 4.2.2 Set Up a New Administrator | 37 |
| 4.2.3 Name the System | 37 |
| 4.3 Network Configuration | 38 |
| 4.3.1 IPv6 Configuration | 39 |
| 4.3.2 Dynamic DNS (DDNS) Configuration | 40 |
| 4.4 Services and Service Access | 41 |
| Brute Force Protection | 45 |
| 4.5 Communications Software | 45 |
| 4.5.1 SDT Connector | 46 |
| 4.5.2 PuTTY | 47 |
| 4.5.3 SSHTerm | 47 |
| 4.6 Management Network Configuration | 48 |
| 4.6.1 Enable the Management LAN | 48 |
| 4.6.2 Configure the DHCP Server | 51 |
| 4.6.3 Select Failover or Broadband OOP | 52 |
| 4.6.4 Aggregating the Network Ports | 53 |
| 4.6.5 Wi-Fi Wireless LAN | 54 |
| 4.6.6 Static Routes | 56 |
| 4.7 Configuration Over DHCP (ZTP) | 57 |
| 4.7.1 Ensuring the Console Server is Unconfigured | 57 |
| 4.7.2 Example ISC DHCP (dhcpd) Server Configuration | 58 |
| 4.7.3 Setup When the LAN is Untrusted | 58 |
| 4.7.4 Prepare a USB Drive and Create the X.509 Certificate and Private Key | 59 |
| 4.7.5 What an Unconfigured Console Server Does on First Boot | 59 |
| 4.7.6 Using What an Unconfigured Console Server Does on First Boot to Update Firmware | 60 |
| 4.7.7 The URLs in DHCP OFFER, Option 43, Sub-Option 1 | 61 |
| 4.7.8 Importing the Configuration File | 61 |
| 4.7.9 Running a Restore or Update in Secure Recovery Mode | 62 |
| 5. SERIAL PORT, HOST, DEVICE AND USER CONFIGURATION | 63 |
| 5.1 Configure Serial Ports | 64 |
| 5.1.1 Common Settings | 65 |
| 5.1.2 Console Server Mode | 66 |
| 5.1.3 SDT Mode | 71 |
| 5.1.4 Device (RPC, UPS, EMD) Mode | 72 |
| 5.1.5 Terminal Server Mode | 72 |
| 5.1.6 Serial Bridging Mode | 72 |
| 5.1.7 Syslog | 74 |

TABLE OF CONTENTS

| | |
|--|------------|
| 5.1.8 NMEA Streaming..... | 74 |
| 5.1.9 USB Ports..... | 75 |
| 5.1.10 Link Layer Discovery Protocol (LLDP)..... | 76 |
| 5.2 Add and Edit Users..... | 77 |
| 5.2.1 Set Up New Groups..... | 78 |
| 5.2.2 Set Up New Users..... | 78 |
| 5.3 Authentication..... | 79 |
| 5.4 Network Hosts..... | 79 |
| 5.5 Trusted Networks..... | 80 |
| 5.6 Serial Port Cascading..... | 82 |
| 5.6.1 Automatically Generate and Upload SSH Keys..... | 82 |
| 5.6.2 Manually Generate and Upload SSH Keys..... | 83 |
| 5.6.3 Configure the Slaves and their Serial Ports..... | 84 |
| 5.6.4 Managing the Slaves..... | 85 |
| 5.7 Serial Port Re-direction (PortShare)..... | 86 |
| 5.8 Managed Devices..... | 86 |
| 5.9 IPsec VPN..... | 88 |
| Enable the VPN Gateway..... | 88 |
| 5.10 Open VPN..... | 90 |
| 5.10.1 Enable the OpenVPN..... | 90 |
| 5.10.2 Configure as Server or Client..... | 92 |
| 5.10.3 Windows OpenVPN Client and Server Setup..... | 93 |
| 5.11 PPTP VPN..... | 97 |
| 5.11.1 Enable the PPTP VPN Server..... | 98 |
| 5.11.2 Add a PPTP User..... | 99 |
| 5.11.3 Set Up a Remote PPTP Client..... | 99 |
| 5.12 Call Home..... | 100 |
| 5.12.1 Set Up Call Home Candidate..... | 100 |
| 5.12.2 Accept Call Home Candidates as Managed Consoles..... | 102 |
| 5.12.3 Calling Home to a Generic Central SSH Server..... | 103 |
| 5.13 IP Passthrough..... | 103 |
| 5.13.1 Downstream Router Map..... | 103 |
| 5.13.2 IP Passthrough Pre-requisite Pre-configuration Steps..... | 104 |
| 5.13.3 IP Passthrough Certification..... | 104 |
| 5.13.4 Service Intercepts..... | 105 |
| 5.13.5 IP Passthrough Status..... | 105 |
| 5.13.6 Caveats..... | 105 |
| 6. FIREWALL, FAILOVER AND OOB ACCESS..... | 106 |
| 6.1 Dial-up Modem Connection..... | 106 |
| 6.2 OOB Dial-in Access..... | 106 |
| 6.2.1 Configure Dial-in PPP..... | 107 |
| 6.2.2 Using SDT Connector Client..... | 108 |



TABLE OF CONTENTS

| | |
|---|------------|
| 6.2.3 Set Up Windows XP or Later Client | 108 |
| 6.2.4 Set Up Earlier Windows Clients..... | 109 |
| 6.2.5 Set Up Linux Clients..... | 109 |
| 6.3 Dial-out Access | 109 |
| 6.3.1 Always-on Dial-out..... | 109 |
| 6.3.2 Failover Dial-out | 111 |
| 6.4 OOB Broadband Ethernet Access..... | 113 |
| 6.5 Broadband Ethernet Failover..... | 114 |
| 6.6 Cellular Modem Connection..... | 116 |
| 6.6.1 Connecting to a GSM HSUPA/UMTS Carrier Network | 116 |
| 6.6.2 Connecting to a CDMA EV-DO Carrier Network..... | 119 |
| 6.6.3 Connecting to a 4G LTE Carrier Network..... | 121 |
| 6.6.4 Verifying the Cellular Connection | 122 |
| 6.6.5 Cellular Modem Watchdog | 124 |
| 6.6.6 Dual SIM Failover | 124 |
| 6.6.7 Multi-carrier Cellular Support | 125 |
| 6.7 Cellular Operation..... | 126 |
| 6.7.1 OOB Access Setup..... | 127 |
| 6.7.2 Cellular Failover..... | 128 |
| 6.7.3 Cellular Routing..... | 129 |
| 6.7.4 Cellular CSD Dial-in | 129 |
| 6.8 Firewalls and Forwarding | 130 |
| 6.8.1 Configuring Network Forwarding and IP Masquerading | 131 |
| 6.8.2 Configuring Client Devices..... | 132 |
| 6.8.3 Port and Protocol Forwarding..... | 134 |
| 6.8.4 Firewall Rules..... | 135 |
| 6.8.5 Packet State Matching in Firewall Rules | 137 |
| 7. SSH TUNNELS AND SDT CONNECTOR | 139 |
| 7.1 Configuring for SSH Tunneling to Hosts..... | 140 |
| 7.2 SDT Connector Client Configuration | 141 |
| 7.2.1 SDT Connector Client Installation | 141 |
| 7.2.2 Configuring a New Gateway in the SDT Connector Client..... | 142 |
| 7.2.3 Auto-configure SDT Connector Client with the User's Access Privileges..... | 143 |
| 7.2.4 Make an SDT Connection through the Gateway to a Host | 144 |
| 7.2.5 Manually Add a Host the the SDT Connector Gateway..... | 145 |
| 7.2.6 Manually Add New Services to the New Hosts..... | 146 |
| 7.2.7 Add a Client Program to be Started for the New Service..... | 148 |
| 7.2.8 Dial-in Configuration..... | 149 |
| 7.3 SDT Connector to Management Console..... | 149 |
| 7.4 SDT Connector: Telnet or SSH Connect to Serially-Attached Devices..... | 151 |
| 7.5 Using SDT Connector for Out-of-Band Connection to the Gateway..... | 152 |
| 7.6 Importing and Exporting Preferences | 153 |
| 7.7 SDT Connector Public Key Authentication..... | 153 |

TABLE OF CONTENTS

| | |
|--|------------|
| 7.8 Setting Up SDT for Remote Desktop Access | 154 |
| 7.8.1 Enable Remote Desktop on the Target Windows Computer to be Accessed..... | 154 |
| 7.8.2 Configure the Remote Desktop Connection Client | 156 |
| 7.9 SDT SSH Tunnel for VNC..... | 157 |
| 7.9.1 Install and Configure the VNC Server on the Computer to be Accessed..... | 157 |
| 7.9.2 Install, Configure and Connect the VNC Viewer..... | 158 |
| 7.10 Using SDT to IP Connect to Hosts that are Serially Attached to the Gateway | 160 |
| 7.10.1 Establish a PPP Connection between the Host COM Port and the Console Server | 160 |
| 7.10.2 Set Up SDT Serial Ports on the Console Server..... | 162 |
| 7.10.3 Set Up SDT Connector to SSH Port Forward over the Console Server Serial Port | 163 |
| 7.11 SSH Tunneling Using Other SSH Clients (for example, PuTTY)..... | 164 |
| 7.12 VNC Security | 165 |
| 8. ALERTS, AUTO-RESPONSE AND LOGGING | 166 |
| 8.1 Configure Auto-Response | 166 |
| 8.2 Check Conditions | 168 |
| 8.2.1 Environmental..... | 168 |
| 8.2.2 Alarms and Digital Inputs..... | 169 |
| 8.2.3 UPS and Power Supply | 169 |
| 8.2.4 UPS Status | 170 |
| 8.2.5 Serial Login, Signal or Pattern | 170 |
| 8.2.6 USB Console Status | 171 |
| 8.2.7 ICMP Ping..... | 172 |
| 8.2.8 Cellular Data..... | 172 |
| 8.2.9 Custom Check..... | 172 |
| 8.2.10 CLI Session Event | 174 |
| 8.2.11 SMS Command | 174 |
| 8.2.12 Login and Logout Check..... | 175 |
| 8.2.13 Network Interface Event | 175 |
| 8.2.14 Route Data Usage Check..... | 176 |
| 8.3 Trigger Actions | 176 |
| 8.3.1 Send email..... | 177 |
| 8.3.2 Send SMS..... | 177 |
| 8.3.3 Perform RPC Action..... | 178 |
| 8.3.4 Run Custom Script..... | 178 |
| 8.3.5 Send SNMP Trap..... | 178 |
| 8.3.6 Send Nagios Event..... | 178 |
| 8.3.7 Perform Interface Action..... | 179 |
| 8.4 Resolve Actions..... | 179 |
| 8.5 Configure SMTP, SMS, SNMP and Nagios Service for Alert Notifications..... | 179 |
| 8.5.1 Send email Alerts | 179 |
| 8.5.2 Send SMS Alerts | 180 |
| 8.5.3 Send SNMP Trap Alerts..... | 182 |
| 8.5.4 Send Nagios Event Alerts..... | 184 |



TABLE OF CONTENTS

| | |
|---|------------|
| 8.6 Logging | 184 |
| 8.6.1 Log Storage | 184 |
| 8.6.2 Serial Port Logging | 185 |
| 8.6.3 Network TCP and UDP Port Logging | 186 |
| 8.6.4 Auto-Response Event Logging | 186 |
| 8.6.5 Power Device Logging | 186 |
| 9. POWER, ENVIRONMENT AND DIGITAL I/O | 188 |
| 9.1 Remote Power Control (RPC) | 188 |
| 9.1.1 RPC Connection | 188 |
| 9.1.2 RPC Access Privileges and Alerts | 192 |
| 9.1.3 User Power Management | 192 |
| 9.1.4 RPC Status | 193 |
| 9.2 Uninterruptible Power Supply (UPS) Control | 194 |
| 9.2.1 Managed UPS Connections | 194 |
| 9.2.2 Remote UPS Management | 198 |
| 9.2.3 Controlling UPS-Powered Computers | 200 |
| 9.2.4 UPS Alerts | 200 |
| 9.2.5 UPS Status | 201 |
| 9.2.6 Overview of Network UPS Tools (NUT) | 202 |
| 9.3 Digital I/O Ports | 203 |
| 9.3.1 Digital I/O Output Configuration | 203 |
| 9.3.2 Digital I/O Input Configuration | 204 |
| 9.3.3 High-Voltage Outputs | 204 |
| 9.3.4 DIP SNMP Status | 204 |
| 10. AUTHENTICATION | 206 |
| 10.1 Authentication Configuration | 206 |
| 10.1.1 Local Authentication | 207 |
| 10.1.2 TACACS Authentication | 207 |
| 10.1.3 RADIUS Authentication | 208 |
| 10.1.4 LDAP Authentication | 209 |
| 10.1.5 RADIUS and TACACS User Configuration | 211 |
| 10.1.6 Group Support with Remote Authentication | 212 |
| 10.1.7 Remote Groups with RADIUS Authentication | 213 |
| 10.1.8 Remote Groups with LDAP Authentication | 214 |
| 10.1.9 Remote Groups with TACACS+ Authentication | 216 |
| 10.1.10 Idle Timeout | 216 |
| 10.1.11 Kerberos Authentication | 217 |
| 10.1.12 Authentication Testing | 217 |
| 10.2 Pluggable Authentication Modules | 218 |
| 10.3 SSL Certificate | 219 |

TABLE OF CONTENTS

| | |
|---|------------|
| 11. NAGIOS INTEGRATION | 221 |
| 11.1 Nagios Overview | 221 |
| 11.2 Configuring Nagios Distributed Monitoring | 221 |
| 11.2.1 Enable Nagios on the Console Server | 222 |
| 11.2.2 Enable NRPE Monitoring | 222 |
| 11.2.3 Enable NSCA Monitoring | 223 |
| 11.2.4 Configure Selected Serial Ports for Nagios Monitoring | 224 |
| 11.2.5 Configure Selected Network Ports for Nagios Monitoring | 225 |
| 11.2.6 Configure the Upstream Nagios Monitoring Host | 226 |
| 11.3 Advanced Distributed Monitoring Configuration | 226 |
| 11.3.1 Sample Nagios Configuration | 226 |
| 11.3.2 Basic Nagios Plug-ins | 230 |
| 11.3.3 Additional Plug-ins | 231 |
| 11.3.4 Number of Supported Devices | 232 |
| 11.3.5 Distributed Monitoring Usage Scenarios | 233 |
| 12. SYSTEM MANAGEMENT | 235 |
| 12.1 System Administration and Reset | 235 |
| 12.2 Firmware Upgrades | 236 |
| 12.3 Date and Time Configuration | 237 |
| 12.4 Backup Configuration | 238 |
| 12.5 Delayed Configuration Commit | 240 |
| 12.6 FIPS Mode | 242 |
| 13. STATUS REPORTS | 244 |
| 13.1 Port Access and Active Users | 244 |
| 13.2 Statistics | 245 |
| 13.3 Support Reports | 246 |
| 13.4 Syslog | 246 |
| 13.5 Dashboard | 247 |
| 13.5.1 Configuring the Dashboard | 247 |
| 13.5.2 Creating Custom Widgets for the Dashboard | 248 |
| 14. MANAGEMENT | 249 |
| 14.1 Device Management | 249 |
| 14.2 Port and Host Logs | 250 |
| 14.3 Terminal Connection | 250 |
| 14.3.1 Web Terminal | 250 |
| 14.3.2 SDT Connector Access | 252 |
| 14.4 Power Management | 253 |



TABLE OF CONTENTS

| | |
|--|------------|
| 15. CONFIGURATION FROM THE COMMAND LINE | 254 |
| 15.1 Accessing Configuration from the Command Line..... | 254 |
| 15.1.1 Serial Port Configuration..... | 256 |
| 15.1.2 Adding and Removing Users..... | 259 |
| 15.1.3 Adding and Removing User Groups | 260 |
| 15.1.4 Authentication..... | 261 |
| 15.1.5 Network Hosts | 262 |
| 15.1.6 Trusted Networks | 264 |
| 15.1.7 Cascaded Ports | 265 |
| 15.1.8 UPS Connections..... | 265 |
| 15.1.9 RPC Connections..... | 268 |
| 15.1.10 Managed Devices | 269 |
| 15.1.11 Port Log | 269 |
| 15.1.12 Alerts | 270 |
| 15.1.13 SMTP and SMS..... | 272 |
| 15.1.14 SNMP | 273 |
| 15.1.15 Administration | 274 |
| 15.1.16 IP Settings..... | 274 |
| 15.1.17 Date and Time Settings..... | 275 |
| 15.1.18 Dial-in Settings | 277 |
| 15.1.19 DHCP Server..... | 278 |
| 15.1.20 Services..... | 279 |
| 15.1.21 Nagios..... | 281 |
| 16. ADVANCED CONFIGURATION..... | 283 |
| 16.1 Custom Scripting..... | 283 |
| 16.1.1 Custom Script to Run when Booting..... | 283 |
| 16.1.2 Running Custom Scripts when Alerts are Triggered..... | 284 |
| 16.1.3 Example Script: Power Cycling on Pattern Match..... | 285 |
| 16.1.4 Example Script: Multiple email Notifications on Each Alert..... | 285 |
| 16.1.5 Deleting Configuration Values from the CLI | 286 |
| 16.1.6 Power Cycle Any Device Upon a Ping Request Failure..... | 289 |
| 16.1.7 Running Custom Scripts When a Configurator is Invoked..... | 290 |
| 16.1.8 Backing Up the Configuration and Restoring Using a Local USB Stick..... | 291 |
| 16.1.9 Backing Up the Configuration Off-Box..... | 292 |
| 16.2 Advanced PortManager..... | 293 |
| 16.2.1 PortManager Commands | 293 |
| 16.2.2 External Scripts and Alerts | 297 |
| 16.3 Raw Access to Serial Ports | 298 |
| 16.3.1 Access to Serial Ports..... | 298 |
| 16.3.2 Accessing the Console Modem Port..... | 298 |
| 16.4 IP Filtering..... | 299 |
| 16.5 SNMP Status Reporting..... | 299 |
| 16.5.1 Retrieving Status Information Using SNMP | 299 |

TABLE OF CONTENTS

| | |
|--|------------|
| 16.5.2 Check Firewall Rules | 300 |
| 16.5.3 Enable SNMP Service | 300 |
| 16.5.4 Adding Multiple Remote SNMP Managers | 303 |
| 16.6 Secure Shell (SSH) Public Key Authentication | 304 |
| 16.6.1 SSH Overview | 304 |
| 16.6.2 Generating Public Keys (Linux) | 305 |
| 16.6.3 Installing the SSH Public and Private Keys (Clustering) | 306 |
| 16.6.4 Installing SSH Public Key Authentication (Linux) | 306 |
| 16.6.5 Generating Public and Private Keys for SSH (Windows) | 307 |
| 16.6.6 Fingerprinting | 308 |
| 16.6.7 SSH Tunneled Serial Bridging | 309 |
| 16.6.8 SDT Connector Public Key Authentication | 312 |
| 16.7 Secure Sockets Layer (SSL) Support | 312 |
| 16.8 HTTPS | 313 |
| 16.8.1 Generating an Encryption Key | 313 |
| 16.8.2 Generating a Self-Signed Certificate with OpenSSL | 313 |
| 16.8.3 Installing the Key and Certificate | 313 |
| 16.8.4 Launching the HTTPS Server | 314 |
| 16.9 Power Strip Control | 314 |
| 16.9.1 The PowerMan Tool | 314 |
| 16.9.2 The Pmpower Tool | 316 |
| 16.9.3 Adding New RPC Devices | 317 |
| 16.10 IPMtool | 318 |
| 16.11 Custom Development Kit (CDK) | 321 |
| 16.12 Scripts for Managing Slaves | 321 |
| 16.13 SMS Server Tools | 322 |
| 16.14 Multicast | 322 |
| 16.15 Bulk Provisioning | 323 |
| 16.16 Zero Touch Provisioning | 323 |
| 16.16.1 Preparation | 323 |
| 16.16.2 Example ISC DHCP Server Configuration | 324 |
| 16.16.3 Setup for an Untrusted LAN | 324 |
| 16.16.4 How it Works | 324 |
| 16.17 Internal Storage | 326 |
| 16.17.1 File System Location of FTP and TFTP Directory | 326 |
| 16.17.2 File System Location of Portmanager Logs | 326 |
| 16.17.3 Configuring FTP and TFTP Directory | 327 |
| 16.17.4 Mounting a Preferred USB Disk by Label | 327 |
| APPENDIX A: COMMANDS AND SOURCE CODE | 328 |
| A.1 Commands | 328 |
| A.2 Source Code | 334 |



TABLE OF CONTENTS

| | |
|---|------------|
| APPENDIX B: REGULATORY INFORMATION | 336 |
| B.1 FCC Statement | 336 |
| B.2 NOM Statement | 337 |
| APPENDIX C: CONNECTIVITY, TCP PORTS AND SERIAL I/O | 338 |
| C.1 Serial Port Pinouts | 338 |
| C.2 Local Console Port | 339 |
| C.3 RS-232 Standard Pinouts | 339 |
| C.4 Console Server Connector Wiring | 340 |
| C.5 TCP and UDP Port Numbers | 340 |
| APPENDIX D. GLOSSARY | 342 |
| APPENDIX E: DISCLAIMER/TRADEMARKS..... | 345 |
| E.1 Disclaimer | 345 |
| E.2 Trademarks Used in this Manual | 345 |



REVISION HISTORY

REVISION HISTORY

RELEASE: V6.38



SAFETY PRECAUTIONS

SAFETY PRECAUTIONS

Follow the safety precautions below when installing and operating the console server:

- ◆ Do not remove the metal covers. There are no operator-serviceable components inside. Opening or removing the cover may expose you to dangerous voltage that may cause fire or electric shock. Refer all service to Black Box-qualified personnel.

To avoid electric shock, the power cord protective grounding conductor must be connected through to ground.

- ◆ Always pull on the plug, not the cable, when disconnecting the power cord from the socket.
- ◆ Do not connect or disconnect the console server during an electrical storm.
- ◆ We recommend that you use a surge suppressor or UPS to protect the equipment from transients.
- ◆ Proper back-up systems and necessary safety devices should be used to protect against injury, death or property damage due to system failure. Such protection is the responsibility of the user.
- ◆ This console server device is not approved for use as a life-support or medical system.
- ◆ Any changes or modifications made to this console server device without the explicit approval and consent of Black Box will void Black Box of any liability or responsibility of injury or loss caused by any malfunction.
- ◆ This equipment is for indoor use only. All the console's communication wirings are limited to use inside of a building.

ABOUT THIS MANUAL

PRODUCTS COVERED

The Black Box User Manual describes the features and capabilities of the following Black Box product products, and provides instructions to best take advantage of them:

- ♦ LES1500 Series Console Servers: LES1516A, LES1532A, LES1548A
- ♦ LES1600 Series Console Servers: LES1604A, LES1604A-V, LES1604A-T, LES1604A-R, LES1608A
- ♦ LES1700 Series Console Servers: LES1708A, LES1716A, LES1732A, LES1748A

Each of these products is referred to generically in this manual as a console server.

Where appropriate, product groups may be referred to as console servers, gateways or by specific product line name or product group (for example the LES1500 family).

WHO SHOULD READ THIS USER MANUAL?

You should read this manual if you are responsible for evaluating, installing, operating, or managing a Black Box appliance. This manual assumes you are familiar with the internal network of your organization, and are familiar with the Internet, IP networks, HTTP, FTP and basic security operations.

MANUAL ORGANIZATION

The Black Box User Manual is structured as follows:

Safety Precautions

1. Specifications: Technical specifications for the console servers.
2. Overview: An overview of the console server's features and information regarding this manual.
3. Installation: Physical installation of the console server and the interconnecting of managed devices.
4. System configuration: Initial installation and configuration of the console server and the supported services.
5. Serial port, host, device and user configuration: Configuring serial ports and connected network hosts, and setting up users.
6. Firewall, failover, and OOB access: Set up the firewall and the high availability access features of the console server.
7. SSH tunnels and SDT connector: Secure remote access using SSH and configure for RDP, VNC, HTTP, HTTPS and access to network- and serially-connected devices.
8. Alerts, auto-response and logging: Set up local and remote event and data logs. Configure auto-responses to trigger events.
9. Power, environment and digital I/O: Manage USB, serial and network attached power strips and UPS supplies. Also EMD environmental sensor configuration.
10. Authentication: Access to the console server requires authenticated usernames and passwords.
11. Nagios Integration: Set Nagios central management. Configure console server as a distributed Nagios server.
12. System Management: Access to and configuration of services to be run on the console server.
13. Status reports: The dashboard summary and detailed status and logs of serial and network connected devices (ports, hosts, power and environment).
14. Management: Port controls and user-accessible reports.
15. Configuration from the command line: Command-line installation and configuration using the config command.
16. Advanced Configuration: Advanced command-line configuration activities using Linux commands.



ABOUT THIS MANUAL

17. Appendixes: Command definitions, specifications, certifications, terminology definitions, licenses, service and warranty details. The most recent version of this manual is always at www.blackbox.com.

TYPES OF USERS

The console server supports two classes of users:

1. First, there are administrative users, who have unlimited configuration and management privileges over the console server and all the connected devices.

Administrative users are set up as members of the admin user group. Users in this class are referred to in this manual as Administrators. An Administrator can access and control the console server using the config utility, the Linux command line or the browser-based Management Console. By default, the Administrator has access to all services and ports to control all the serial connected devices and network connected devices (hosts).

2. The second class of users embraces those who have been set up by an Administrator with specific limits of their access and control authority. These users are set up as members of one of the pre-configured user groups (pptpd, dialin, ftp, pmsshell or users) or another user group an Administrator has added.

They are only authorized to perform specified controls on specific connected devices and are referred to as Users. These Users (when authorized) can access serial or network connected devices and control these devices using the specified services (eg Telnet, HHTTPS, RDP, IPMI, Serial-over-LAN, Power Control).

An authorized User also has a limited view the Management Console and can only access authorized configured devices and review port logs.

In this manual, when the term user (lower case) is used, it is referring to both classes of users above. This document also uses the term remote users to describe users who are not on the same LAN segment as the console server.

These remote users may be users who are on the road connecting to managed devices over the public Internet. They may be an Administrator in another office connecting to the console server itself over the enterprise VPN. Or the remote user may be in the same room or the same office but connected on a separate VLAN to the console server.

MANAGEMENT CONSOLE

The features of your console server are configured and monitored using the Black Box Management Console. When you first browse to the Management Console, you can use the menu displayed on the left side to configure the console server. Once you have completed the initial configuration, you can continue to use the Management Console. It runs in a browser and provides a view of the console server and all the connected devices.

Administrators can use the Management Console, either locally or from a remote location, to configure and manage the console server, users, ports, hosts, power devices and associated logs and alerts.

Users can also use the Management Console, but have limited menu access to control select devices, review their logs, access them using the Web terminal, or control power to them.

The console server runs an embedded Linux operating system, and experienced Linux and UNIX users may prefer to undertake configuration at the command line.

You can gain command line access by cellular, dial-in, or by directly connecting to the console server's serial console port (aka the console server's modem port). The shell can also be accessed via ssh or Telnet over a LAN or by connecting with PPTP, IPsec or OpenVPN.

ABOUT THIS MANUAL

WHERE TO FIND ADDITIONAL INFORMATION

- ◆ The Quick Start Guide that came with your console server.



CHAPTER 1: SPECIFICATIONS

SPECIFICATIONS: LES1500 SERIES CONSOLE SERVERS

| Console Specifications | |
|--|--|
| Console Ports | LES1516A: (16) RJ-45 RS-232 serial ports with Cisco pinouts; LES1532A: (32) RJ-45 RS-232 serial ports with Cisco pinouts; LES1548A: (48) RJ-45 RS-232 serial ports with Cisco pinouts |
| Interface | |
| Ethernet Ports | (2) 10-/100-/1000-Mbps Ethernet RJ-45 ports |
| Console Port | (1) DB9 RS-232 console port |
| Serial Ports | Software-selectable, 50 to 230,400 bps |
| USB | (2) USB 2.0 ports for increased storage |
| Remote Access | Dual Ethernet, aggregation and redundancy, remote access automatic network failover, easy browser UI IPv6 |
| Console Management | Built-in web terminal, SSH direct to consoles, optional console keystroke logging, alert on cable disconnects, text pattern match and more, inline power control, multiple concurrent sessions |
| Power Requirements | |
| Power Supply | LES1508A: External AC/DC power supply; LES1516A, LES1532A, LES1548A: Single AC power supply |
| Power Consumption | Less than 30 W |
| Physical | |
| Dimensions | 1.75"H x 17"W x 6.9"D (4.5 x 43.2 x 4.5 cm) |
| Weight | 9 lb. (4 kg) |
| Form Factor | 1 RU |
| Memory and CPU | |
| CPU | Marvell 88F6W11 |
| Memory | 32 MB Flash |
| Internal Storage | 4 GB |
| Environmental | |
| Operating Temperature | 41 to 122° F (5 to 40° C) |
| Storage Temperature | -20 to +140° F (-30 to +60° C) |
| Humidity | 5 to 90% |
| Security, Encryption and Authentication | |
| | SSH; FIPS-140-2 compliant; Open SSL Module; Strong ciphers—AES encryption; IPsec; AAA, TACACS+, RADIUS, Active Directory, OpenLDAP, Kerberos, with local fallback; Two factor authentication via remote AAA; Configurable stateful firewall; OpenVPN |

CHAPTER 1: SPECIFICATIONS

SPECIFICATIONS (CONTINUED): LES1500 SERIES CONSOLE SERVERS

| | |
|-----------------------------------|--|
| Automation and Scalability | ZTP, Virtual Central Management System (VCMS); RESTful API, programmable and extensible; Auto-Response, SNMP, LLDP, NTP |
| Certifications | |
| Emissions | FCC Part 15 Subpart B Class A; ICES-003 Issue 4 February 2004; AS/NZS CISPR 22: 2004 Class A; EN 55022 Emissions Class A (2009) A1 (2010); EN 61000-3-2 Harmonics Current Emissions (2014); EN 61000-3-3 Voltage Fluctuation and Flicker (2013) |
| Immunity | EN 55024 ITE Immunity (2010); IEC 61000-4-2 (2008); IEC 61000-4-3 (2006) A1 (2007) A2 (2010); IEC 61000-4-4 (2012); IEC 61000-4-5 (2014); IEC 61000-4-6 (2013); IEC 61000-4-8 (2009); IEC 61000-4-11 (2004) |
| Other Agency Approvals | CE, UL 1950, TUV, C-Tick, RoHS compliant, Security features to support NERC CIP standards, FIPS 140-2 validated module Certificate #2473, CCC |
| MTBF | 150,000 hours |



CHAPTER 1: SPECIFICATIONS

SPECIFICATIONS: LES1600 CONSOLE SERVERS

| Console Specifications | |
|--|---|
| Console Ports | LES1604A, LES1604A-V, LES1604A-T, LES1604A-R: (4) RJ-45 RS-232 Cisco straight pinout console ports; LES1608A: (8) RJ-45 RS-232 Cisco straight pinout console ports |
| Interface | |
| Ethernet Ports | (2) 10-/100-/1000-Mbps Ethernet RJ-45 ports |
| Serial Ports | Cisco straight 50 to 230,400 bps |
| USB Ports | (4) USB 2.0 console ports |
| Remote Access | All LES1600 models: Dual Ethernet, aggregation and redundancy, Automatic Network Failover, Easy browser UI, IPv6; LES1604A-V, -LES1604A-T, LES1604A-R: 4G Cellular |
| I/O Ports | (2) TTL level digital I/O ports (DIO), 5 VDC max. @ 20 mA (supports external water/smoke/motion dry contact sensors); (2) high-voltage digital outputs (HVDO), 5–30 VDC @100 mA (drives relays, alarms, etc.) |
| Console Management | Built-in web terminal, SSH direct to consoles, optional console keystroke logging, alert on cable disconnects, inline power control, multiple concurrent sessions |
| Power Requirements | |
| Power Adapter | 110–240 VAC to 12 VDC external power adapter |
| Power Consumption | Less than 11.5 W |
| Physical | |
| Dimensions | 5.1"H x 4.8"W x 1.4"D (13 x 12 x 3.5 cm) |
| Form Factor | Compact |
| Memory and CPU | |
| CPU | 800 MHz Armada 370 ARMv7 SoC (Marvell 88F6W11) |
| Memory | 256 MB DDR3 SDRAM; 32 MB Embedded NOR Flash |
| Internal Storage | 4 GB NAND Flash |
| Environmental | |
| Operating Temperature | -13 to +140° F (-25 to +60° C) |
| Storage Temperature | -40 to +167° F (-40 to +75° C) |
| Humidity | 5 to 90% |
| Security, Encryption and Authentication | SSH; FIPS-140-2 compliant Open SSL Module; Strong ciphers—AES encryption; Cisco-compatible IPsec; AAA—TACACS+, RADIUS, Active Directory/OpenLDAP, Kerberos, with local fallback; Two factor authentication via remote AAA; Configurable stateful firewall; OpenVPN |

CHAPTER 1: SPECIFICATIONS

SPECIFICATIONS: LES1600 CONSOLE SERVERS (CONTINUED)

| | |
|-----------------------------------|---|
| Automation and Scalability | ZTP, Virtual Central Management System (VCMS); RESTful API, programmable and extensible; Auto-Response, SNMP, LLDP, NTP |
| Certifications | |
| Emissions | FCC Part 15 Subpart B:2015; EN55022:2010; CISPR 22:2008; ICES-003 Issue 5 (2014); AS/NZS CISPR 22: 2009+ A1:2010; EN 61000-3-2:2006/A2:2009; EN 61000-3-3:2008 |
| Immunity | EN 55024:2010 CISPR 24:2010; EN 61000-4-2:2009; EN 61000-4-3:2006+A2:2010; EN 61000-4-4:2004+A1:2010; EN 61000-4-5:2006; EN 61000-4-6:2009; EN 61000-4-8:2010; EN 61000-4-11:2004 |
| Other Agency Approvals | CE, UL 1950, TUV, C-Tick, RoHS compliant, Security features to support NERC CIP standards, FIPS 140-2 validated module Certificate #2473, CCC |



CHAPTER 1: SPECIFICATIONS

SPECIFICATIONS: LES1700 SERIES CONSOLE SERVERS

| Console Specifications | |
|--|---|
| Console Ports | LES1708A: (8) RJ-45 RS-232 software-selectable console ports; LES1716A: (16) RJ-45 RS-232 software-selectable console ports; LES1732A: (32) RJ-45 RS-232 software-selectable console ports; LES1748A: (48) RJ-45 RS-232 software-selectable console ports |
| Interface | |
| Ethernet Ports | (2) 10-/100-/1000-Mbps Ethernet/SFP fiber ports with 1500 VAC isolation and ESD protection |
| Console Port | (1) RJ-45 RS-232 console port |
| WiFi | 802.11 a/b/g/n, AP or Client mode, Infrastructure or AD-hoc, WEP, WPA-PSK, WPA2-PSK, WPA-None, WPA-PEAP-MSCHAPv2 Encryption: TKIP, AES |
| PSTN Modem | (1) internal V.92 modem with RJ-11 socket |
| Serial Ports | Software-selectable, 50 to 230,400 bps |
| USB | (2) USB 3.0 ports for increased storage |
| Remote Access | Integrated V.92 PSTN dial-in, dual Ethernet, aggregation and redundancy, remote access automatic network failover, easy browser UI IPv6 |
| Console Management | Built-in web terminal, SSH direct to consoles, optional console keystroke logging, alert on cable disconnects, text pattern match and more, inline power control, multiple concurrent sessions |
| Power Requirements | |
| Dual AC | Dual socket, universal 100–240 VAC |
| Power Consumption | Less than 30 W |
| Physical | |
| Dimensions | 1.75"H x 17"W x 10"D (4.5 x 44 x 25.4 cm) |
| Weight | 10 lb. (4.5 kg) |
| Form Factor | 1 RU |
| Memory and CPU | |
| CPU | 1 GHz ARM SoC (Marvell 88F6283) |
| Memory | 256 MB DDR2 SDRAM; 64 MB Embedded NOR Flash |
| Internal Storage | 16 GB |
| Environmental | |
| Operating Temperature | 41 to 122° F (5 to 40° C) |
| Storage Temperature | -20 to +140° F (-30 to +60° C) |
| Humidity | 5 to 90% |
| Environmental Monitoring | Serial EMD5000 to support physical, smoke, water leak and vibration sensors |
| Security, Encryption and Authentication | |
| | SSH; FIPS-140-2 compliant Open SSL Module; Strong ciphers—AES encryption; Cisco-compatible IPsec; AAA—TACACS+, RADIUS, Active Directory/OpenLDAP, Kerberos, with local fallback; Two factor authentication via remote AAA; Configurable stateful firewall; OpenVPN |

CHAPTER 1: SPECIFICATIONS

SPECIFICATIONS (CONTINUED): LES1700 SERIES CONSOLE SERVERS

| | |
|-----------------------------------|--|
| Automation and Scalability | ZTP, Virtual Central Management System (VCMS); RESTful API, programmable and extensible; Auto-Response, SNMP, LLDP, NTP |
| Cellular | |
| Modules | Sierra Wireless |
| Certifications | |
| Emissions | FCC Part 15 Subpart B Class A; ICES-003 Issue 4 February 2004; AS/NZS CISPR 22: 2004 Class A; EN 55022 Emissions Class A (2009) A1 (2010); EN 61000-3-2 Harmonics Current Emissions (2014); EN 61000-3-3 Voltage Fluctuation and Flicker (2013) |
| Immunity | EN 55024 ITE Immunity (2010); IEC 61000-4-2 (2008); IEC 61000-4-3 (2006) A1 (2007) A2 (2010); IEC 61000-4-4 (2012); IEC 61000-4-5 (2014); IEC 61000-4-6 (2013); IEC 61000-4-8 (2009); IEC 61000-4-11 (2004) |
| Other Agency Approvals | CE, UL 1950, TUV, C-Tick, RoHS compliant, Security features to support NERC CIP standards, FIPS 140-2 validated module Certificate #2473, CCC |
| MTBF | 150,000 hours |



CHAPTER 2: OVERVIEW**2.1 AVAILABLE MODELS COMPARISON CHARTS****TABLE 2-1. AVAILABLE MODELS COMPARISON CHART**

| PRODUCT CODE | SERIAL RS-232 | USB 2.0 | USB 3.0 | NETWORK 10/100/1000 | FLASH | RAM | INTERNAL MODEM | WIRELESS | POWER |
|--------------|---------------|---------|---------|---------------------|-----------|-------|----------------|----------|-----------|
| LES1516A | 16 | 2 | — | 2 | 32 MB | 4 GB | — | — | Single AC |
| LES1532A | 32 | 2 | — | 2 | 32 MB | 4 GB | — | — | Single AC |
| LES1548A | 48 | 2 | — | 2 | 32 MB | 4 GB | — | — | Single AC |
| LES1604A | 4 | 4 | — | 2 | 256/32 MB | 4 GB | — | — | Single AC |
| LES1604A-V | 4 | 4 | — | 2 | 256/32 MB | 4 GB | cellular 4G | WiFi | Single AC |
| LES1604A-T | 4 | 4 | — | 2 | 256/32 MB | 4 GB | cellular 4G | WiFi | Single AC |
| LES1604A-R | 4 | 4 | — | 2 | 256/32 MB | 4 GB | cellular 4G | WiFi | Single AC |
| LES1608A | 8 | 4 | — | 2 | 256/32 MB | 4 GB | — | — | Single AC |
| LES1708A | 8 | — | 2 | 2 | 256/64 MB | 16 GB | POTS | WiFi | Dual AC |
| LES1716A | 16 | — | 2 | 2 | 256/64 MB | 16 GB | POTS | WiFi | Dual AC |
| LES1732A | 32 | — | 2 | 2 | 256/64 MB | 16 GB | POTS | WiFi | Dual AC |
| LES1748A | 48 | 2 | 2 | 2 | 256/64 MB | 16 GB | POTS | WiFi | Dual AC |

TABLE 2-2. SOFTWARE FEATURES SUPPORTED PER MODEL SERIES

| SERIES | DHCP | DDNS | MGT LAN | CELL OR WI-FI | OOB | AUTO-RESPONSE | FLASH (FTP & TFTP) | FTP S | IPSEC, PPTP AND OPENVPN |
|---------------|------|------|---------|------------------|-----|---------------|--------------------|-------|-------------------------|
| LES1600 | yes | yes | yes | yes ¹ | yes | yes | yes | yes | yes |
| LES1700 | yes | yes | yes | yes ¹ | yes | yes | yes | yes | yes |
| LES1516/32/48 | yes | yes | yes | no | yes | yes | yes | yes | yes |

1. Selected models have 3G/4G cellular, Wi-Fi Wireless Access Points (WAP) or both.

CAUTION: To avoid physical and electrical hazards, read the Safety Precautions at the beginning of this manual.

CHAPTER 2: OVERVIEW

2.2 WHAT'S INCLUDED

Your package should include the following items. If anything is missing or damaged, contact Black Box Technical Support at 877-877-2269 or info@blackbox.com

2.2.1 LES1516A, LES1532A, LES1548A

- ◆ (1) Console Server
- ◆ (2) CAT5 UTP cables
- ◆ (1) DB9F to RJ-45 straight-through adapter
- ◆ (1) DB9F to RJ-45 crossover adapter
- ◆ (1) IEC AC power cord
- ◆ (1) Quick Start Guide

2.2.2 LES1600 SERIES

- ◆ (1) LES1604A, LES1604A-V, LES1604A-T, LES1604A-R or LES1608A Console Server
- ◆ (1) DB9F-to-RJ-45 crossover serial adapter
- ◆ (1) 12-VDC switching DC power supply with UK, EU, AU adapters
- ◆ (1) Rackmount kit (1 ear, 2 rack screws, 2 nuts, 4 screws)
- ◆ (4) Adhesive-backed rubber feet
- ◆ (1) Digital I/O converter (terminal block)
- ◆ (1) SIM holder
- ◆ (2) Antennas
- ◆ (1) Quick Start Guide

2.2.3 LES1700 SERIES

- ◆ (1) LES1708A, LES1716A, LES1732A or LES1748A Console Server
- ◆ (1) Rackmount kit: (2) brackets, (6) Screws
- ◆ (2) Power cords
- ◆ (2) 6-ft. (1.8-m) CAT5 patch cables
- ◆ (4) DB9F to RJ-45 adapters
- ◆ (2) DB9M to RJ-45 adapters
- ◆ (2) Loopback connectors RJ-45
- ◆ (1) Wi-Fi SMA Antenna
- ◆ (1) Quick Start Guide



CHAPTER 2: OVERVIEW

2.3 HARDWARE DESCRIPTION

While we cannot illustrate every possible model of the Console Server in this manual, Sections 2.3.1 through 2.3.3 show one model from each series.

2.3.1 LES1500 SERIES

Figures 2-1 and 2-2 show the front and back panels of the LES1548A. Table 2-3 describes its components.

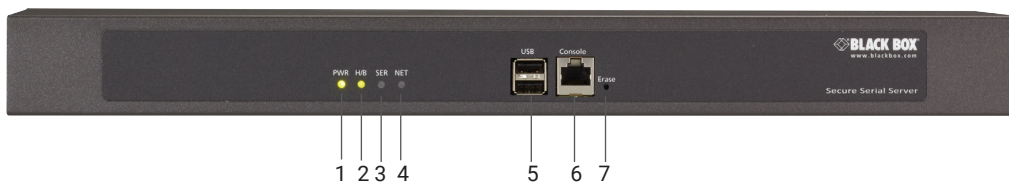


FIGURE 2-1. LES1548A FRONT PANEL

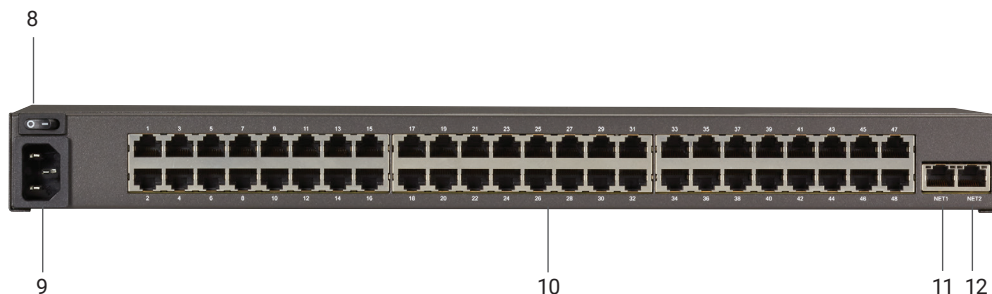


FIGURE 2-2. LES1548A BACK PANEL

TABLE 2-3. LES1548A CONSOLE SERVER COMPONENTS

| NUMBER IN FIGURE 2-1 OR 2-2 | COMPONENT | DESCRIPTION |
|-----------------------------|------------------------------|---|
| 1 | (1) PWR LED | Lights when power is on |
| 2 | (1) H/B LED | Used for flash firmware updates |
| 3 | (1) SER LED | Serial connection indication |
| 4 | (1) NET LED | Links to Network 1 |
| 5 | (2) USB ports | Allow attachment of peripherals such as additional storage and USB consoles |
| 6 | (1) RJ-45 console port | Links to RS-232 console |
| 7 | Erase button | Push to erase settings |
| 8 | (1) I/O switch | Press to turn power ON or OFF |
| 9 | (1) 3-prong power receptacle | Links to power supply |
| 10 | (48) RJ-45 serial ports | Links to devices |
| 11 | (1) RJ-45 port | NET1 |
| 12 | (1) RJ-45 port | NET2 |

CHAPTER 2: OVERVIEW

2.3.2 LES1600 SERIES

Figures 2-3 and 2-4 show the front and back panels of the LES1604A. Table 2-4 describes its components.

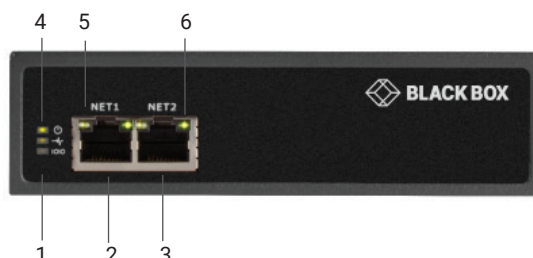


FIGURE 2-3. LES1604A FRONT PANEL

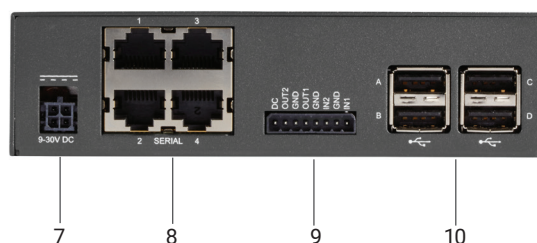


FIGURE 2-4. LES1604A BACK PANEL

TABLE 2-4. LES1604A CONSOLE SERVER COMPONENTS

| NUMBER IN FIGURE 2-3 OR 2-4 | COMPONENT | DESCRIPTION |
|-----------------------------|-----------------------------|--|
| 1 | H/B LED | Heartbeat LED, lights when firmware is running |
| 1 | Serial LED | Active serial communication |
| 2 | (1) RJ-45 port | NET1 Ethernet |
| 3 | (1) RJ-45 port | NET2 Ethernet |
| 4 | (1) Power LED | Lights when power is on |
| 5, 6 | (1) Speed and Activity LEDs | Indicates 10/100/1000 Mbps and activity on NET1 and NET2 |
| 7 | (1) 4-pin power port | Power adapter input |
| 8 | (4) RJ-45 ports | Serial console ports |
| 9 | DIO and HVDO ports | DIO and HVDO ports |
| 10 | (4) USB ports | Link to USB consoles |

CHAPTER 2: OVERVIEW

2.3.3 LES1700 SERIES

Figures 2-5 and 2-6 show the front and back panels of the LES1716A. Table 2-5 describes its components.



FIGURE 2-5. LES1716A FRONT PANEL



FIGURE 2-6. LES1716A BACK PANEL

TABLE 2-5. LES1716A CONSOLE SERVER COMPONENTS

| NUMBER IN FIGURE 2-5 OR 2-6 | COMPONENT | DESCRIPTION |
|-----------------------------|-------------------------------|--|
| 1 | LCD screen | LCD configuration |
| 2 | UP button | Scroll up in the menu |
| 2 | DOWN button | Scroll down in the menu |
| 3 | OK button | Confirm selection |
| 3 | BACK button | Go back to previous selection |
| 4 | PWR LED | Lights when power is on |
| 5 | H/B LED | Heartbeat LED, lights when firmware is running |
| 6 | Serial LED | Active serial communication |
| 7 | NET LED | Active network communication |
| 8 | WiFi LED | Lights when WiFi is active |
| 9, 10 | WiFi antenna connectors | Connects to the main or auxiliary WiFi antenna |
| 10 | SD card slot | Expand storage |
| 11 | (2) USB ports | Link to USB consoles |
| 12 | V.92 modem port | Port for analog dialup |
| 13 | RJ-45 console port | Attaches to serial console |
| 14 | Erase button | Push to erase settings and configuration |
| 15, 16 | (2) 3-prong power receptacles | Link to power supplies |
| 16 | (2) I/O switches | Turns power ON or OFF |
| 17 | (16) RJ-45 ports | Link to serial devices |
| 18, 19 | (2) RJ-45/SFP ports | Link to Ethernet network ports NET1 and NET2 |

CHAPTER 3: INSTALLATION

Connect the Console Server to the network, to the serial ports of the controlled devices, and to power as outlined below.

3.1 POWER CONNECTION

3.1.1 LES1700, LES1516A, LES1532A AND LES1548A MODELS

These standard LES1700 console servers have dual universal AC power supplies with auto failover built in. The power supplies accept AC input voltage between 100 and 240 VAC with a frequency of 50 or 60 Hz and the total power consumption per console server is less than 30 W. The LES1516A, LES1532A and LES1548A console servers each have one AC power supply.

Two IEC AC power sockets are located at the rear of the metal case, and these IEC power inlets use conventional IEC AC power cords. Power cords for various regions are available, although the North American power cord is provided by default. There is a warning notice printed on the back of each unit.

NOTE: To avoid electrical shock, the power cord grounding conductor must be connected to ground.

3.1.2 LES1600 MODELS

LES1600 models are supplied with an external AC-12-VDC wallmount power supply. This comes with a selection of wall socket adapters for each geographic region (North American, Europe, UK, Japan or Australia). The 12-VDC connector from the power supply unit plugs into the 12-VDC (PWR) power jack on the side of the console server casing.

- ♦ Plug in the power supply AC power cable and the DC power cable.
- ♦ Turn on the AC power and confirm the console server Power LED (PWR) is lit.

The LES1600 models can also be powered from an external +9-VDC to +30-VDC power source by connecting the DC power lines to a power plug that plugs into the 12-VDC (PWR) jack.

3.2 NETWORK CONNECTION

All Black Box console servers ship with Ethernet ports.

These ports are located on the rear panel of the rackmount LES1516A, LES1532A, LES1548A units, and on the front of the smaller LES1600 units. All physical connections are made using either industry standard CAT5 cabling and connectors or small form-factor pluggable transceivers (SFPs).

Make sure you only connect the LAN port to an Ethernet network that supports 10/100/1000 Mbps (LES1700, LES1516A, LES1532A, LES1548A, LES1600 only).

The LES1700 has four physical input ports which are logically presented as two ports (NET1 and NET2). Each logical port consists of a copper 10/100/1000 port and a fiber-optic small form-factor pluggable (SFP) module slot.

The LES1604A has six physical input ports: (2) RJ-45 copper ports on the front of the device which are logically paired and marked as NET1 and NET2; and four RJ-45 ports on the back of the device which constitute an independent Ethernet switch. The LES1608A has ten physical RJ-45 input ports: two RJ-45 ports on the front of the device and eight RJ-45 ports on the back of the device.

For LES1700 series devices with logically-paired SFP and RJ-45 ports, you can use only one of the two physical ports at a time: either the SFP module port or the 10/100/1000 port.

For LES1700 console servers with logically-paired SFP and RJ-45 ports, the fiberoptic medium (the SFP module) has priority over the copper medium (the RJ-45 port). Only if the SFP module is not plugged in does the RJ-45 copper link become active. This applies regardless of the connection order. If the SFP module is plugged in after the copper medium has established a link, the copper link is disconnected and the fiberoptic medium becomes active.

For the initial configuration of the console server, you must connect a computer to the console server's principal network port. This port's label varies from model to model but always includes a numeric one (1). Specific labels include NET1, NETWORK1, LAN1, and LAN USB1.

CHAPTER 3: INSTALLATION

3.3 SERIAL PORT CONNECTION

Console servers all come with four to forty eight serial ports, marked SERIAL or SERIAL PORTS. These ports connect to serially Managed Devices. Each console server also has either a dedicated Local Console (or modem) port marked LOCAL or CONSOLE, or one of its SERIAL ports can be software configured in Local Console mode. This Local Console port can be used for local command-line access (or an external serial modem out-of-band connection).

All console server models except the LES1600 have a dedicated local RS-232 Console port. This is an RJ-45 connector (Cisco Straight) located on the front of the LES1700, LES1516A, LES1532A and LES1548A models.

LES1600 models have four or eight serial ports presented as RJ-45 ports 1–x. By default, port 1 on all these models is configured in Local Console mode.

Conventional CAT5 cabling with RJ-45 jacks is generally used for serial connections. Black Box supplies a range of cables and adapters that may be required to connect to the more popular servers and network appliances.

Before connecting the console port of an external device to the console server serial port, confirm that the device supports the RS-232C (EIA-232) standard.

The console servers come with four to forty eight serial connectors for the RS-232 serial ports:

The RJ-45 serial ports are located on the rear panel of the LES1600 and on the rear panel of the rackmount LES1700.

The LES1600, LES1516A, LES1532A, and LES1548A models have Cisco Straight serial pinouts on the RJ-45 connectors.

All serial ports on the LES1700 are RJ-45 and are software-selectable for Cisco Straight or Cisco Rolled pinout.

Some console server models support RS-422 and RS-485 as well as RS-232.

The four RJ-45 serial ports on the LES1604A are each RS-232/422/485 software-selectable.

See Appendix C for RS-422/485 pinout and connection details.

TABLE 3-1. SERIAL PORT PINOUTS

| PRODUCT FAMILY | CONNECTOR | SERIAL PORTS PINOUT | RS-232 | RS-422/485 | CONSOLE PORT |
|----------------|-----------|---------------------|--------|------------|-----------------|
| LES1600 series | RJ | X2 Cisco | yes | yes | no ¹ |
| LES1700 series | RJ | X2 Cisco | yes | no | no ¹ |
| LES1500 series | RJ | X2 Cisco | yes | no | yes |

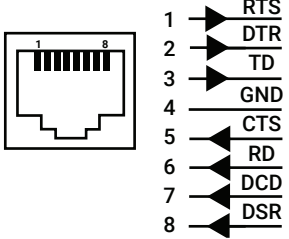
¹NOTE. The first serial port can be reassigned to be a console port.

CHAPTER 3: INSTALLATION

3.3.1 CISCO ROLLED RJ-45 PINOUT

The LES1700 console servers can select this pinout. This makes it easy to replace Cyclades products, and is convenient for use with rolled RJ-45 cable:

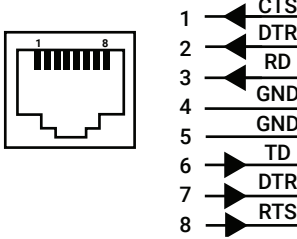
TABLE 3-2. CISCO ROLLED RJ-45 PINOUT

| DIAGRAM | PIN | SIGNAL | DEFINITION | DIRECTION |
|---|-----|--------|---------------------|-----------|
|  | 1 | RTS | Request To Send | Output |
| | 2 | DTR | Data Terminal Ready | Output |
| | 3 | TXD | Transmit Data | Output |
| | 4 | GND | Signal Ground | n/a |
| | 5 | CTS | Clear To Send | Input |
| | 6 | RXD | Receive Data | Input |
| | 7 | DCD | Data Carrier Detect | Input |
| | 8 | DSR | Data Set Ready | Input |

3.3.2 CISCO RJ-45 PINOUT

The LES1600, LES1516A, LES1532A and LES1548A models have Cisco serial pinouts on their RJ-45 connectors. The LES1700 console servers can select this pinout (it is the default). This provides straight-through RJ-45 cable to equipment such as Cisco, Juniper, Sun and many more:

TABLE 3-3. CISCO RJ-45 PINOUT

| DIAGRAM | PIN | SIGNAL | DEFINITION | DIRECTION |
|---|-----|--------|----------------------|-----------|
|  | 1 | CTS | Clear To Send | Output |
| | 2 | DSR | Data Set Ready | Output |
| | 3 | RXD | Receive Data | Output |
| | 4 | GND | Signal Ground | n/a |
| | 5 | GND | Signal Ground | Input |
| | 6 | TXD | Transmit Data | Input |
| | 7 | DTR | Data Terminal Detect | Input |
| | 8 | RTS | Request To Send | Input |

CHAPTER 3: INSTALLATION

3.4 USB PORT CONNECTION

Most console servers have external USB ports. LES1700 Series Console Servers have USB 3.0 ports. On other models, these ports are mostly USB 2.0. They can be used for:

- ♦ connecting to UPS or PDU managed devices (for managing UPS supplies, for example).
- ♦ connecting an external USB memory stick
- ♦ connecting to USB Consoles.

The LES1700 series models have two front-facing USB 3.0 ports.

Some console server models also come with internal USB connections to cellular modem and/or flash memory.

The LES1600 models have an internal 4 GB USB flash drive as well as four unallocated external USB 2.0 ports. These four unallocated USB ports are labelled 1–4 on the device itself and in the Web interface.

3.5 FITTING CELLULAR SIM AND ANTENNAS

The LES1700-V/-T/-R-I models all have an internal 4G LTE cellular modem that requires at least one SIM card to be installed and two external cellular antennas to be attached.

The LES1700 models also have an internal 802.11 wireless modem that requires at least one external WiFi antenna to be attached.

3.5.1 LES1604A-V/-T/-R MODELS

LES1600s come with internal 4G LTE modems and dual mini-SIM card slots (LES1604A-V, -T, -R).

The -T models work with AT&T USA. The -V models work with Verizon USA and the -R models work with global 4G LTE carriers.

NOTE: Some models are also multi-carrier. The LES1604A-T, for example, works with AT&T USA by default but can be reset to work with Verizon USA.

Whichever carrier you choose, their SIM card activates the data plan and must be installed before powering on the device.

Dual-SIM models use a SIM cradle. The cradle holds the SIM card or cards and slides into the dual-SIM-card slot on the front of the device. The bottom slot is the default slot. If you have a dual-SIM LES1600 and only one SIM card, insert the card into the bottom slot of the SIM cradle. No matter the specific configuration, SIM cards go into the cradle with the contacts upwards and the notch inward and adjacent to the longer cradle arm.

LES1600 models also come with two external 7-band cellular antennas. Screw the provided antennas on to the main Cell (M) and diversity Cell (A) SMA connectors on the rear panel. An external GPS passive antenna with magnetic base, SMA connector and 2 meter cable is available (not included). Screw it on to the GPS SMA connector on the rear panel.

CHAPTER 3: INSTALLATION

3.5.2 ALL LES1700 MODELS

The LES1700 models have an internal 802.11 WiFi adapter and come with an external WiFi antenna.

Before powering on the LES1700:

- ◆ Screw wireless antenna on to the WIFI (MAIN) SMA connector.

The LES1700 has a second WiFi antenna connector. This WIFI (AUX) connector can be used for diversity and requires an external antenna (not included).



CHAPTER 4: SYSTEM CONFIGURATION

This page provides an overview of the current users. Currently the only way to login as another user on the web server is to close and This chapter provides step-by-step instructions for the initial configuration of your console server, and connecting it to the Management or Operational LAN. This involves the Administrator:

- ♦ activating the Management Console.
- ♦ changing the Administrator password.
- ♦ setting the IP address console server's principal LAN port.
- ♦ selecting the services to be enabled and access privileges.

This chapter also discusses the communications software tools that the Administrator may use in accessing the console server, and the configuration of the additional LAN ports.

NOTE: For guidance on configuring large numbers of Black Box appliances and/or automating provisioning, consult Section 4.7: Configuration over DHCP (ZTP) and Section 16.15: Bulk Provisioning.

4.1 MANAGEMENT CONSOLE CONNECTION

Your console server comes configured with the following default IP address and subnet mask:

- ♦ IP address: 192.168.0.1
- ♦ Subnet mask: 255.255.255.0

For initial configuration, we recommend that you connect the console server directly to a single computer.

If you choose to connect the console server and computer to a LAN before completing the initial setup steps, the following conditions must be met:

- ♦ there must be no other devices on the LAN at IP address 192.168.0.1.
- ♦ the console server and the computer must be on the same LAN segment, with no interposed router appliances.

4.1.1 CONNECTED COMPUTER SETUP

To configure the console server with a browser, the connected PC/workstation should have an IP address in the same range as the console server (for example, 192.168.0.100):

To configure the IP address of a computer running Linux, macOS, or Unix:

- ♦ run ifconfig.

To configure the IP address of a computer running Windows:

- ♦ Click Start -> (Settings ->) Click Start -> Control Panel -> Network and Sharing Center -> Change Adapter Settings.
- ♦ Right-click on Local Area Connection and select Properties.
- ♦ Select Internet Protocol (TCP/IP) and click Properties.
- ♦ Select Use the following IP address and enter the following details:

IP address: 192.168.0.100

Subnet mask: 255.255.255.0

- ♦ If you want to retain your existing IP settings for this network connection, click Advanced and add the above details as a secondary IP connection.

CHAPTER 4: SYSTEM CONFIGURATION

If it is not convenient to change your computer's network address, you can use the ARP-Ping command to reset the console server's IP address. To do this from a computer running Windows:

- ◆ Click Start -> Run (or select All Programs > Accessories > Run).
- ◆ Type cmd and click OK to bring up the cmd.exe shell prompt.
- ◆ Type arp -d to flush the ARP cache.
- ◆ Type arp -a to view the current ARP cache (this should be empty).

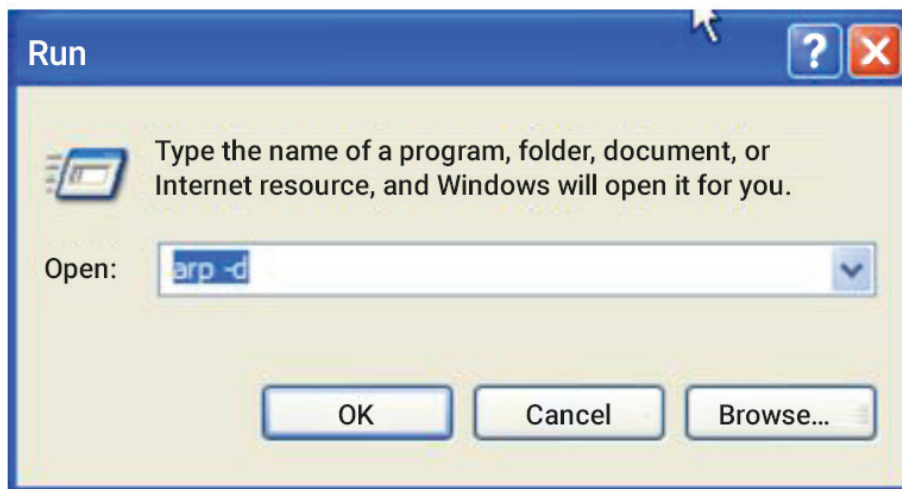


FIGURE 4-1. CMD.EXE SHELL PROMPT

Now add a static entry to the ARP table and ping the console server to assign the IP address to the console server.

In the example below, a console server has the MAC Address 00:13:C6:00:02:0F (designated on the label on the bottom of the unit) and its IP address is set to 192.168.100.23.

NOTE: The computer issuing the arp command must be on the same network segment as the console server (that is, have an IP address of 192.168.100.xxx).

- ◆ On Windows: type arp -s 192.168.100.23 00-13-C6-00-02-0F
- ◆ On Linux, macOS or Unix: type arp -s 192.168.100.23 00:13:C6:00:02:0F
- ◆ Type ping -t 192.18.100.23 to start a continuous ping to the new IP Address.
- ◆ Turn on the console server and wait for it to configure itself with the new IP address. It will start replying to the ping at this point.
- ◆ Type arp -d to flush the ARP cache again.

CHAPTER 4: SYSTEM CONFIGURATION

4.1.2 BROWSER CONNECTION

Launch or switch to your preferred browser on the connected computer and enter `https://192.168.0.1`.

NOTE: Console servers ship with a self-signed SSL certificate and are factory configured with HTTPS access enabled and HTTP access disabled.

The Management Console supports all current versions of the popular browsers: Internet Explorer, Firefox, Chrome, Safari and more.

You will be prompted to log in.

Enter the default administration username and administration password:

Username: root

Password: default



FIGURE 4-2. SYSTEM: LOGIN SCREEN

A Welcome page, which lists initial configuration steps, will display.

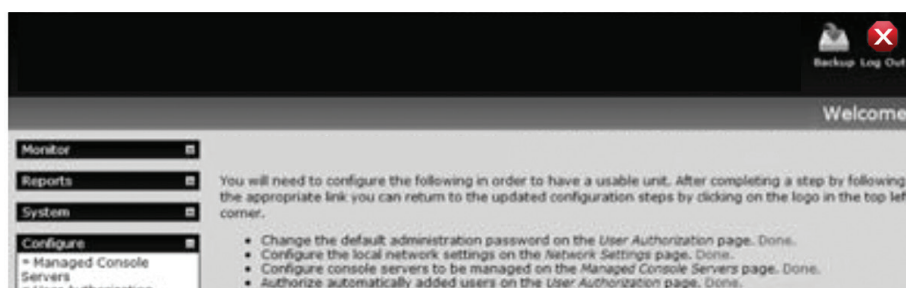


FIGURE 4-3. WELCOME SCREEN

These steps are:

- ♦ Change default administration password (Users page, see Section 4.2.)
- ♦ Configure the local network settings (System/IP page, see Section 4.3.)
- ♦ Configure serial ports settings (Serial & Network/Serial Port page, see Chapter 5.)
- ♦ Configure user port access (Serial & Network/Users page, see Chapter 5.)

CHAPTER 4: SYSTEM CONFIGURATION

If your system has a cellular modem, steps to configure the cellular router features will also present:

- ◆ Configure the cellular modem connection (System/Dial page, see Chapter 6.)
- ◆ Allow forwarding to the cellular destination network (System/Firewall page, see Chapter 6.)
- ◆ Enable IP masquerading for cellular connection (System/Firewall page, see Chapter 6.)

After completing each of the above steps, return to the configuration list by clicking the Black Box logo in the top left corner of the page.

NOTE: If you are not able to connect to the Management Console at 192.168.0.1 or if the default Username and Password were not accepted, reset your console server (see Chapter 12).

4.2 ADMINISTRATOR SETUP

4.2.1 CHANGE DEFAULT ROOT SYSTEM PASSWORD

For security reasons, only the administrative user named root can initially log into a console server. So only those people who know the root password can access and reconfigure the console server itself.

The corollary is that anyone who correctly guesses the root password can gain access and control of a console server. The initial root password is default. It is essential, therefore, to enter and confirm a new password before giving the console server any access to, or control of, other computers and network appliances.

- ◆ Select Change default administration password from the Welcome page.
- ◆ The Serial & Network > Users & Groups page loads. From here a new, confirmed password for the root user can be set.

NOTE: There are no character restrictions in a console server user's password. And passwords can be up to 254 characters long.

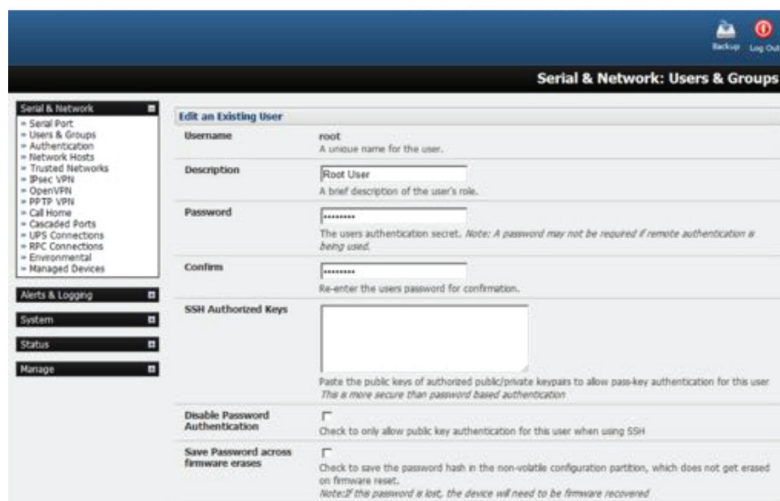


FIGURE 4-4. SERIAL & NETWORK: USERS & GROUPS SCREEN

- ◆ If the console server has flash memory (such as the LES1700) you will be given the option to Save Password across firmware erases.
- ◆ Checking this will save the password hash in the non-volatile configuration partition, which does not get erased on firmware reset. If this password is lost, the affected console server will need to be firmware recovered.
- ◆ Click Apply.

CHAPTER 4: SYSTEM CONFIGURATION

Since the root password has changed, a new log-in prompt will present. This time, use the new password.

4.2.2 SET UP A NEW ADMINISTRATOR

A new Administrator user should be set up and this new user should be used for ongoing console server administration, rather than relying on the root user.

This new user can be configured in the admin group with full access privileges by selecting Serial & Network > Users & Groups > Add a New User.



FIGURE 4-5. ADD A NEW USER SCREEN

4.2.3 NAME THE SYSTEM

- ◆ Select System > Administration.
- ◆ Enter a System Name and System Description for the console server to give it a unique ID and make it simple to identify.

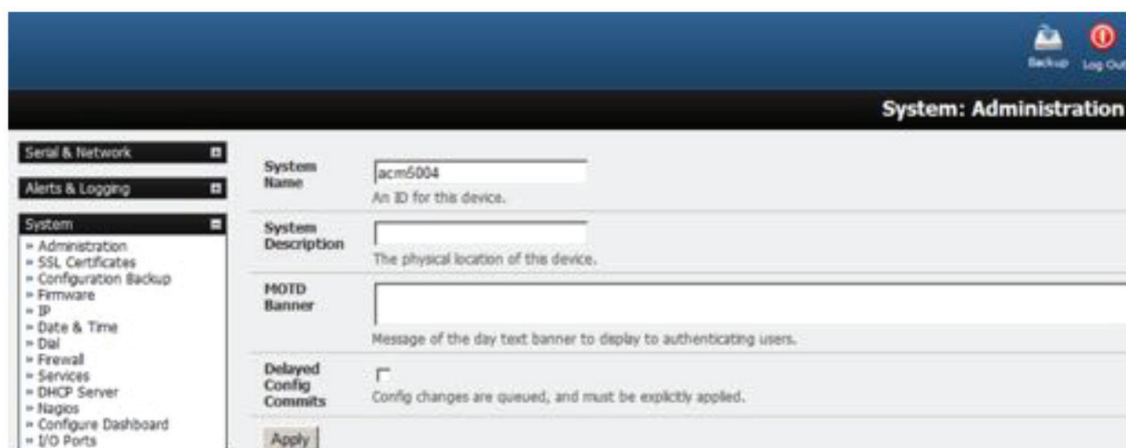


FIGURE 4-6. NAME THE SYSTEM SCREEN

CHAPTER 4: SYSTEM CONFIGURATION

NOTE: The System Name can contain from 1 to 64 alphanumeric characters as well as the following special characters . - _ . There are no restrictions on the characters that can be used in the System Description, which can contain up to 254 characters.

- ◆ Optional: text entered in the MOTD Banner field is displayed to users when the log-in to the console server.
- ◆ Click Apply.

NOTE: If you are not confident your console server has been supplied with the current release of firmware, you can upgrade it. (See Chapter 12 for details.)

4.3 NETWORK CONFIGURATION

The next step is to enter an IP address for the principal Ethernet (LAN/Network/Network1) port on the console server; or enable its DHCP client so that it automatically obtains an IP address from a DHCP server on the network it is to be connected to.

- ◆ On the System > IP menu, select the Network Interface page then check DHCP or Static for the Configuration Method.

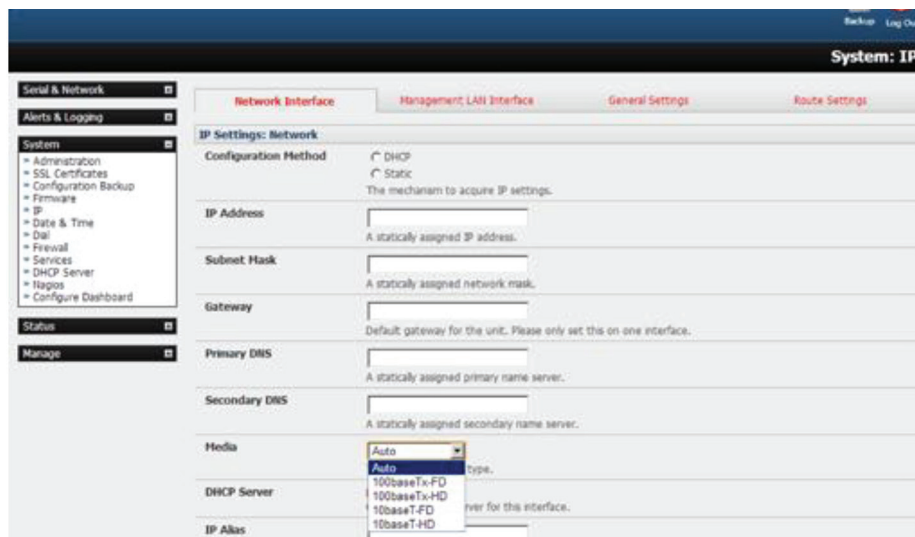


FIGURE 4-7. NETWORK INTERFACE PAGE

- ◆ If you selected Static, you must manually enter the new IP Address, Subnet Mask, Gateway and DNS server details. This selection automatically disables the DHCP client.
- ◆ By default, the console server LAN port auto detects the Ethernet connection speed. To lock the Ethernet port to 10 Mbps or 100 Mbps and to Full Duplex (FD) or Half Duplex (HD), select a speed and duplex setting from the Media pop-up menu.

If you encounter packet loss or poor network performance with the default auto-negotiation setting, try manually setting the Media settings on both the console server and the device it is connected to. In most cases, select 100BASE-TX-FD (100 megabits, full duplex). Make sure both sides are set identically.

- ◆ If you selected DHCP, the console server will look for configuration details from a DHCP server. This selection automatically disables any static address. The console server's MAC address can be found on a label on the base plate.

In its factory default state (with no Configuration Method selected), the console server has its DHCP client enabled, so it automatically accepts any network IP address assigned by a DHCP server on your network. In this initial state, the console server will then respond to both its Static address (192.168.0.1) and its newly assigned DHCP address.

You may also enter a secondary address or comma-separated list of addresses in CIDR notation as an IP Alias.

CHAPTER 4: SYSTEM CONFIGURATION

For example: 192.168.1.1/24.

NOTE: If you changed the console server's IP address, you may need to reconfigure your computer so it has an IP address that is in the same network range as this new address (as detailed earlier in this chapter).

- ◆ Click Apply.
- ◆ Reconnect the browser on the computer that is connected to the console server by entering <https://new-ip-address-here/>.

4.3.1 IPV6 CONFIGURATION

By default, the console server Ethernet interfaces support IPv4. They can also be configured for IPv6 operation.

- ◆ Select System > IP.
- ◆ Click the General Settings tab.

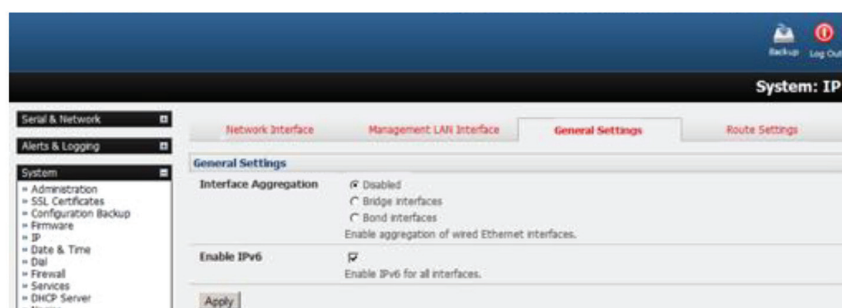


FIGURE 4-8. SYSTEM > IP, GENERAL SETTINGS TAB

- ◆ Check the Enable IPv6 check box.



FIGURE 4-9. ENABLE IPV6

- ◆ Click the Network Interface to access the IPv6 settings section.
- ◆ Configure the IPv6 settings.

CHAPTER 4: SYSTEM CONFIGURATION

4.3.2 DYNAMIC DNS (DDNS) CONFIGURATION

With Dynamic DNS (DDNS), a console server with its IP address dynamically assigned (and that may change from time to time) can be located using a fixed host or domain name.

The first step in enabling DDNS is to create an account with the supported DDNS service provider of your choice. Supported DDNS providers are listed in the following table.

TABLE 4-1. SUPPORTED DDNS SERVICE PROVIDERS

| SERVICE PROVIDER | URL | DESCRIPTION |
|------------------|-------------------------------------|--|
| DyNS | http://dyns.cx/ | |
| Dyn | https://dyn.com/ | Formerly DynDNS |
| GNUDip | http://freecode.com/projects/gnudip | An open-source DDNS tool for use by ISPs. Check if your ISP supports GNUDip. |
| Pubyun | http://pubyun.com/ | Chinese DDNS provider. Formerly operated as 3322.org. |

NOTE: Two previously supported DDNS providers are ODS, which is no longer operating, and TZO, which was bought by Dyn and is no longer operating independently.

Upon registering with the DDNS service provider, select a username and password, as well as a hostname that you will use as the DNS name (to allow external access to your machine using a URL).

Dynamic DNS service providers allow the user to choose a hostname URL and set an initial IP address to correspond to that hostname URL. Many Dynamic DNS providers offer a selection of URL hostnames available for free use with their service. However, with a paid plan, any URL hostname (including your own registered domain name) can be used.

You can now enable and configure DDNS on any of the Ethernet or cellular network connections on the console server (by default DDNS is disabled on all ports):

- ◆ Select the DDNS service provider from the drop down Dynamic DNS list on the System > IP or System > Dial menu.

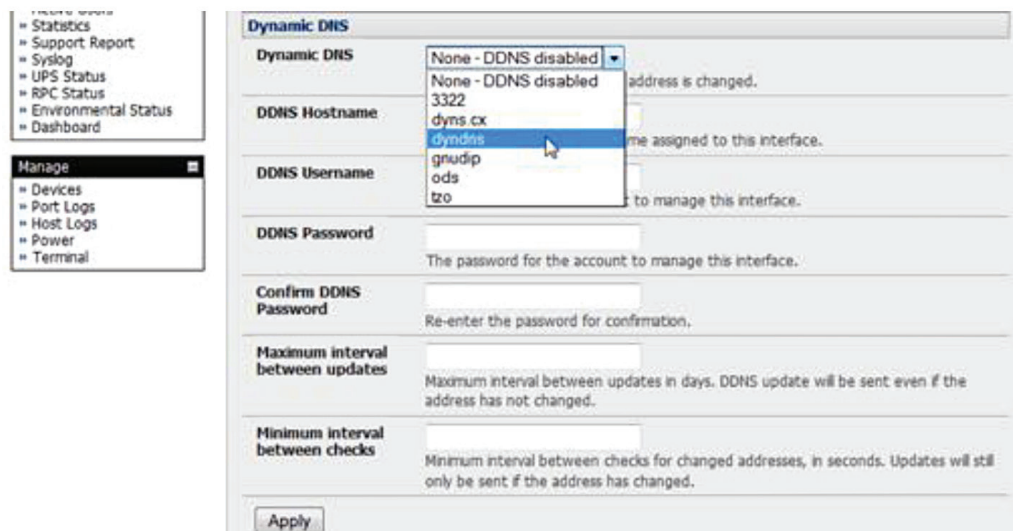


FIGURE 4-10. DROP-DOWN DYNAMIC DNS LIST

CHAPTER 4: SYSTEM CONFIGURATION

- ♦ In DDNS Hostname, enter the fully qualified DNS hostname for your console server (for example, your-hostname.dyndns.org).
- ♦ Enter the DDNS Username and DDNS Password for the DDNS service provider account.
- ♦ Specify the Maximum interval between updates in days. A DDNS update will be sent even if the address has not changed.
- ♦ Specify the Minimum interval between checks for changed addresses in seconds. Updates will still only be sent if the address has changed.
- ♦ Specify the Maximum attempts per update (that is, the number of times to attempt an update before giving up). By default this is set to 3.

4.4 SERVICES AND SERVICE ACCESS

The Administrator can access the console server, connected serial ports, and managed devices using a range of access protocols and services. For each such access:

- ♦ the particular service must first be configured and enabled to run on the console server.
- ♦ then access through the firewall must be enabled for each network connection.

To enable and configure a service:

- ♦ Navigate to System > Services.
- ♦ Select the Service Settings tab.

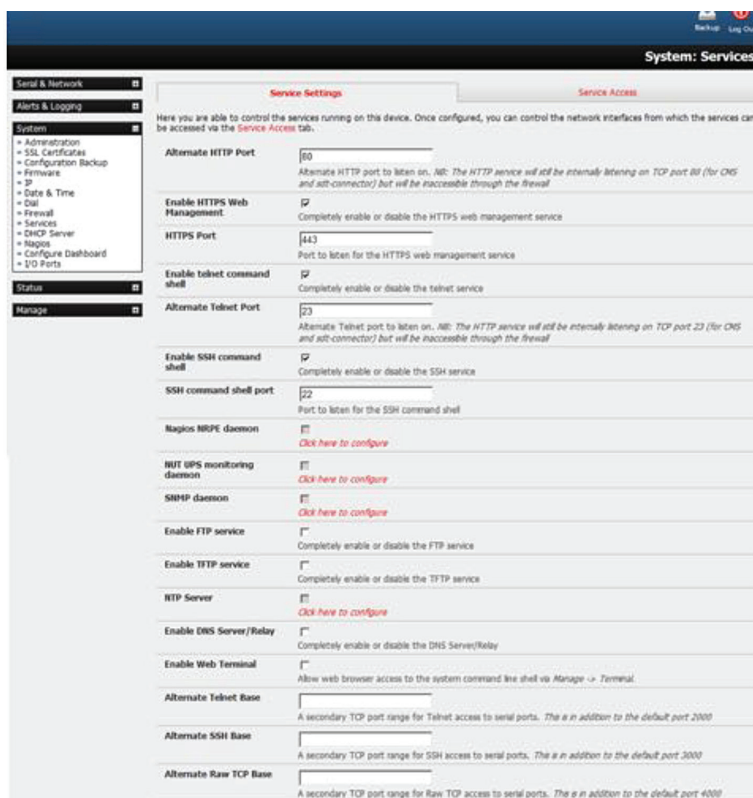


FIGURE 4-11. SYSTEM > SERVICES SCREEN

NOTE: With firmware releases prior to version 3.5.3, services are enabled and configured using the Service Access tab on the System > Firewall page.

CHAPTER 4: SYSTEM CONFIGURATION

Enable and configure basic services.

- ♦ **HTTP:** By default the HTTP service is running and it cannot be fully disabled. However by default HTTP access is disabled on all interfaces and it is recommended this access remains disabled, if the console server is to be remotely accessed over the Internet. Alternate HTTP also enables you to configure an alternate HTTP port to listen on. However the HTTP service will continue internally listening on TCP port 80 (for CMS and sdt-connector communications) but will be inaccessible through the firewall.
- ♦ **HTTPS:** By default, the HTTPS service is running and this service is enabled on all network interfaces. We recommend that only HTTPS access be used if the console server is to be managed over any public network (e.g. the Internet). This ensures the Administrator has secure browser access to all the menus on the console server. It also allows appropriately configured Users secure browser access to selected Manage menus. For information on certificate and user client software configuration, see Chapter 10, Authentication. The HTTPS service can be completely disabled (or re-enabled) by checking HTTPS Web Management and an alternate port specified (default port is 443).
- ♦ **Telnet:** By default, the Telnet service is running. However, by default, the service is disabled on all network interfaces. Telnet can be used to give the Administrator access to the system command line shell. While this may be suitable for a local direct connection over a management LAN, we recommend that this service be disabled if the console server is to be remotely administered. This service may also be useful for local Administrator and the User access to selected serial consoles. The Enable telnet command shell checkbox will completely enable or disable the telnet service. An alternate telnet port to listen on can be specified in Alternate Telnet Port (default port is 23).
- ♦ **SSH:** This service provides secure SSH access to the console server and attached devices –and by default the SSH service is running and enabled on all interfaces. We recommend that you choose SSH as the protocol where the Administrator connects to the console server over the Internet or any other public network. This will provide authenticated communications between the SSH client program on the remote computer and the SSH sever in the console server. For more information on SSH configuration, see Chapter 10, Authentication. The Enable SSH command shell checkbox will completely enable or disable this service. An alternate SSH port to listen on can be specified in SSH command shell port (default port is 22).

Enable and configure other services.

- ♦ **TFTP/FTP:** If a USB flash card or internal flash is detected on a console server (for example, an LES1200, LES1508A, LES1600, LES1516A, LES1532A, LES1548A, LES1700 or LES1400) then checking Enable TFTP (FTP) service will enable this service and set up the default tftp and ftp server on the USB flash. These servers are used to store config files, maintain access and transaction logs, etc. Files transferred using tftp and ftp will be stored under /var/mnt/storage.usb/tftpboot/ (or /var/mnt/storage.nvlog/tftpboot/ on LES1600-series devices). Unchecking Enable TFTP (FTP) service will completely disable the TFTP (FTP) service.
- ♦ **DNS Relay:** Checking Enable DNS Server/Relay will enable the DNS relay feature so clients can be configured with the console server's IP for their DNS server setting, and the console server will forward the DNS queries to the real DNS server.
- ♦ **Web Terminal:** Checking Enable Web Terminal will allow web browser access to the system command line shell via Manage > Terminal.
- ♦ **Specify alternate port numbers for Raw TCP, direct Telnet/SSH and unauthenticated Telnet/SSH services.** The console server uses specific default ranges for the TCP/IP ports for the various access services that Users and Administrators can use to access devices attached to serial ports (see Chapter 5: Serial Port, Host, Device and User Configuration). The Administrator can also set alternate ranges for these services, and these secondary ports will then be used in addition to the defaults. The default TCP/IP base port address for telnet access is 2000, and the range for telnet is IP Address: Port (2000 + serial port #), that is, ports 2001–2048. For example, if the Administrator sets 8000 as a secondary base for telnet, then serial port #2 on the console server can be accessed via telnet at IP Address:2002 and at IP Address:8002. The default base for SSH is 3000; for Raw TCP the default base is 4000; and for RFC2217 it is 5000.



CHAPTER 4: SYSTEM CONFIGURATION

A number of other services can be enabled and configured indirectly from this menu by selecting Click here to configure:

- ◆ Nagios: Access to the Nagios NRPE monitoring daemons (see Chapter 11).
- ◆ NUT: Access to the NUT UPS monitoring daemon (see Chapter 12).
- ◆ SNMP: This will enable netsnmp in the console server. SNMP is disabled by default (see Chapter 8 and Section 16.5).
- ◆ NTP: See Chapter 12.
- ◆ Click Apply. As you apply your services selections, the screen will be updated with a confirmation message: Message Changes to configuration succeeded.

The Services Access settings can now be set to allow or block access.

This specifies which (enabled) services the Administrator can use over each network interface to connect to the console server and, through the console server, to attached serial and network connected devices.

- ◆ Navigate to System > Services.
- ◆ Select the Service Access tab.

| Services | Service Enabled | Network Interface | Management LAN | Dialout/Cellular | Dial-in | VPN |
|---|-----------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|
| HTTP Web Management | Enabled | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| HTTPS Web Management | Enabled | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| Telnet command shell | Enabled | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| SSH command shell | Enabled | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| Telnet direct to serial ports | N/A | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| SSH direct to serial ports | N/A | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| RAW TCP access to serial ports | N/A | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| RFC-2217 access to serial ports | N/A | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| Unauthenticated telnet access to serial ports | N/A | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| Nagios NRPE daemon | Disabled | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| NUT UPS monitoring daemon | Disabled | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| SNMP daemon | Disabled | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| FTP Server | Disabled | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| TFTP Server | Disabled | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| NTP Server | Disabled | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| DBS Server/Relay | Disabled | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| Respond to ICHP echos | N/A | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |

FIGURE 4-12. SERVICE ACCESS TAB

NOTE: With firmware releases pre 3.5.3 the Service Access tab is found at System > Firewall.

The services currently enabled for the console server's network interfaces present. Depending on the particular console server model, the interfaces displayed may include:

- ◆ Network interface: for the principal Ethernet connection
- ◆ Management LAN/OOB Failover: second Ethernet connections
- ◆ Dialout/Cellular: V90 and 3G modem
- ◆ Dial-in: internal or external V90 modem

CHAPTER 4: SYSTEM CONFIGURATION

- ◆ Wi-Fi: 802.11 wireless.
- ◆ VPN: IPsec or Open VPN connection over any network interface.

Check or uncheck for each network which service access is to be enabled or disabled.

In the example shown below, local administrators on the local Management LAN have telnet access direct to the console server (and attached serial ports), while remote administrators using Dial-In or Cellular have no telnet access (unless they set up a VPN).

| Services | Service Enabled | Service Access | | | | |
|-------------------------------|-----------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|
| | | Network Interface | Management LAN | Dialout/Cellular | Dial-in | VPN |
| HTTP Web Management | Enabled | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| HTTPS Web Management | Enabled | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| Telnet command shell | Enabled | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> |
| SSH command shell | Enabled | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| Telnet direct to serial ports | N/A | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> |
| SSH direct to serial ports | N/A | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |

FIGURE 4-13.. SERVICE ACCESS EXAMPLE

The Respond to ICMP echos (that is ping) service access options can be configured at this stage.

This allows the console server to respond to incoming ICMP echo requests. ping is enabled by default. For security reasons, however, this service should generally be disabled post initial configuration.

- ◆ You can also configure to allow serial port devices to be accessed from nominated network interfaces using Raw TCP, direct Telnet/SSH, unauthenticated Telnet/SSH services, etc.
- ◆ Click Apply to apply your services access selections.

CHAPTER 4: SYSTEM CONFIGURATION

BRUTE FORCE PROTECTION

Brute force protection (Micro Fail2ban) temporarily blocks source IPs that show malicious signs, such as too many password failures.

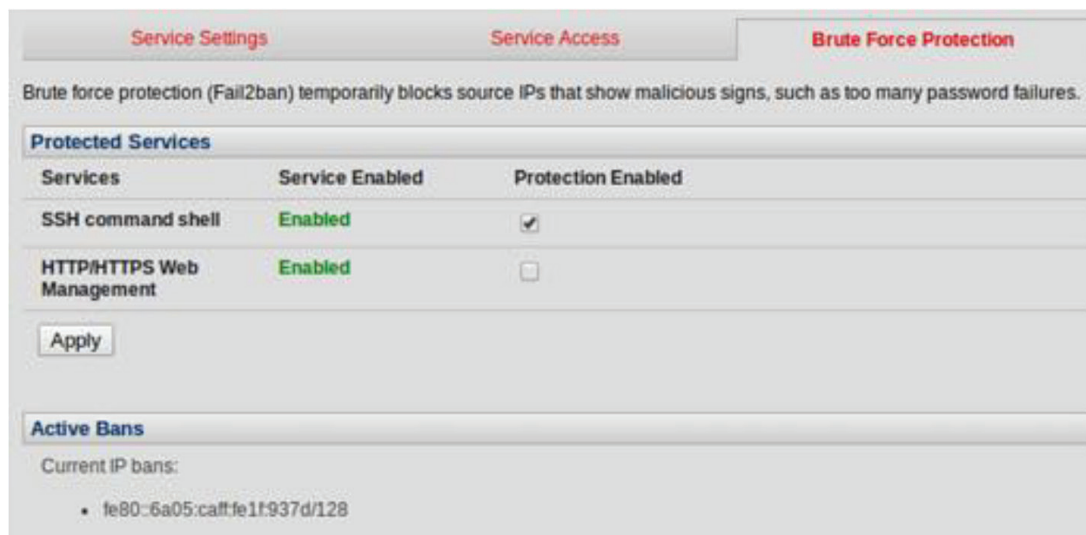


FIGURE 4-14. BRUTE FORCE PROTECTION SCREEN

This may help mitigate scenarios where the Black Box device's network services are exposed to an untrusted network such as the public WAN, and scripted attacks or software worms are attempting to guess (brute force) user credentials and gain unauthorized access.

Brute force protection may be enabled for the listed services.

Once protection is enabled, 3 or more failed connection attempts within 60 seconds from a specific source IP trigger it to be banned from connecting for the next 60 seconds. Active Bans are also listed and may be refreshed by reloading the page.

NOTE: When a Black Box device is running on an untrusted network, we recommend that you use a variety of strategies to lock down remote access. This includes strong passwords (or even better, SSH public key authentication), VPN, and using Firewall Rules to whitelist remote access from trusted source networks only.

4.5 COMMUNICATIONS SOFTWARE

You have configured access protocols for the Administrator client to use when connecting to the console server. User clients (which may be set up later) will also use these protocols when accessing console server serial attached devices and network attached hosts.

You will need to have appropriate communications software tools set up on the Administrator (and User) client's computer. Black Box provides the SDT Connector as the recommended client software tool. Other generic tools such as PuTTY and SSHTerm may be used and these are all described next.

CHAPTER 4: SYSTEM CONFIGURATION

4.5.1 SDT CONNECTOR

SDT Connector is a lightweight tool that enables Users and Administrators to securely access the Console server, and the various computers, network devices and appliances that may be serially or network connected to the console server.

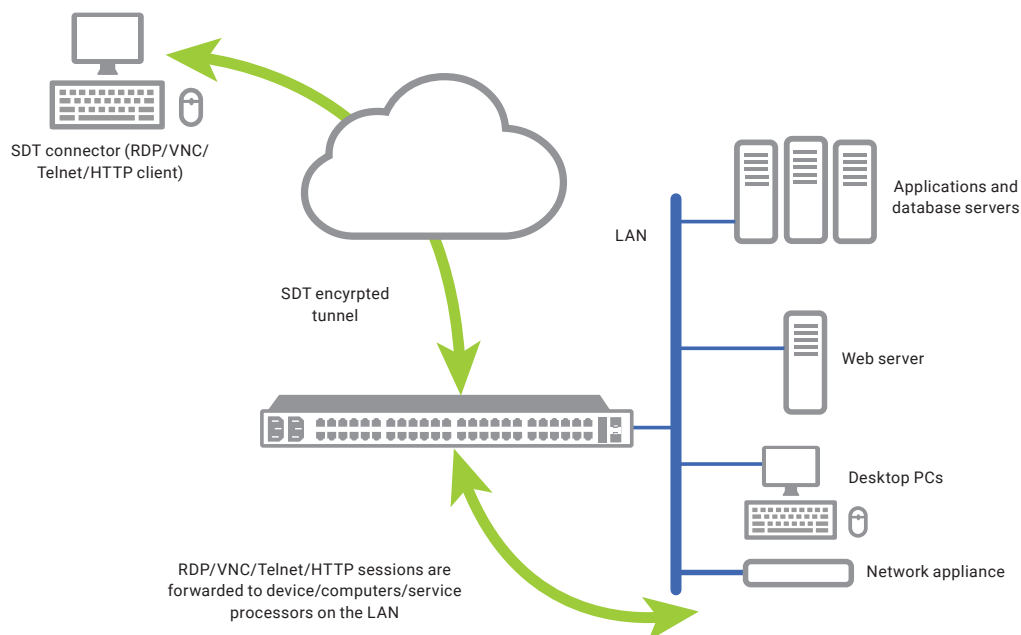


FIGURE 4-15. SDT CONNECTOR APPLICATION EXAMPLE

SDT Connector is a Java client program that couples the trusted SSH tunneling protocol with popular access tools such as Telnet, SSH, HTTP, HTTPS, VNC, and RDP to provide point-and-click secure remote management access to all the managed systems and devices.

Information on using SDT Connector for browser access to the console server's Management Console, Telnet/SSH access to the console server command line, and TCP/UDP connecting to hosts that are network connected to the console server can be found in Chapter 7, SSH Tunnels and SDT Connector.

SDT Connector can be installed on computers running Windows or macOS and on most Linux, UNIX and Solaris systems.

CHAPTER 4: SYSTEM CONFIGURATION

4.5.2 PUTTY

Communications packages like PuTTY can be also used to connect to the Console server command line (and to connect serially attached devices as covered in Chapter 5). PuTTY is a freeware implementation of Telnet and SSH for Win32 and UNIX platforms. It runs as an executable application without needing to be installed onto your system. PuTTY (the Telnet and SSH client itself) can be downloaded from <http://putty.org/>.

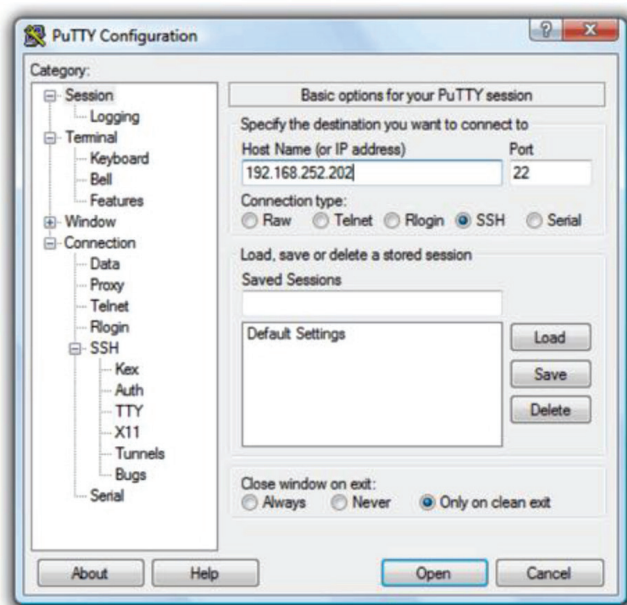


FIGURE 4-16. PUTTY

To use PuTTY for an SSH terminal session from a Windows client, you enter the console server's IP address as the Host Name (or IP address).

To access the console server command line, you select SSH as the protocol and use the default IP Port 22.

Click Open and you will be presented with the console server login prompt. (You may also receive a Security Alert that the host's key is not cached, you will need to choose yes to continue.)

Using the Telnet protocol is similarly simple, except you use the default telnet port: port 23.

4.5.3 SHTERM

Another communications package that may be useful is SHTerm, an open source package that can be downloaded from <http://sourceforge.net/projects/sshtools>.

- ♦ To use SHTerm for an SSH terminal session from a Windows client, Select File > New Connection.
- ♦ A dialog box appears for your Connection Profile.

CHAPTER 4: SYSTEM CONFIGURATION

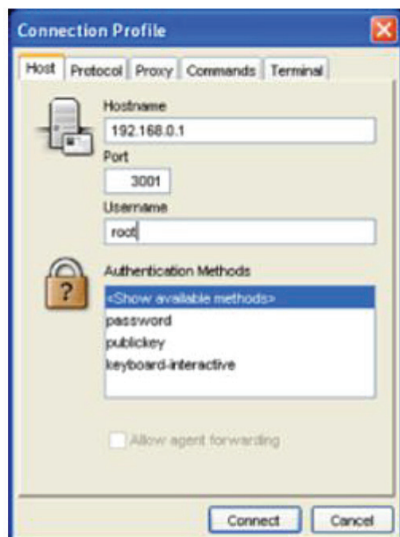


FIGURE 4-17. SHTERM DIALOG BOX

- ◆ Enter the host name or IP address for the console server you are connecting to and the TCP port that the SSH session will use (port 22).
- ◆ Enter your username, choose password authentication, and click Connect.
- ◆ If you receive a message about the host key fingerprint, select Yes or Always to continue.
- ◆ The remote system will prompt you for a username and password. Enter these to login to the console server.

4.6 MANAGEMENT NETWORK CONFIGURATION

The LES1700, LES1516A, LES1532A, LES1548A, LES1508A, and LES1600 console servers have additional network ports that can be configured to provide management LAN access and/or failover or out-of-band access.

4.6.1 ENABLE THE MANAGEMENT LAN

The LES1700, LES1516A, LES1532A, LES1548A, and LES1600 console servers can be configured so the second Ethernet port provides a management LAN gateway. The gateway has firewall, router and DHCP server features. You need to connect an external LAN switch to Network/LAN 2 to attach hosts to this management LAN.

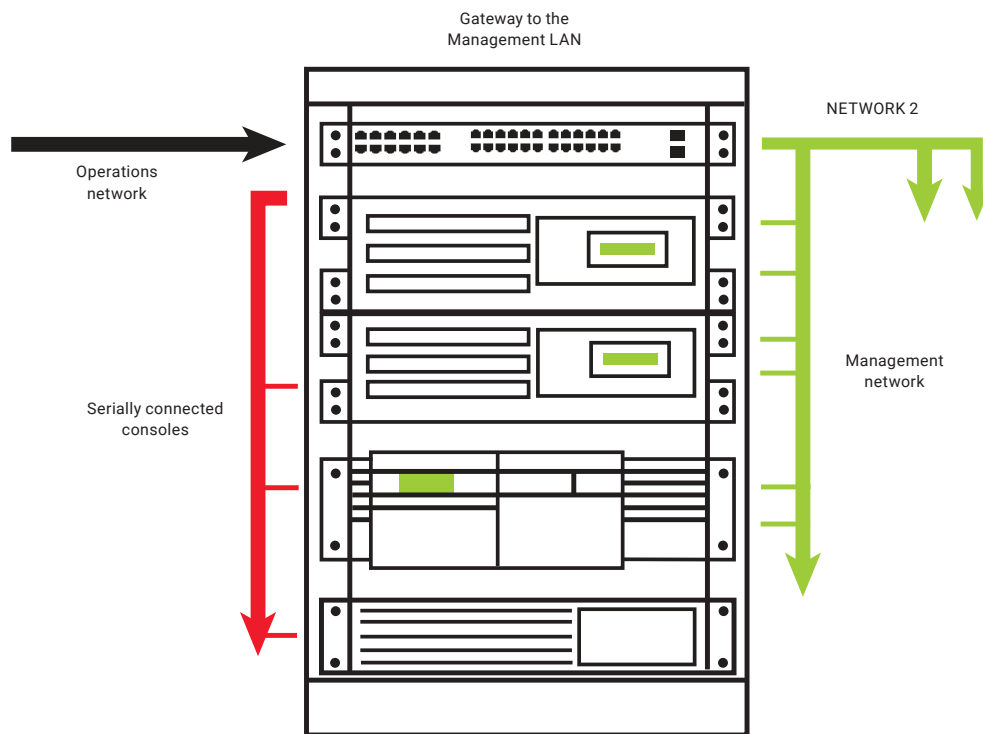


FIGURE 4-18. MANAGEMENT LAN ENABLED

NOTE: The second ethernet port (Network/LAN2) on the LES1700, LES1516A, LES1532A, LES1548A, or LES1600 can be configured as either a Management LAN gateway port or it can be configured as an OOB/Failover port. It cannot be both. Do not allocate Network/LAN 2 as the Failover Interface when you configured the principal Network connection on the System > IP menu.

CHAPTER 4: SYSTEM CONFIGURATION

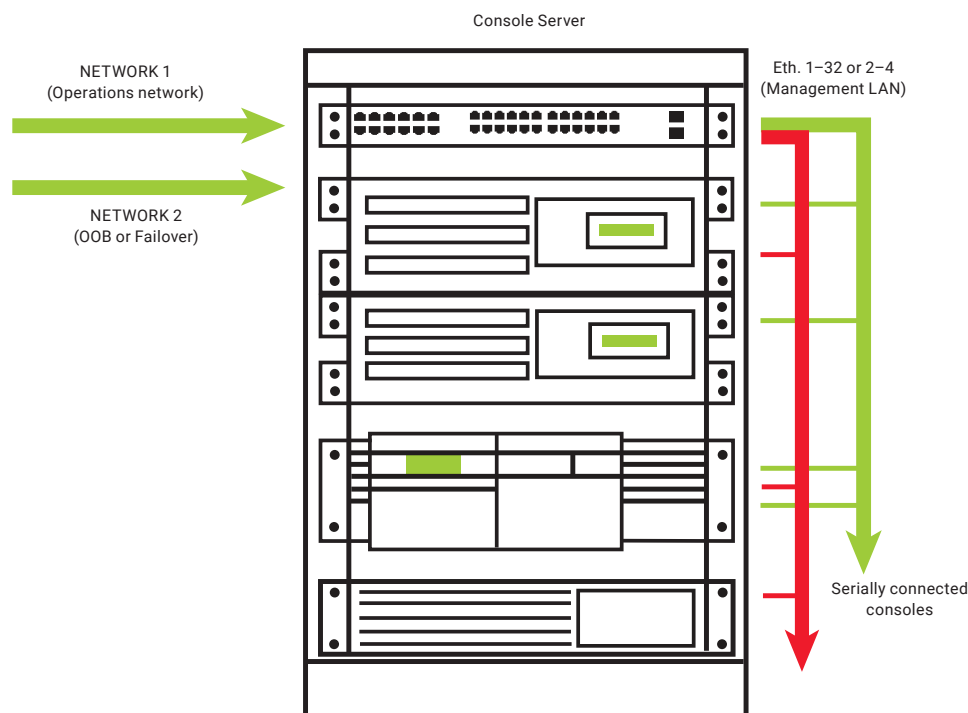


FIGURE 4-19. CONFIGURE AS MANAGEMENT LAN OR OOB/FAILOVER PORT

Management LAN features are disabled by default. To configure a Management LAN gateway:

- ◆ Navigate to System > IP.
- ◆ Select the Management LAN Interface tab.
- ◆ Uncheck Disable.
- ◆ Set the IP Address and Subnet Mask for the Management LAN. Leave the DNS fields blank.

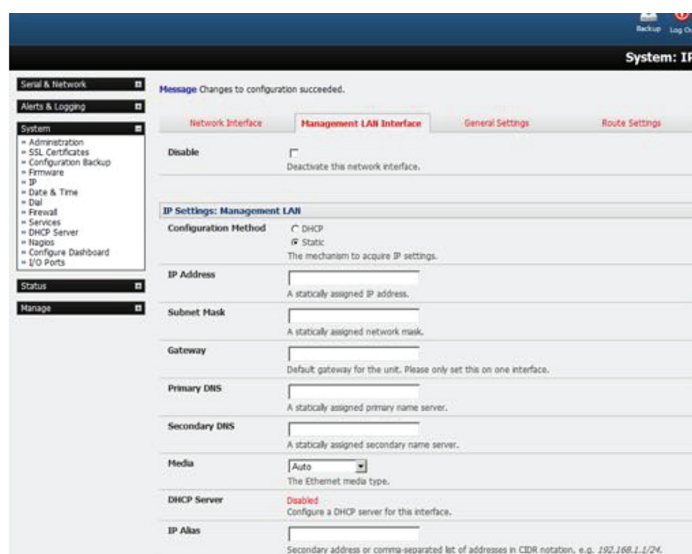


FIGURE 4-20. MANAGEMENT LAN TAB

CHAPTER 4: SYSTEM CONFIGURATION

- ◆ Click Apply.

The management gateway function is now enabled with default firewall and router rules. By default, these rules are configured so the Management LAN can only be accessible by SSH port forwarding. This ensures the remote and local connections to Managed Devices on the Management LAN are secure.

The LAN ports can also be configured in bridged or bonded mode (as described later in this chapter) or they can be manually configured from the command line.

4.6.2 CONFIGURE THE DHCP SERVER

All LES1700 and LES1500 family devices host a DHCP server. It is disabled by default. The DHCP server enables the automatic distribution of IP addresses to devices on the Management LAN that are running DHCP clients. To enable the DHCP server:

- ◆ Navigate to System > IP.
- ◆ Select the Management LAN Interface tab.
- ◆ Check the Enable DHCP Server checkbox.
- ◆ Enter the Gateway address to be issued to DHCP clients. If left blank, the console server's IP address is used.
- ◆ Enter the Primary DNS and Secondary DNS address to be issued to DHCP clients. Again if this field is left blank, the console server's IP address is used. For automatic DNS server assignment, leave this field blank.
- ◆ Enter a Domain Name suffix to issue DHCP clients. This is an optional value and step.

The screenshot shows the 'Network DHCP Server Settings' page for the Management LAN Interface. The 'DHCP Server' checkbox is checked. Below it are fields for Gateway, Primary DNS, Secondary DNS, Domain Name, Default Lease, and Maximum Lease. The 'Domain Name' field is currently empty and is the focus of the step described in the caption. Below these fields are sections for 'Dynamic Address Allocation Pools' and 'Reserved Addresses', both of which are currently empty.

FIGURE 4-21. ENTER DOMAIN NAME SUFFIX (OPTIONAL)

- ◆ Enter the Default Lease time and Maximum Lease time in seconds. The lease time is the time that a dynamically assigned IP address is valid before the client must request it again.
- ◆ Click Apply.

The DHCP server sequentially issues IP addresses from the specified address pool or pools:

- ◆ Click Add in the Dynamic Address Allocation Pools field.

CHAPTER 4: SYSTEM CONFIGURATION

- ◆ Enter the DHCP Pool Start Address and End Address.
- ◆ Click Apply.

The DHCP server also supports pre-assigning IP addresses to be allocated only to specific MAC addresses and reserving IP addresses to be used by connected hosts with fixed IP addresses. To reserve an IP addresses for a particular host:

- ◆ Click Add in the Reserved Addresses field.
- ◆ Enter the Hostname, the Hardware Address (MAC) and the Statically Reserved IP address for the DHCP client.
- ◆ Click Apply.

When DHCP has initially allocated hosts addresses, we recommend that you copy these into the pre-assigned list so the same IP address will be reallocated in the event of a reboot.



FIGURE 4-22. PRE-ASSIGN IP ADDRESSES

4.6.3 SELECT FAILOVER OR BROADBAND OOB

The LES1700, LES1516A, LES1532A, LES1548A, and LES1600 console servers provide a failover option, so if there is a problem using the main LAN connection for accessing the console server; an alternate access path is used.

By default, the failover is not enabled. To enable:

- ◆ Navigate to System > IP.
- ◆ Select the Network tab.
- ◆ Select the Failover Interface to be used if there is a main network outage. This can be:
 - an alternate broadband Ethernet connection (for example, the Network/LAN2 port on most models) or
 - the LES1700 family internal modem or
 - an external serial modem device connected to the LES1700 Console port (for dialing out to an ISP or the remote management office).

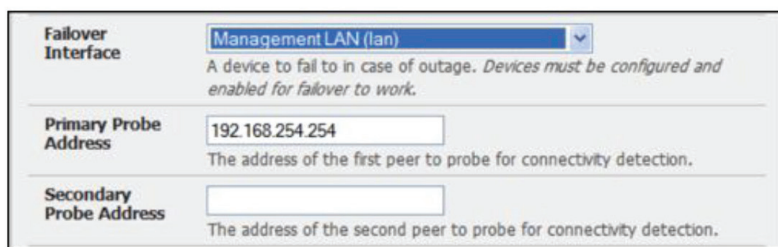


FIGURE 4-23. SELECT FAILOVER INTERFACE

CHAPTER 4: SYSTEM CONFIGURATION

- ◆ Click Apply.

NOTE: The failover method is not active until the external sites to be probed to trigger failover are specified and the failover ports themselves are set-up. This is covered in Chapter 6.

NOTE: On the LES1700, LES1516A, LES1532A, LES1548A, and LES1600 models, the second Ethernet port can be configured as either a gateway port or as an OOB/Failover port, but not both.

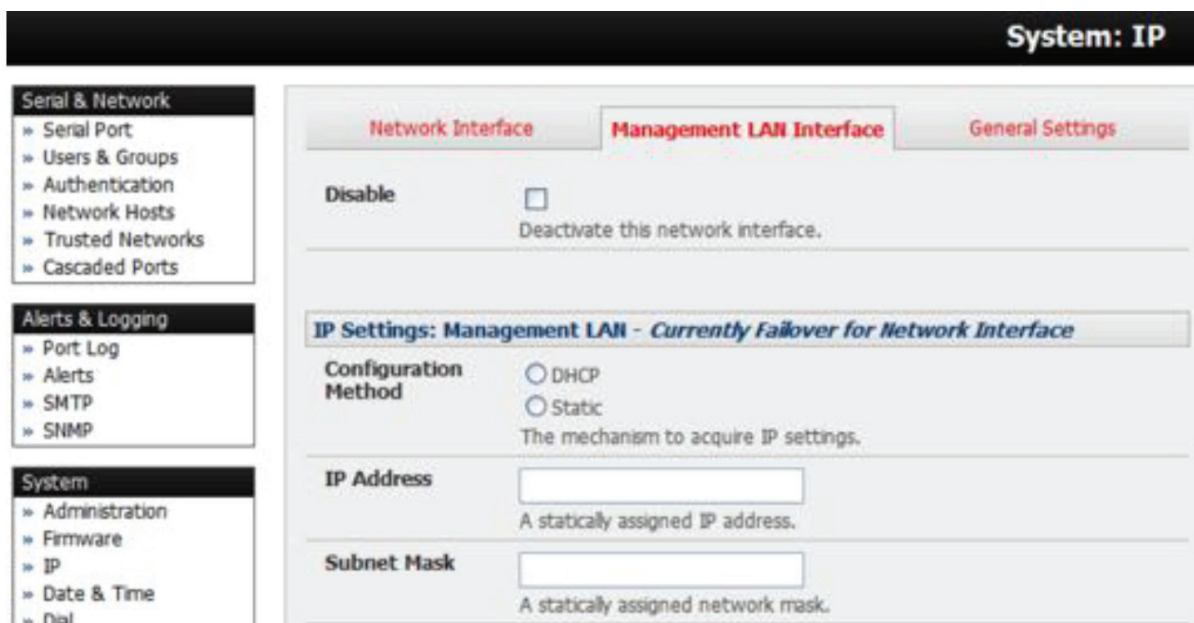


FIGURE 4-24. MANAGEMENT LAN TAB

4.6.4 AGGREGATING THE NETWORK PORTS

By default, the console server's Management LAN network ports can only be accessed using SSH tunneling/port forwarding or by establishing an IPsec VPN tunnel to the console server.

All the wired network ports on the console servers can be aggregated by being bridged or bonded.

- ◆ Navigate to System > IP.
- ◆ Click the General Settings tab.
- ◆ Click the Bridge Interfaces or Bond Interfaces radio button to enable wired Ethernet interface aggregation.

When bridging is enabled, network traffic is forwarded across all Ethernet ports with no firewall restrictions. All Ethernet ports are transparently connected at the data link layer (layer 2) so they do retain their unique MAC addresses.

With bonding, the network traffic is carried between the ports but they present with one MAC address.

Both modes remove all the Management LAN Interface and Out-of-Band/Failover Interface functions and disable the DHCP Server.

NOTE: In aggregation mode, all the Ethernet ports are configured collectively via the System > IP > Network Interface tab.

CHAPTER 4: SYSTEM CONFIGURATION

4.6.5 WI-FI WIRELESS LAN

All LES1700 models have an internal 802.11 Wi-Fi adapter and come with an external Wi-Fi antenna. The Wi-Fi can be configured as a Wi-Fi Wireless Access Point (WAP) or as a Wi-Fi client.

The built-in Wi-Fi is inactive by default. If you wish to use the Wi-Fi facility, you will need to attach the Wi-Fi antenna (and any auxiliary Wi-Fi antenna you may have ordered). To activate and configure the Wireless Access Point functionality:

- ◆ Navigate to System > IP.
- ◆ Click the Wireless Network Interface tab.
- ◆ Uncheck the Disable check-box.
- ◆ Select the device's operating mode: Wireless Client or Wireless AP (for Access Point).

If Wireless AP is checked, the Wireless AP Settings section becomes visible.

- ◆ Set the IP Address, and the netmask in the IP Settings for the Wireless Network.
Generally, if the device is being used as a Wireless AP, a static address is set here. For example, you can use 192.168.10.1.
In this example, you can set the netmask to 255.255.255.0 to give 254 unique network addresses in the subnet.
- ◆ Do not fill in the Gateway, Primary DNS and Secondary DNS values. These settings are used if the interface is to be the primary network link to the outside world, or if it will be used for failover.
- ◆ Select the correct country from the Country list.
If the correct country is not listed, select the World Regulatory Domain.
- ◆ Select an SSID for the network. This should be unique.
- ◆ Check the Broadcast SSID check box. This should, in general, be done. Not broadcasting a wireless network's SSID is not a meaningful security measure.
- ◆ Select the Network Channel. The most commonly used channel is 6.

NOTE: If the unit is being deployed in an environment containing multiple Wireless APs (for example, a multi-floor office building), a site survey to establish what channels are locally unused is recommended.

- ◆ Select the unit's Hardware Mode. The unit supports 802.11b, 802.11g, and single band 802.11n. In most cases, selecting 802.11b/g/n will provide for the best interoperability with other hardware.
- ◆ Select the Supported Authentication Methods. WPA/WPA2 with AES encryption is recommended. WEP and WPA with TKIP have been proven vulnerable to cryptanalysis attack. Only select these latter authentication methods if you must support client equipment that does not support WPA/WPA2 with AES.

If WPA/WPA2 is the selected Supported Authentication Method:

- ◆ Select one or both of TKIP and AES in WPA/WPA2 Encryption Methods. As noted above, AES is more secure. It is also required for a Wireless AP to advertise itself as 802.11n if that is the selected Hardware Mode.

If WEP is the selected Supported Authentication Method:

- ◆ Select either Open System or Shared System in the WEP Mode.

NOTE: While Open System is more secure than Shared System (due to the way encryption keys are used), known vulnerabilities mean WEP cannot be considered secure in any sense.

- ◆ click Apply and wait for the page to refresh.



CHAPTER 4: SYSTEM CONFIGURATION

The next step is to set up a DHCP server for the wireless clients. Click the link next to DHCP Server in the IP settings section, or go to System > DHCP Server. More information on configuring DHCP can be found in Section 4.6.2.

If Wireless Client is checked, the Wireless Client Settings section becomes visible.

- ◆ Select DHCP or Static for the Configuration Method.
 - If Static is selected, manually enter the new IP Address, Subnet Mask, Gateway and DNS server details. This selection automatically disables the DHCP client.
 - If DHCP is selected, the device will look for configuration details from a DHCP server on your management LAN. This selection automatically disables any static address.

NOTE: The device's MAC address can be found on a label on the base plate.

Configure the Wireless client to select the local wireless network that will serve as the main network connection to the console server.

- ◆ Select the correct country from the Country list. If the correct country is not listed, select the World Regulatory Domain.
- ◆ Enter the SSID (Set Service Identifier) of the wireless access point the Wireless Client will connect to.
- ◆ Select the Wireless Network Type. Select Infrastructure to connect to a Wireless AP device. Select Ad-hoc to connect directly to a computer.
- ◆ Select the Wireless Security mode of the wireless network (WEP, WPA, etc)
- ◆ Enter the required authentication strings.

When enabled in client mode, the wireless LAN will operate as the main network connection to the device so failover is available (though it not enabled by default).

Use Failover Interface to select the device to failover to in case of wireless outage and specify Probe Addresses of the peers to probed for connectivity detection.

NOTE: The Wireless screen in Status > Statistics will display all the locally accessible wireless LANs (with SSID and Encryption/Authentication settings). You can also use this screen to confirm you have successfully connected to the selected access point. See Chapter 13 for more information.

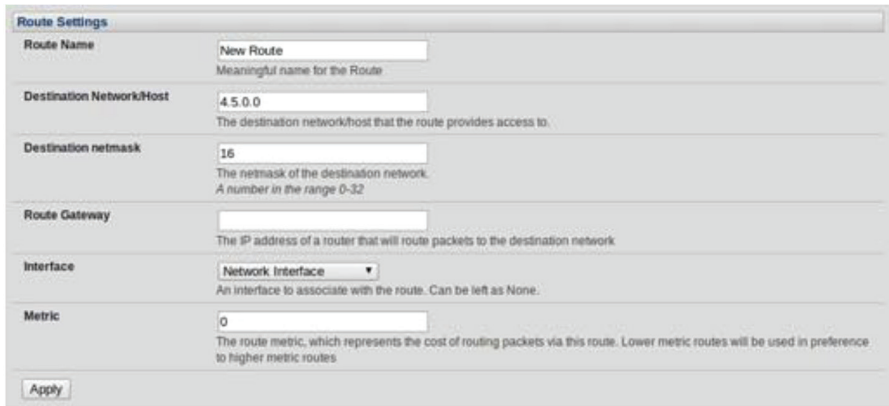
CHAPTER 4: SYSTEM CONFIGURATION

4.6.6 STATIC ROUTES

Firmware 3.4 and later support static routes that provide a quick way to route data from one subnet to different subnet. You can hard-code a path that specifies the console server or router to get to a certain subnet by using a certain path. This may be useful for remotely accessing various subnets at a remote site when being accessed using the cellular OOB connection.

To add a static route to the route table of the system:

- ◆ Navigate to System > IP > General Settings.
- ◆ Select the Route Settings tab.



The screenshot shows the 'Route Settings' configuration page. It contains the following fields and descriptions:

- Route Name:** Input field with 'New Route' entered. Description: 'Meaningful name for the Route'.
- Destination Network/Host:** Input field with '4.5.0.0' entered. Description: 'The destination network/host that the route provides access to.'
- Destination netmask:** Input field with '16' entered. Description: 'The netmask of the destination network. A number in the range 0-32'.
- Route Gateway:** Input field (empty). Description: 'The IP address of a router that will route packets to the destination network'.
- Interface:** Dropdown menu with 'Network Interface' selected. Description: 'An interface to associate with the route. Can be left as None.'
- Metric:** Input field with '0' entered. Description: 'The route metric, which represents the cost of routing packets via this route. Lower metric routes will be used in preference to higher metric routes'.

An 'Apply' button is located at the bottom left of the form.

FIGURE 4-25. ROUTE SETTINGS SCREEN

- ◆ Enter a meaningful Route Name for the route.
- ◆ In the Destination Network/Host field, enter the IP address of the destination network or host that the route provides access to.
- ◆ Enter a value in the Destination netmask field that identifies the destination network or host. Any number between 0 and 32. A subnet mask of 32 identifies a host route.
- ◆ Fill the Route Gateway field with the IP address of a router that will route packets to the destination network. This field may be left blank, depending on your network configuration.
- ◆ Select the Interface to use to reach the destination. This field may be left as None.
- ◆ Enter a value in the Metric field that represents the metric of this connection. This generally only has to be set if two or more routes conflict or have overlapping targets. Any number equal to or greater than 0.
- ◆ Click Apply.

NOTE: The route details page provides a list of network interfaces and modems to which a route can be bound. In the case of a modem, the route will be attached to any dialup session that is established via that device. A route can be specified with a gateway, an interface or both. If the specified interface is not active for whatever reason, then routes configured for that interface will not be active.

CHAPTER 4: SYSTEM CONFIGURATION

4.7 CONFIGURATION OVER DHCP (ZTP)

Config-over-DHCP is available for all Black Box console managers running firmware release 3.16 or later. Using this feature, Black Box devices can be provisioned during their initial boot from a DHCP server. Provisioning on untrusted networks can be facilitated by providing keys on a USB flash drive.

The typical steps for configuration over a trusted network are:

- Manually configure a same-model Black Box device.
- Save its configuration as an Black Box backup (.opg) file.
- Select System > Configuration Backup > Remote Backup.
- Click Save Backup.

A backup configuration file — `model-name_iso-format-date_config.opg` — is downloaded from the Black Box device to the local system.

Alternatively, you can save the configuration as an xml file:

- Select System > Configuration Backup > XML Configuration. An editable field containing the configuration file in XML format is presented.
- Click into the field to make it active.
- If you are running any browser on Windows or Linux, right-click and choose Select All from the contextual menu or press Control-A. Then right-click and choose Copy from the contextual menu or press Control-C.
- If you are using any browser on macOS, choose Edit > Select All or press Command-A. Then choose Edit > Copy or press Command-C.
- In your preferred text-editor, create a new empty document, paste the copied data into the empty document and save the file. Whatever file-name you choose, it must include the.xml filename suffix.
- Copy the saved .opg or .xml file to a public-facing directory on a file server serving at least one of the following protocols: HTTPS, HTTP, FTP or TFTP.

NOTE: Only HTTPS can be used if the connection between the file server and a to-be-configured Black Box device travels over an untrusted network.

- Configure your DHCP server to include a vendor specific option for Black Box devices. (This will be done in a DHCP server-specific way.) The vendor specific option should be set to a string containing the URL of the published .opg or .xml file in the step above. The option string must not exceed 250 characters and it must end in either .opg or .xml.
- Connect a new Black Box device (either factory-reset or Config-Erased) to the network and apply power.

NOTE: It may take up to 5 minutes for the device to find the .opg or .xml file via DHCP, download and install the file, and then reboot itself.

4.7.1 ENSURING THE CONSOLE SERVER IS UNCONFIGURED

Console servers exist in two states: configured or unconfigured. For ZTP via Config-over-DHCP to work, a target console server must be in an unconfigured state.

Console servers ship unconfigured from the factory: assuming a compatible configuration file is to hand (see below), a newly-unboxed console server can be configured using ZTP.

To return an already-configured console server to its unconfigured state do either of the following:

- While the console server is powered-on, press the recessed Erase button twice. This button is found on the rear or side of every console server.

CHAPTER 4: SYSTEM CONFIGURATION

Alternatively:

- ◆ Navigate to System > Administration.
- ◆ Check the Config Erase checkbox.
- ◆ Check the Reboot checkbox.
- ◆ Click Apply.

NOTE: If ZTP is being used to update a working console server's firmware, the extant configuration must be backed-up before the console server is unconfigured.

4.7.2 EXAMPLE ISC DHCP (DHCPD) SERVER CONFIGURATION

The following is an example DHCP server configuration fragment for serving an .opg configuration image via the ISC DHCP server, dhcpd:

```
option space Black Box code width 1 length width 1;
option Black Box.config-url code 1 = text;
class "Black Box-config-over-dhcp-test" {
    match if option vendor-class-identifier ~~ "^Black Box/";
    vendor-option-space Black Box;
    option Black Box.config-url
    "https://example.com/opg/${class}.opg";
}
```

4.7.3 SETUP WHEN THE LAN IS UNTRUSTED

If the connection between the file server and a to-be-configured Black Box device includes an untrusted network, a two-handed approach can mitigate the issue.

NOTE: This approach introduces two physical steps where trust can be difficult, if not impossible, to establish completely. First, the custody chain from the creation of the data-carrying USB flash drive to its deployment. Second, the hands connecting the USB flash drive to the Black Box device.

- ◆ Generate an X.509 certificate for the Black Box device.
- ◆ Concatenate the certificate and its private key into a single file named client.pem.
- ◆ Copy client.pem onto a USB flash drive.
- ◆ Set up an HTTPS server so that access to the .opg or .xml file is restricted to clients that can provide the X.509 client certificate generated above.
- ◆ Put a copy of the CA cert that signed the HTTP server's certificate—ca-bundle.crt—onto the USB flash drive bearing client.pem.
- ◆ Insert the USB flash drive into the Black Box device before attaching power or network.
- ◆ Continue the procedure from 'Copy the saved .opg or .xml file to a public-facing directory on a file server' above using the HTTPS protocol between the client and server.



CHAPTER 4: SYSTEM CONFIGURATION

4.7.4 PREPARE A USB DRIVE AND CREATE THE X.509 CERTIFICATE AND PRIVATE KEY

- ◆ Generate the CA certificate so the client and server Certificate Signing Requests (CSRs) can be signed.

```
# cp /etc/ssl/openssl.cnf .
# mkdir -p exampleCA/newcerts
# echo 00 > exampleCA/serial
# echo 00 > exampleCA/crlnumber
# touch exampleCA/index.txt
# openssl genrsa -out ca.key 8192
# openssl req -new -x509 -days 3650 -key ca.key -out demoCA/
  \cacert.pem -subj /CN=ExampleCA
# cp demoCA/cacert.pem ca-bundle.crt
```

NOTE: This procedure generates a certificate called ExampleCA but any allowed certificate name can be used. Also, this procedure uses openssl ca. If your organization has an enterprise-wide, secure CA generation process, that should be used instead.

- ◆ Generate the client certificate.

```
# openssl genrsa -out client.key 4096
# openssl req -new -key client.key -out client.csr -subj \
  /CN=ExampleClient
# openssl ca -days 365 -in client.csr -out client.crt \
  -keyfile ca.key -policy policy_anything -batch -notext
# cat client.key client.crt > client.pem
```

- ◆ Format a USB flash drive as a single FAT32 volume.
- ◆ Move the client.pem and ca-bundle.crt files onto the flash drive's root directory.

4.7.5 WHAT AN UNCONFIGURED CONSOLE SERVER DOES ON FIRST BOOT

When an unconfigured console server boots the following steps occur:

- ◆ the console server starts the udhcpd process (via conman).
- ◆ udhcpd transmits a DHCP DISCOVER request to the primary Network Interface.

This request includes a Vendor Class Identifier in the following form:

Black Box/model-name

For example:

Black Box/LES1203A-M

NOTE: In unconfigured console servers, the network interface mode is unset and the DHCP DISCOVER request, therefore, includes a parameter request for Vendor-Specific Information (option 43). Configured console servers have a config.interfaces.wan. mode with configuration information included. Consequently, the DHCP DISCOVER packet sent from such servers does not include an option 43 request.

CHAPTER 4: SYSTEM CONFIGURATION

- ◆ the DHCP server sends a DHCP OFFER in reply.

The console server uses the information in the DHCP OFFER to

- ◆ assign itself the supplied IPv4 address.
- ◆ add a default route.
- ◆ prepare its DNS resolver.

If the DHCP OFFER also includes an option 43 with sub-option 1, the console server:

- ◆ reads the contents of sub-option 1 as a white-space delimited list of URLs.
- ◆ interprets the URLs as locations for configuration files to use as to configure itself.
- ◆ temporarily stores the URLs for later use.

If the DHCP OFFER also includes an option 43 with sub-option 2, the console server:

- ◆ reads the contents of sub-option 2 as a white-space delimited list of URLs.
- ◆ interprets the URLs as locations for firmware images to use to flash the firmware on itself.
- ◆ temporarily stores the URLs for later use.

If the DHCP OFFER also includes a URL to an NTP server, the console server:

- ◆ synchronizes its system clock to the referenced NTP server.

see `etc/scripts/udhcpd.script` for details.

4.7.6 USING UNCONFIGURED CONSOLE SERVER ON FIRST BOOT TO UPDATE FIRMWARE

This process requires three things:

- ◆ a console server running firmware 3.16.6 or later.
- ◆ a file containing the current configuration of the console server to be updated available at a working URL that is declared in option 43, sub-option 1 of your DHCP server's DHCP OFFER.
- ◆ the firmware image to be applied available at a working URL that is declared in option 43, sub-option 2 of your DHCP server's DHCP OFFER.

The working URLs can be offered over `ftp`, `tftp`, `http`, and `https`. However, for `https` to work, the console server must be in secure recovery mode. See Section 4.7.9 for secure recovery mode requirements.

When the console server having its firmware updated is unconfigured and restarted, it:

- ◆ runs `/etc/scripts/backup-url\ loadimage` for each URL included in option 43 sub-option 2 of the DHCP OFFER.

On the first URL to return a firmware image, the console server:

- ◆ runs `curl` to download the firmware image.
- ◆ passes the image to `netflash` as standard input.

`netflash` then:

- ◆ checksums and flashes the passed-in image.
- ◆ reboots the console server.

NOTE: `netflash` will not reboot the console server unless the image passes the checksum.

Upon rebooting, the console server:

- ◆ runs `etc/config/.init` to process the firmware image.



CHAPTER 4: SYSTEM CONFIGURATION

- runs `etc/scripts/backup-url` to restore the backed-up configuration using the file declared in option 43, sub-option 1 of the DHCP OFFER. (The script's name is historical: it is based on configuration backup and restore logic.)

4.7.7 THE URLS IN DHCP OFFER, OPTION 43, SUB-OPTION 1

URLs offered in DHCP OFFER, option 43, sub-option 1 are parsed by `/etc/scripts/backup-url` using substrings in the configuration backup's filename to determine the choice order. The order is as follows.

TABLE 4-2. CHOICE ORDER FOR URLS

| SUB-STRING | REPLACED BY | EXAMPLE |
|--------------------------|---|--------------|
| <code>\${mac}</code> | the device's 12-digit MAC address, in lowercase | 0013b600b669 |
| <code>\${model}</code> | the device's full model name, in lowercase | les1708a |
| <code>\${class}</code> | the firmware's hardware class | les1700 |
| <code>\${version}</code> | the firmware's version number | 4.1.0u3 |

Once downloaded, a configuration file is checked:

- if it is a `.opg` file, its header is checked for compatibility with the current device.
- if it is a `.xml` file, a parse check is made.

In both cases, if the check fails, the downloaded file is abandoned and the next URL is tried.

4.7.8 IMPORTING THE CONFIGURATION FILE

Once a downloaded configuration file passes the appropriate check, the console server:

- imports the downloaded and checked configuration file.
- checks the configuration file for a hostname to set itself to.

If no hostname can be set, the console server defaults to

`${model}-${mac}`

(That is, it sets its hostname to the device's full model name, followed by a hyphen, followed by the device's MAC address.)

- checks that it is still unconfigured.
- sets the network interface mode to DHCP.

This, in effect, forces the console server into a configured state, preventing a reboot loop from occurring.

- returns a reboot-necessary flag.

This last action ensures the now configured console server reboots.

CHAPTER 4: SYSTEM CONFIGURATION

4.7.9 RUNNING A RESTORE OR UPDATE IN SECURE RECOVERY MODE

For a firmware update to run in secure mode (that is, to run over the https protocol) /etc/scripts/backup-url must find two certificate files in an attached USB storage device.

The first required file is ca-bundle.crt. The second required file is whichever one of the following files is found first:

- ♦ client-AABBCCDDEEFF.pem

AABBCCDDEEFF is the MAC address of the console server's primary network interface.

- ♦ client-MODEL.pem

MODEL is the (vendor class) model name in lowercase, truncated to before the first hyphen.

- ♦ lient.pem

See Section 4.7.4 for how to create these files.

NOTE: If both ca-bundle.crt and a suitable *.pem file are found, URLs offered by insecure protocols (such as http, ftp, tftp and ftps) are skipped. Once an unconfigured console server is in secure recovery mode, the firmware and configuration files needed to return it to operational status must be offered via https.



CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

The console server enables access and control of serially-attached devices and network-attached devices (hosts). The Administrator must configure access privileges for each of these devices, and specify the services that can be used to control the devices. The Administrator can also set up new users and specify each user's individual access and control privileges.

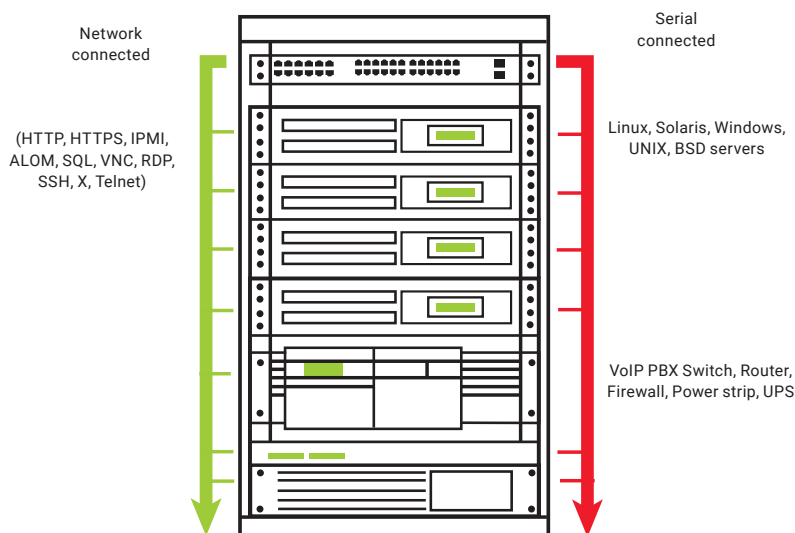


FIGURE 5-1.

This chapter covers each of the steps in configuring network-connected and serially-attached devices.

TABLE 5-1. STEPS SUMMARY

| STEP | NOTES |
|---|---|
| Serial ports | Setting up serially connected device protocols |
| Users & Groups | Setting up and defining user access permissions |
| Authentication | Also covered in more detail in Chapter 10 |
| Network hosts | Configuring access to network-connected hosts |
| Configuring trusted networks | Nominate IP addresses trusted users access from |
| Serial console port cascading and redirection | – |
| Power (UPS, PDU and IPMI) | – |
| Environmental Monitoring Devices (EMD) | – |
| Serial port redirection | The PortShare client on Windows and Linux |
| Managed devices | The consolidated view of all the connections |
| IPSec | Enabling VPN connections |
| OpenVPN | – |
| PPTP | – |

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

5.1 CONFIGURE SERIAL PORTS

The first step in configuring a serial port is to set the Common Settings such as the protocols and the RS-232 parameters that are to be used for the data connection to that port (for example, baud rate).

Then you select what mode the port is to operate in. Each port can be set to support one of the operating modes in the next table.

TABLE 5-2. OPERATING MODES

| MODE | NOTES |
|-----------------|--|
| Disabled | The serial port is inactive |
| Console server | Enables general access to serial console port on the serially attached devices |
| Device | Sets the serial port up to communicate with an intelligent serial controlled PDU, UPS or Environmental Monitor Devices (EMD) |
| SDT | Enables graphical console access (with RDP, VNC, HTTPS etc.) to hosts that are serially connected |
| Terminal server | Sets the serial port to await an incoming terminal login session |
| Serial bridge | Enables the transparent interconnection of two serial port devices over a network |

| Port # | Label | Mode | Logging Level | Parameters | Flow Control | |
|--------|------------------------|--------------------------------|---------------|--------------|--------------|------|
| 1 | IP Power | RPC (Unconfigured) | 0 | 19200-8-N-1 | None | Edit |
| 2 | Cisco 2501 | Console (Tshet, SSH) | 2 | 9600-8-N-1 | None | Edit |
| 3 | Cisco 2900 | Console (SSH) | 2 | 9600-8-N-1 | None | Edit |
| 4 | B Port Server Tech PDU | RPC (Unconfigured) | 2 | 9600-8-N-1 | None | Edit |
| 5 | TrippLite 450 UPS | UPS (Unconfigured) | 0 | 9600-8-N-1 | None | Edit |
| 6 | APC Smart-UPS 1400XL | UPS (Unconfigured) | 0 | 9600-8-N-1 | None | Edit |
| 7 | BH248 Console | Console (SSH) | 2 | 115200-8-N-1 | None | Edit |
| 8 | Loopback connector | Console (Tshet, SSH, Raw TDP) | 1 | 9600-8-N-1 | None | Edit |

FIGURE 5-2. SERIAL & NETWORK: SERIAL PORT SCREEN

- Navigate to Serial & Network > Serial Port. Details of the currently setup serial ports presents. By default, each serial port is set in console server mode.
- Click Edit to reconfigure a given serial port.
- Reconfigure the common settings (Section 5.1.1) and the mode Sections 5.1.2–5.1.6) for each port as needed.
- Set up any remote syslog (Section 5.1.7).
- Click Apply.

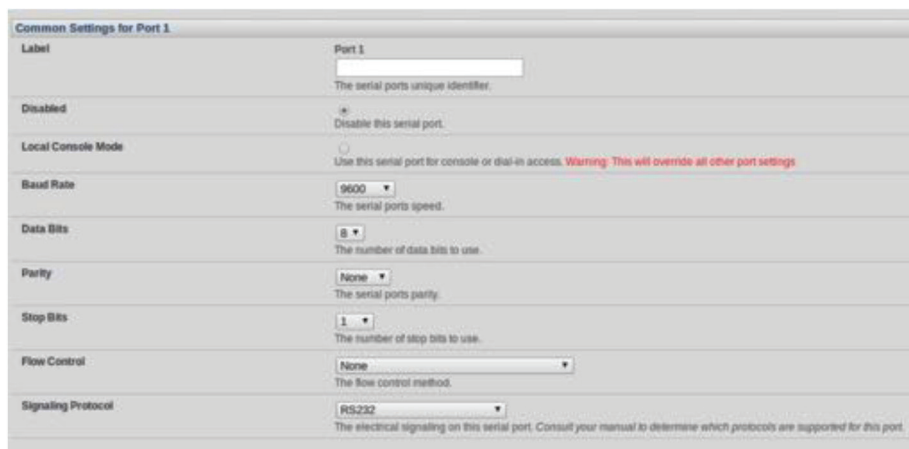
NOTE: To set the same protocol options for multiple serial ports at once click Edit Multiple Ports and select which ports you wish to configure as a group.

- If the console server has been configured with distributed Nagios monitoring enabled, then you will also be presented with Nagios Settings options to enable nominated services on the host to be monitored (see Chapter 11).

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

5.1.1 COMMON SETTINGS

There are a number of common settings that can be set for each serial port. These are independent of the mode in which the port is being used. These serial port parameters must be set so they match the serial port parameters on the device you attach to that port.



| Common Settings for Port 1 | |
|----------------------------|---|
| Label | Port 1 The serial ports unique identifier. |
| Disabled | <input checked="" type="checkbox"/> Disable this serial port. |
| Local Console Mode | <input type="checkbox"/> Use this serial port for console or dial-in access. Warning: This will override all other port settings |
| Baud Rate | 9600 The serial ports speed. |
| Data Bits | 8 The number of data bits to use. |
| Parity | None The serial ports parity. |
| Stop Bits | 1 The number of stop bits to use. |
| Flow Control | None The flow control method. |
| Signaling Protocol | RS-232 The electrical signaling on this serial port. Consult your manual to determine which protocols are supported for this port. |

FIGURE 5-3.

- ◆ Specify a Label for the port.
- ◆ Select the appropriate Baud Rate, Parity, Data Bits, Stop Bits and Flow Control for each port.
- ◆ Set the Signaling Protocol. This menu item only presents in ports with RS-422/485 options (all ports on LES1204A-2-I, LES1508A-I, ACM5504-5-LA/LR/LV-I and ACM5504-5-G-I). The options available are RS-232, RS-422, RS-485 and RS-485 Echo mode.
- ◆ Set the Port Pinout. This menu item only presents for LES1700 ports where pinout for each RJ-45 serial port can be set as either X2 (Cisco Straight) or X1 (Cisco Rolled).
- ◆ Before proceeding with further serial port configuration, you should connect the ports to the serial devices they will be controlling, and ensure they have matching settings.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

5.1.2 CONSOLE SERVER MODE

- ◆ Select Console Server Mode to enable remote management access to the serial console that is attached to this serial port.

| Console Server Settings | |
|-------------------------------|---|
| Console Server Mode | <input checked="" type="checkbox"/> Enable remote network access to the console at this serial port. |
| Logging Level | level 0 - Disabled Specify the detail of data to log. In this context: - output is the data transmitted from the console server to the connected device. - input is the data received by the console server from the connected device. |
| Telnet | <input checked="" type="checkbox"/> Enable Telnet access. |
| SSH | <input checked="" type="checkbox"/> Enable SSH access. |
| Raw TCP | <input type="checkbox"/> Enable raw TCP access. |
| RFC 2217 | <input type="checkbox"/> Enable RFC 2217 access. |
| Unauthenticated Telnet | <input type="checkbox"/> Enable Telnet access without requiring the user to provide credentials. |
| Web Terminal | <input type="checkbox"/> Enable web browser access via Manage -> Devices -> Serial. |
| Network Interface IP Alias | 1.2.3.4/24 Comma-separated list of IP addresses on which only this port is available. In CIDR notation, e.g. 192.168.1.1/24. |
| Management LAN IP Alias | <input type="text"/> Comma-separated list of IP addresses on which only this port is available. In CIDR notation, e.g. 192.168.1.1/24. |
| Out-of-Band/Failover IP Alias | <input type="text"/> Comma-separated list of IP addresses on which only this port is available. In CIDR notation, e.g. 192.168.1.1/24. |

FIGURE 5-4. CONSOLE SERVER SETUP SCREEN

- ◆ Set the desired Logging Level. This specifies the level of information to be logged and monitored (see Chapter 8).
- ◆ Enable or disable Telnet access.

When the Telnet service is enabled on the console server, a Telnet client on a User's or Administrator's computer can connect to a serial device attached to this serial port on the console server. Telnet communications are unencrypted so this protocol is generally recommended only for local or VPN-tunneled connections.

Windows 2000, Windows XP and Windows NT can run telnet from the cmd.exe command prompt.

Windows Vista and later ship with a Telnet client but it is not enabled by default. You can install it as follows.

- ◆ Click the Start button.
- ◆ Click Control Panel.
- ◆ Click Programs.
- ◆ Click Turn Windows features on or off.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG



FIGURE 5-5. TURN WINDOWS FEATURES ON OR OFF

If you are prompted for an administrator password or confirmation, type the password or provide confirmation.

- ◆ In the Windows Features dialog box, select the Telnet Client check box.
- ◆ Click OK.

The installation may take several minutes.

If remote communications are being tunneled with SDT Connector, then Telnet can be used for securely accessing these attached devices.

NOTE: In Console Server mode, Users and Administrators can use SDT Connector to set up secure Telnet connections that are SSH tunneled from their client computers to the serial port on the console server. SDT Connector can be installed on Windows PCs and on most Linux platforms and it enables secure Telnet connections to be selected with a simple point-and-click. To use SDT Connector to access consoles on the console server serial ports, you configure SDT Connector with the console server as a gateway, then as a host, and you enable Telnet service on Port 2000 + serial port # (that is Ports 2001–2048). See Chapter 7 for more details on using SDT Connector for Telnet and SSH access to devices that are attached to the console server serial ports.

You can also use communications packages like PuTTY to set a direct Telnet (or SSH) connection to the serial ports.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

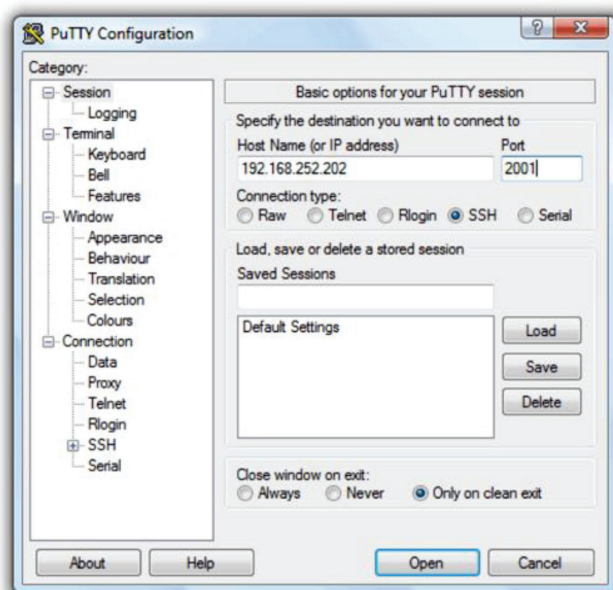


FIGURE 5-6. PUTTY CONFIGURATION SCREEN

NOTE: PuTTY supports Telnet (and SSH). Enter the console server's IP address as the Host Name (or IP address). Select Telnet as the protocol and set the TCP port to 2000 plus the physical serial port number (that is a port between 2001 and 2048). Click the Open button. You may receive a Security Alert that the host's key is not cached: choose yes to continue. The login prompt of the remote system connected to the serial port chosen on the console server will now present. You can login as normal and use the host serial console screen.

PuTTY can be downloaded from <http://putty.org/>.

NOTE: In Console Server mode, when you connect to a serial port you connect via pmsHELL. To generate a BREAK on the serial port type the character sequence ~b. If you're doing this over OpenSSH type ~~b.

- ◆ Enable or disable SSH access.

We recommend that you use SSH as the protocol where the User or Administrator connects to the console server (or connects through the console server to the attached serial consoles) over the Internet or any other public network. This will provide authenticated SSH communications between the SSH client program on the remote user's computer and the console server, so the user's communication with the serial device attached to the console server is secure.

For SSH access to the consoles on devices attached to the console server serial ports, you can use SDT Connector. You configure SDT Connector with the console server as a gateway, then as a host, and you enable SSH service on Port 3000 + serial port #. (That is ports 3001 – 3048). See Chapter 7 for more information on using SDT Connector for SSH access to devices that are attached to the console server serial ports.

Also you can use common communications packages, like PuTTY or SSHTerm to SSH connect directly to port address IP Address:Port 3000 + serial port #. (That is ports 3001 – 3048).

Alternately, SSH connections can be configured using the standard SSH port 22. The serial port being accessed is then identified by appending a descriptor to the username. This syntax supports any of the following descriptors:

```
<username>:<portXX>
<username>:<port-label>
<username>:<ttySX>
<username>:<serial>
```


CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

For example, if a User named fred wants to access serial port 2, when setting up SSHTerm or the PuTTY SSH client, instead of typing

```
username = fred
ssh port = 3002
```

type

```
username = fred:port02
```

or

```
username = fred:ttyS1
```

and

```
ssh port = 22.
```

Alternatively, by typing

```
username=fred:serial
```

and

```
ssh port = 22
```

the User is presented with a port selection option

This syntax enables Users to set up SSH tunnels to all serial ports with only a single IP port 22 having to be opened in their firewall or gateway.

NOTE: In Console Server mode, when you connect to a serial port, you connect via pmsHELL. To generate a BREAK on the serial port type the character sequence ~b. If you're doing this over OpenSSH, type ~~b.

- ◆ Enable or disable Raw TCP access.

RAW TCP allows connections directly to a TCP socket. Communications programs like PuTTY support RAW TCP. This protocol, however, would usually be used by a custom application.

For RAW TCP, the default port address is IP Address:Port 4000 + serial port # (That is, ports 4001 – 4048).

RAW TCP also enables the serial port to be tunneled to a remote console server, so two serial port devices can be transparently interconnect over a network (see Section 5.1.6).

- ◆ Enable or disable RFC 2217 access.

Enabling RFC 2217 access enables serial port redirection on that port. For RFC 2217, the default port address is IP Address:Port 5000 + serial port # (that is Port #s 5001 – 5048).

Special client software is available for Windows UNIX and Linux that supports RFC 2217 virtual com ports, so a remote host can monitor and manage remote serially attached devices, as though they were connected to the local serial port (see Section 5.6 for details).

RFC 2217 also enables the serial port to be tunneled to a remote console server, so two serial port devices can be transparently interconnect over a network (see Section 5.1.6).

- ◆ Enable or disable Unauthenticated Telnet.

Enabling Unauthenticated Telnet enables telnet access to the serial port without authentication credentials. When a user accesses the console server to telnet to a serial port, they are normally given a login prompt. With unauthenticated telnet, they connect directly through to the port without any console server login challenge. (If a telnet client does prompt for authentication, any entered data will allow connection.)

This mode is mainly used when you have an external system (such as conserver) managing user authentication and access privileges at the serial device level.

NOTE: Only the connection to the console server is unauthenticated. Logging into a device connected to the console server may still require authentication.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

For Unauthenticated Telnet the default port address is IP Address:Port 6000 + serial port # (that is Port #s 6001 – 6048).

- ◆ Enable or disable Web Terminal.

Enabling Web Terminal enables web browser access to the serial port via Manage > Devices > Serial using the Management Console's built in AJAX terminal.

Web Terminal connects as the currently authenticated Management Console user and does not re-authenticate. See Section 14.3 for more details.

- ◆ Enter an IP Alias (for the Network Interface, Management LAN or Out-of-Band/Failover).

A working IP Alias enables access to the serial port using a specific IP address, specified in CIDR format. Each serial port can be assigned one or more IP aliases, configured on a per-network-interface basis.

A serial port can, for example, be made accessible at both 192.168.0.148 (as part of the internal network) and 10.10.10.148 (as part of the Management LAN). It is also possible to make a serial port available on two IP addresses on the same network (for example, 192.168.0.148 and 192.168.0.248).

These IP addresses can only be used to access the specific serial port, accessible using the standard protocol TCP port numbers of the console server services. For example, SSH on serial port 3 would be accessible on port 22 of a serial port IP alias (whereas on the console server's primary address, it is available on port 2003).

This feature can also be configured via the multiple port edit page. In this case, the IP addresses are applied sequentially, with the first selected port getting the IP entered and subsequent ones getting incremented, with numbers being skipped for any unselected ports. For example if ports 2, 3 and 5 are selected and the IP alias 10.0.0.1/24 is entered for the Network Interface, the following addresses will be assigned:

Port 2: 10.0.0.1/24

Port 3: 10.0.0.2/24

Port 5: 10.0.0.4/24

- ◆ Enable or disable Encrypt Traffic and enable or disable Authenticate. (These options should be either enabled or disabled as a pair.)

Enabling these two options turns on trivial encryption and authentication of RFC2217 serial communications using Portshare. For strong encryption, use VPN.

- ◆ Set an Accumulation Period.

Once a connection has been established for a particular serial port (such as a RFC2217 redirection or Telnet connection to a remote computer) any incoming characters on that port are forwarded over the network on a character by character basis. The accumulation period changes this by specifying a period of time that incoming characters will be collected before then being sent as a packet over the network.



CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

| | | |
|--------------------------------|--------------------------|--|
| Encrypt Traffic | <input type="checkbox"/> | Enable PortShare Encryption. Warning: This will override standard RFC 2217 and raw TCP behaviour |
| Authenticate | <input type="checkbox"/> | Enable PortShare Authentication. Warning: This will override standard RFC 2217 and raw TCP behaviour |
| Authentication Password | <input type="text"/> | Enter password for PortShare authentication |
| Confirm Password | <input type="text"/> | Re-type the password for confirmation. |
| Accumulation Period | <input type="text"/> | Collect serial data for a period of time (in milliseconds), then transmit any data received during that time over the network at once. |
| Escape Character | <input type="text"/> | Customize the character used for sending out-of-band shell commands. <i>The default is: ~</i> |
| Power Menu | <input type="checkbox"/> | Enable shell power command menu. <i>Connect this port to a Managed Device then use ~p to run power commands.</i> |
| Single Connection | <input type="checkbox"/> | Limit the port to a single concurrent connection. |

FIGURE 5-7.

- ◆ Set a custom Escape Character. This enables you to change the character used for sending escape characters. The default is ~.
- ◆ Enable or disable the Power Menu.

5.1.3 SDT MODE

This Secure Tunneling setting allows port forwarding of RDP, VNC, HTTP, HTTPS, SSH, Telnet and other LAN protocols through to computers which are locally connected to the console server by their serial COM port. However such port forwarding requires a PPP link to be set up over this serial port.

| | | |
|-------------------------|-----------------------|---|
| SDT Settings | | |
| SDT Mode | <input type="radio"/> | Enable access over SSH to a host connected to this serial port. |
| Username | <input type="text"/> | The login name for PPP. <i>The default is 'port08'</i> |
| User Password | <input type="text"/> | The login secret for PPP. <i>The default is 'port08'</i> |
| Confirm Password | <input type="text"/> | Re-type the password for confirmation. |

FIGURE 5-8. SDT SETTINGS SCREEN

For configuration details, refer to Section 7.6.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

5.1.4 DEVICE (RPC, UPS, EMD) MODE

This mode configures the selected serial port to communicate with a serial controlled Uninterruptable Power Supply (UPS), Remote Power Controller / Power Distribution Units (RPC) or Environmental Monitoring Device (EMD).

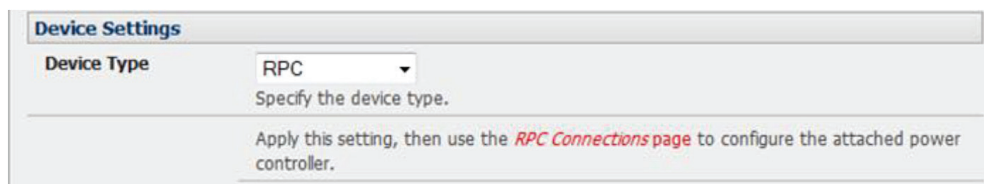


FIGURE 5-9. DEVICE SETTINGS SCREEN

- ◆ Select the desired Device Type (UPS, RPC or EMD).
- ◆ Proceed to the appropriate device configuration page: Serial & Network > UPS Connections, RPC Connection or Environmental) as detailed in Chapter 9.

5.1.5 TERMINAL SERVER MODE

- ◆ Enable Terminal Server Mode and set the Terminal Type (vt220, vt102, vt100, Linux or ANSI) to enable a getty on the selected serial port.



FIGURE 5-10. TERMINAL SERVER SETTINGS SCREEN

The getty will then configure the port and wait for a connection to be made. An active connection on a serial device is usually indicated by the Data Carrier Detect (DCD) pin on the serial device being raised. When a connection is detected, the getty program issues a login: prompt, and then invokes the login program to handle the actual system login.

NOTE Selecting Terminal Server mode will disable Port Manager for that serial port, so data is no longer logged for alerts etc.

5.1.6 SERIAL BRIDGING MODE

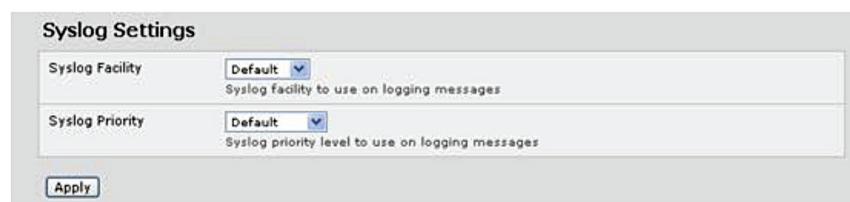
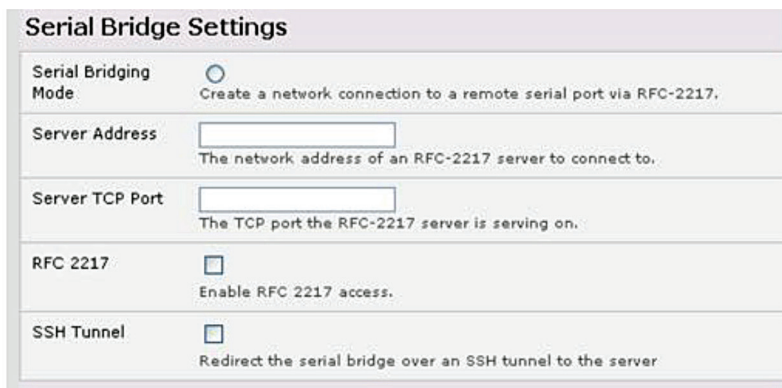


FIGURE 5-11. TERMINAL SERVER SETTINGS SCREEN

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

With serial bridging, the serial data on a nominated serial port on one console server is encapsulated into network packets and then transported over a network to a second console server where it is then represented as serial data. So the two console servers effectively act as a virtual serial cable over an IP network.



The screenshot shows a configuration window titled "Serial Bridge Settings". It contains the following fields and options:

- Serial Bridging Mode:** A radio button is selected. Below it, the text reads: "Create a network connection to a remote serial port via RFC-2217."
- Server Address:** An empty text input field. Below it, the text reads: "The network address of an RFC-2217 server to connect to."
- Server TCP Port:** An empty text input field. Below it, the text reads: "The TCP port the RFC-2217 server is serving on."
- RFC 2217:** An unchecked checkbox. Below it, the text reads: "Enable RFC 2217 access."
- SSH Tunnel:** An unchecked checkbox. Below it, the text reads: "Redirect the serial bridge over an SSH tunnel to the server"

FIGURE 5-12.

One console server is configured to be the Server. The Server serial port to be bridged is set in Console Server mode with either RFC2217 or RAW enabled (as described in Section 5.1.2).

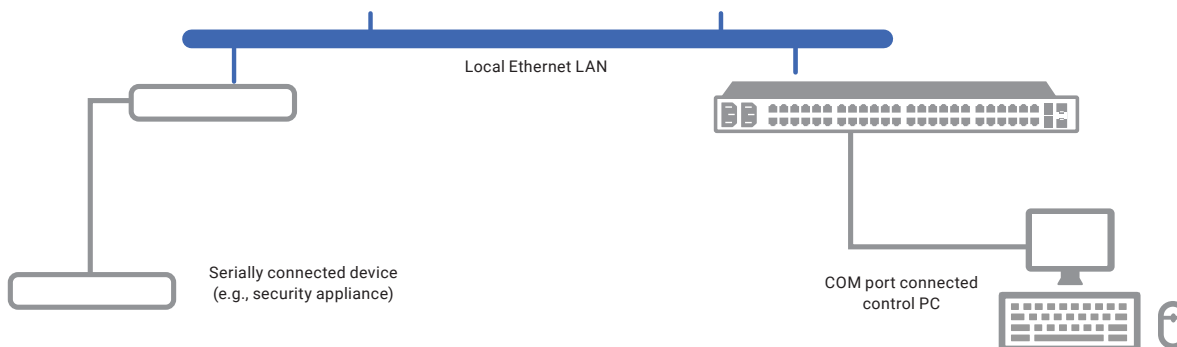


FIGURE 5-13.

For the Client console server, the serial port to be bridged must be set in Bridging Mode.

- Enable Serial Bridging Mode and specify the IP address of the Server console server and the TCP port address of the remote serial port (for RFC2217 bridging this will be 5001-5048).
- By default the bridging client will use RAW TCP so you must select RFC2217 if this is the console Server mode you have specified on the server console server.
- You may secure the communications over the local Ethernet by enabling SSH however you will need to generate and upload keys (see Chapter 16).

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

5.1.7 SYSLOG

In addition to built-in logging and monitoring (which can be applied to serial-attached and network-attached management accesses, as covered in Chapter 8), the console server can also be configured to support the remote syslog protocol on a per serial port basis.

- Select the Syslog Facility and Syslog Priority fields to enable logging of traffic on the selected serial port to a syslog server and to appropriately sort and action those logged messages (for example, redirect them or send an alert email).

For example, if the computer attached to serial port 3 should never send anything out on its serial console port, the Administrator can set the Syslog Facility for that port to local0 (local0 – local7 are meant for site local values), and the Syslog Priority to critical. At this priority, if the console server syslog server does receive a message, it will automatically raise an alert. See Chapter 8 for more.

5.1.8 NMEA STREAMING

The LES1600 can provide GPS NMEA data streaming from the internal GPS /cellular modem. This data stream presents as a serial data stream on port 5 on the ACM models.

The Common Settings (baud rate, etc.) are ignored when configuring the NMEA serial port. You can specify the Fix Frequency (i.e. this GPS fix rate determines how often GPS fixes are obtained). You can also apply all the Console Server Mode, Syslog and Serial Bridging settings to this port.

NOTE: The NMEA Streaming menu item should display on the Serial & Network > Serial Port menu.

`setfset -r` lists all of the current feature set variables.

You look for the `factory_opts` variable, and then add `3g-gps` to it.

For example, `factory_opts=rs485,3g,ind`.

To update it to `3g-gps`, you do the following:

`setfset -u factory_opts=rs485,3g-gps,ind`.

Then run `setfset -r` again, and make sure you can see the update.

You can use `pmshell`, `webshell`, `SSH`, `RFC2217` or `RawTCP` to get at the stream.



FIGURE 5-14.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

For example, using the Web Terminal:



FIGURE 5-15. MANAGE TERMINAL SCREEN

5.1.9 USB PORTS

Black Box LES1600, LES1516A, LES1532A, LES1548A and LES1700 family console servers running firmware 3.16.5 or later support USB console connections to devices from a wide range of vendors, including Cisco, HP, Dell and Brocade. Moreover, and aside from their utility as USB connections, all the USB ports on these console servers can function as plain RS-232 serial ports when a USB-to-serial adapter is connected.

These USB ports are available as regular portmanager ports and are presented numerically in the web UI after all RJ-45 serial ports.

The LES1608A, for example, has eight RJ-45 serial ports on the rear of the console server and four USB ports on the front. In Serial & Network > Serial Port these are listed in the table below.

TABLE 5-3. RJ-45 AND USB PORTS ON THE LES1608A

| PORT NUMBER | CONNECTOR |
|-------------|-----------|
| 1 | RJ-45 |
| 2 | RJ-45 |
| 3 | RJ-45 |
| 4 | RJ-45 |
| 5 | RJ-45 |
| 6 | RJ-45 |
| 7 | RJ-45 |
| 8 | RJ-45 |
| 9 | USB |
| 10 | USB |
| 11 | USB |
| 12 | USB |

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

The common settings (baud rate etc.) are used when configuring the ports, but some operations (for example, sending serial breaks) may not work depending on the implementation of the underlying USB serial chip.

5.1.10 LINK LAYER DISCOVERY PROTOCOL (LLDP)

The Link Layer Discovery Protocol (LLDP) is a protocol that allows system administrators to glean information about devices physically connected to managed switches. It is available for use on LES1700, LES1516A, LES1532A, LES1548A and LES1600 devices.

The LLDP service is enabled through the System > Services page. When the service is enabled, the lldpd daemon is loaded and runs. The Service Access tab controls which network interfaces are monitored by the lldpd daemon.

When LLDP is granted access to an interface, it will use that interface even if the interface has been disabled via System > IP.

LLDP neighbors are visible through the Status > LLDP Neighbors page. This page shows neighbors heard, and also indicates the information that the console manager is sending.

NOTE: Although the LLDP service can be granted access to non-Ethernet interfaces (for example, G3, G4 and PSTN dial-up interfaces), it currently ignores non-Ethernet interfaces.

The lldpccli shell client interacts with and configures the running LLDP service.

Persistent custom configuration changes can be added to the system through configuration files placed in /etc/config/lldpd.d/. Custom configuration files—which must have filenames ending with .conf—will be read and executed by lldpccli when the LLDP service starts.

The /etc/ directory is read-only on Black Box hardware. Most default configuration files otherwise stored in /etc/ are, on Black Box hardware, in /etc/config/, which is writeable.

The default lldpd configuration file—lldpd.conf—is stored in /etc/config/ on Black Box hardware. It is not safe as a store of custom configuration details. There are circumstances in which this file is regenerated automatically, in which case all customizations will be lost.

The etc/config/lldpd.d/ directory, which is also writable and which is created on first boot, is safe to write to. Any Custom LLDP configurations must be stored as *.conf files in this directory.

When enabled, LLDP frames issued by an Black Box Console Manager will reveal sensitive information such as hostname, and firmware version.

LLDP frames are not passed through by 802.3ab compliant switches, and Black Box Console Managers have the LLDP service disabled by default.

Both lldpd and lldpccli have standard man pages but, because of space concerns, these pages are not shipped with Black Box hardware.

Both man pages are available on the lldpd project web-site, but: man lldpd is at <https://vincentbernat.github.io/lldpd/usage.html#lldpd8>; and man lldpccli is at <https://vincentbernat.github.io/lldpd/usage.html#lldpccli8>.

NOTE: Black Box uses lldpd 0.9.2.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

5.2 ADD AND EDIT USERS

The Administrator uses this menu selection to set up, edit and delete users and to define the access permissions for each of these users.

Users can be authorized to access specified services, serial ports, power devices and specified network-attached hosts. These users can also be given full Administrator status (with full configuration and management and access privileges).

To simplify user set up, they can be configured as members of Groups. With firmware V3.5.2 and later, there are six Groups set up by default (earlier versions only had admin and user by default).

TABLE 5-4. USER GROUPS

| GROUP | DESCRIPTION |
|---------|--|
| admin | Provides users with unlimited configuration and management privileges. |
| pptpd | Group to allow access to the PPTP VPN server. Users in this group will have their password stored in clear text. |
| dialin | Group to allow access to the dialin server. Users in this group will have their password stored in clear text. |
| ftp | Group to allow ftp access and file access to storage devices. |
| pmshell | Group to set default shell to pmshell. |
| users | Provides users with basic management privileges. |

Membership of the admin group provides the user with full Administrator privileges. The admin user (Administrator) can access the console server using any of the services that have been enabled in System: Services, e.g., if only HTTPS has been enabled, then the Administrator can only access the console server using HTTPS. Once logged in, they can reconfigure the console server settings (e.g., to enable HTTP/Telnet for future access). They can also access any of the connected Hosts or serial port devices using any of the services that have been enabled for these connections. But again the Administrator can reconfigure the access services for any Host or serial port. So only trusted users should have Administrator access.

Membership of the user group provides the user with limited access to the console server and connected Hosts and serial devices. These Users can access only the Management section of the Management Console menu and they have no command line access to the console server. They also can only access those Hosts and serial devices that have been checked for them, using services that have been enabled.

If a user is set up with pptd, dialin, ftp or pmshell group membership, he will have restricted user shell access to the nominated managed devices but will not have any direct access to the console server itself. To add this, the user must also be a member of the "users" or "admin" groups.

The Administrator can also set up additional Groups with specific power device, serial port and host access permissions. Users in these additional groups don't have any access to the Management Console menu nor do they have any command line access to the console server itself.

The Administrator can also set up users with specific power device, serial port and host access permissions, who are not a member of any Groups. Similarly, these users don't have any access to the Management Console menu, nor do they have any command line access to the console server itself.

For convenience, the SDT Connector "Retrieve Hosts" function retrieves and auto-configures checked serial ports and checked hosts only, even for admin group users.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

5.2.1 SETUP NEW GROUPS

To set up new Groups and new users, and to classify users as members of particular Groups:

- ◆ Select Serial & Network > Users & Groups to display the configured Groups and Users.
- ◆ Click Add Group to add a new Group.

The screenshot shows the 'Add a New group' configuration page. It includes fields for 'Groups' (with a placeholder 'A group with predefined privileges the user will belong to.'), 'Description' (with a placeholder 'A brief description of the group's role.'), and a 'Roles' section with four checkboxes: 'Full administration & access', 'Access to all serial ports and managed devices', 'Web UI access to the 'Manage' pages', and 'CLI connections provide access to the Port Manager shell (This takes precedence over the UNIX Shell Role)'. Below this is the 'Accessible Host(s)' section with a checkbox for 'UNIX Server (sdf.org)'. The 'Accessible Port(s)' section has a 'Select/Unselect all Ports.' checkbox and four checkboxes for 'Port 1 (Router)', 'Port 2 (Switch)', 'Port 3 (PDU)', and 'Port 4 (UPS)'. The 'Accessible RPC Outlet(s)' section has a 'Select/Unselect all outlets.' checkbox and eight checkboxes for 'Outlet 1' through 'Outlet 8'. An 'Apply' button is at the bottom left.

FIGURE 5-16. ADD NEW GROUP SCREEN

- ◆ Add a Group name and Description for each new Group, then nominate the Accessible Hosts, Accessible Ports and Accessible RPC Outlet(s) that you wish any users in this new Group to be able to access.
- ◆ Click Apply.
- ◆ The Administrator can Edit or Delete any added group.

5.2.2 SETUP NEW USERS

To set up new users, and to classify users as members of particular Groups:

- ◆ Select Serial & Network > Users & Groups to display the configured Groups and Users.
- ◆ Click Add User to add a new user.
- ◆ Add a Username for each new user. You may also include information related to the user (e.g. contact details) in the Description field.

NOTE: The User Name can contain from 1 to 127 alphanumeric characters as well as the following characters: - _ . (hyphen, underscore, and full-stop or period).

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

- ◆ Specify which Group (or Groups) you wish the user to be a member of.
- ◆ Add a confirmed Password for each new user.

NOTE: A user's Password can contain up to 254 characters. There are no restrictions on what characters are allowed in a password.

- ◆ SSH pass-key authentication can be used. This is more secure than password-based authentication. Paste the public keys of authorized public/private keypairs for this user in the Authorized SSH Keys field
- ◆ Check Disable Password Authentication if you wish to only allow public key authentication for this user when using SSH.
- ◆ Check Enable Dial-Back in the Dial-in Options menu to allow an out-going dial-back connection to be triggered by logging into this port.
- ◆ Enter the Dial-Back Phone Number to call-back when the user logs in.
- ◆ Check specific Accessible Hosts and Accessible Ports to nominate the serial ports and network connected hosts you wish the user to have access privileges to.
- ◆ If there are configured RPCs, you can check Accessible RPC Outlets to specify which outlets the user is able to control (that is, power on and off).
- ◆ Click Apply.

The new user will now be able to access the Network Devices, Ports and RPC Outlets you nominated as accessible plus, if the user is a Group member they can also access any other device/port/outlet that was set up as accessible to the Group

NOTE: There are no specific limits on user number; nor on the number of users per serial port or host. So multiple users (Users and Administrators) can control or monitor a port or host. Similarly, there are no specific limits on the group number and users can be a member of a number of Groups (and gain the cumulative access privileges of each Group). A user does not have to be a member of any Groups (but if the User is not even a member of the default user group then cannot use the Management Console to manage ports).

NOTE: While there are no specific limits, the time to re-configure does increase as the number and complexity increases. The aggregate number of users and groups should be kept under 250.

The Administrator can also edit the access settings for any existing users:

- ◆ Select Serial & Network > Users & Groups and click Edit to modify User access privileges.
- ◆ Alternatively click Delete to remove the user or Disable to temporarily block access.

NOTE: For more on enabling the SDT Connector so each user has secure tunneled remote RPD/VNC/Telnet/HHTP/HTTPS/SoL access to the network connected hosts, see Chapter 7.

5.3 AUTHENTICATION

See Chapter 10 for authentication configuration details.

5.4 NETWORK HOSTS

To monitor and remotely access a locally networked computer or device (referred to as a Host) identify the Host and specify the TCP or UDP ports/services used to control that Host.

- ◆ Select Serial & Network > Network Hosts.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

All network-connected Hosts that have been enabled for access present as well as the related access TCP ports/services.

- Click Add Host to enable a new Host or select Edit to update an extant Host's settings.
- Enter the IP Address or the DNS Name and Host Name (up to 254 alphanumeric characters) for the new network connected Host.
- Enter a Description (this is an optional step).
- Add or edit the Permitted Services (or TCP/UDP port numbers) that are authorized to be used in controlling this host.
Only these permitted services will be forwarded through by SDT to the Host. All other services (TCP/UDP ports) will be blocked.
- Set the Logging Level.

This specifies the level of information to be logged and monitored for each Host access. See Chapter 8 for more information.

- If the Host is a PDU or UPS power device or a server with IPMI power control, specify RPC (for IPMI and PDU) or UPS and the Device Type.

The Administrator can configure these devices and enable which users have permissions to remotely cycle power etc. (see Chapter 9). Otherwise, leave the Device Type set to None.

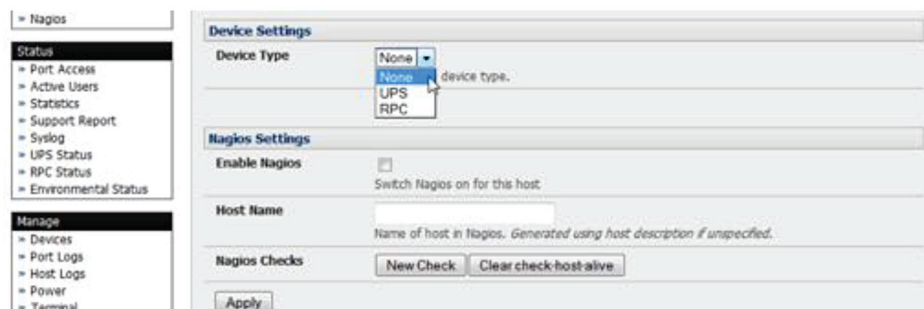


FIGURE 5-17. ENTER DEVICE TYPE

- If the console server has been configured with distributed Nagios monitoring enabled then you will also be presented with Nagios Settings options to enable nominated services on the Host to be monitored. See Chapter 11 for more information.
- Click Apply.

This will create the new Host and also create a new Managed Device (with the same name).

5.5 TRUSTED NETWORKS

The Trusted Networks facility allows you an nominate specific IP addresses where users (Administrators and Users) must be located, to have access to console server serial ports:

- Select Serial & Network > Trusted Networks.
- Click Add Rule to add a new trusted network.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

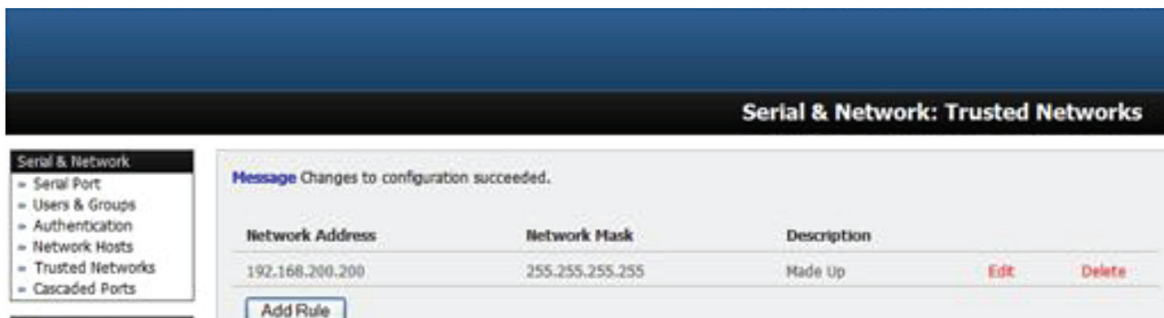


FIGURE 5-18. SERIAL & NETWORK: TRUSTED NETWORKS SCREEN, ADD RULE

NOTE: In the absence of Rules, there are no access limitations as to the IP address where Users or Administrators can be located.

- ◆ Select the Accessible Port(s) that the new rule is to be applied to.

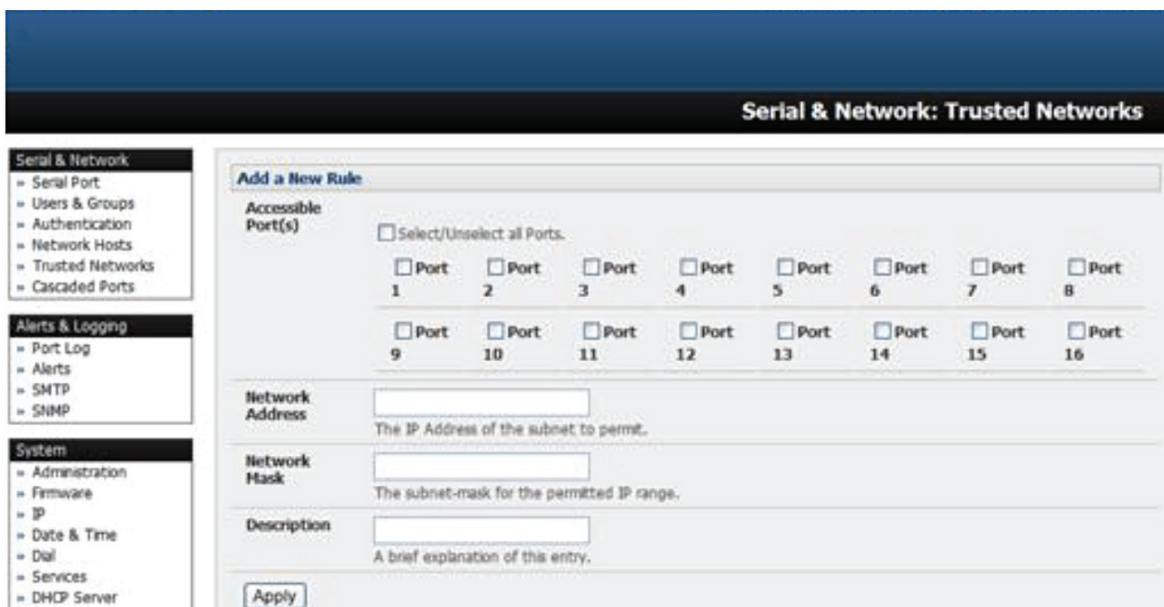


FIGURE 5-19. SERIAL & NETWORK: TRUSTED NETWORKS SCREEN

- ◆ Enter the Network Address of the subnet to be permitted access.
- ◆ Specify the range of addresses that are to be permitted by entering a Network Mask for that permitted IP range.
- ◆ For example, to permit all users located in the 204.15.5.0 Class C network to connect to the nominated port, would add the following Trusted Network rule:

Network IP address: 204.15.5.0

Subnet Mask: 255.255.255.0

- ◆ To permit only the user located at a specific IP address (in this case 204.15.5.13) to connect:

Network IP address: 204.15.5.13

Subnet Mask: 255.255.255.255

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

- ◆ To allow all users operating from within a specific range of IP addresses (in this case the 30 addresses from 204.15.5.129 to 204.15.5.158) to be permitted connection to the nominated port:

Network IP address: 204.15.5.128

Subnet Mask: 255.255.255.224

- ◆ Click Apply.

NOTE: The above Trusted Networks will limit access by Users and Administrators to the console serial ports. They do not restrict access by the Administrator to the console server itself or to attached hosts. To change the default settings for this access, you will need to edit the IPTables rules as described in Chapter 16.

5.6 SERIAL PORT CASCADING

Cascaded Ports enables you to cluster distributed console servers so up to 1000 serial ports can be configured and accessed through one IP address and managed through the one Management Console. One console server, the Master, controls other console servers as Slave units and all the serial ports on the Slave units appear as if they are part of the Master.

Black Box's clustering connects each Slave to the Master with an SSH connection. This is done using public key authentication so the Master can access each Slave using the SSH key pair (rather than using passwords). This ensures secure authenticated communications between Master and Slaves enabling the Slave console server units to be distributed locally on a LAN or remotely around the world.

5.6.1 AUTOMATICALLY GENERATE AND UPLOAD SSH KEYS

To set up public key authentication, first generate an RSA or DSA key pair and upload them into the master and slave console servers. This can be done automatically from the Master.

- ◆ Select System > Administration on the master's Management Console.
- ◆ Check Generate SSH keys automatically.
- ◆ Click Apply.

Next, select whether to generate keys using RSA and/or DSA (if unsure, select only RSA).



FIGURE 5-20. SSH KEYS SCREEN

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

Generating each set of keys will require approximately two minutes and the new keys will destroy any old keys of that type that may previously been uploaded. Also, while the new generation is underway on the master, functions relying on SSH keys (e.g. cascading) may stop functioning until they are updated with the new set of keys. To generate keys:

- ◆ Check RSA Keys, DSA Keys, or both.
- ◆ Click Apply.
- ◆ Once the new keys have been generated, Click here to return and the keys will automatically be uploaded to the master and connected slaves.

5.6.2 MANUALLY GENERATE AND UPLOAD SSH KEYS

To manually upload the key public and private key pair to the Master console server:

- ◆ Select System > Administration on the master's Management Console.
- ◆ Browse to the location you have stored RSA (or DSA) Public Key and upload it to SSH RSA (DSA) Public Key.
- ◆ Browse to the stored RSA (or DSA) Private Key and upload it to SSH RSA (DSA) Private Key.
- ◆ Click Apply.

Next, you must register the Public Key as an Authorized Key on the slave. In the simple case with only one master with multiple slaves, you need only upload the one RSA or DSA public key for each slave.

NOTE: The use of key pairs can be confusing as in many cases one file (Public Key) fulfills two roles—Public Key and Authorized Key.

For a more detailed explanation see Authorized in Section 16.6. Also refer to this chapter if you need to use more than one set of Authorized Keys in the slave.

- ◆ Select System > Administration on the slave's Management Console.

The screenshot displays the 'System: Administration' interface. On the left is a navigation menu with categories: Serial & Network, Alerts & Logging, System, and Status. The main content area contains the following fields and controls:

- System Name:** Input field containing 'img4004-5'. Below it is the text 'An ID for this device.'
- System Description:** Input field. Below it is the text 'The physical location of this device.'
- System Password:** Password input field with masked characters. Below it is the text 'The secret used to gain administration access to this device.'
- Confirm System Password:** Password input field with masked characters. Below it is the text 'Re-enter the above password for confirmation.'
- Apply:** A button to save the configuration.
- SSH RSA Public Key:** Input field with a 'Browse...' button. Below it is the text 'Upload a replacement RSA public key file.'
- SSH RSA Private Key:** Input field with a 'Browse...' button. Below it is the text 'Upload a replacement RSA private key file.'
- SSH DSA Public Key:** Input field with a 'Browse...' button. Below it is the text 'Upload a replacement DSA public key file.'
- SSH DSA Private Key:** Input field with a 'Browse...' button. Below it is the text 'Upload a replacement DSA private key file.'

FIGURE 5-21. SYSTEM ADMINISTRATION SCREEN

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

Browse again to the stored RSA (or DSA) Public Key and upload it to Slave's SSH Authorized Key.

- ◆ Click Apply.

The next step is to Fingerprint each new slave-master connection. This once-off step will validate that you are establishing an SSH session to who you think you are. On the first connection the Slave will receive a fingerprint from the Master which will be used on all future connections.

- ◆ Log in to the master console server as root.
- ◆ Establish an SSH connection to the remote slave host:

```
# ssh remote-host-name
```

Once the SSH connection has been established, you will be asked to accept the key. Answer yes and the fingerprint will be added to the list of known hosts. For more details on Fingerprinting see Section 16.6.

NOTE: If you are asked to supply a password, then there is a problem with uploading keys. The keys should remove any need to supply a password.

5.6.3 CONFIGURE THE SLAVES AND THEIR SERIAL PORTS

You can now begin setting up the slaves and configuring slave serial ports from the master console server.

- ◆ Select Serial & Network > Cascaded Ports on the master's Management Console.



FIGURE 5-22. SERIAL & NETWORK: CASCADED PORTS SCREEN

- ◆ Click Add Slave to add clustering support.

NOTE: You cannot add any slaves until you have automatically or manually generated SSH keys.

To define and configure a slave:

- ◆ Enter the remote IP Address (or DNS Name) for the Slave console server.
- ◆ Enter a brief Description and a short Label for the slave.

Use a convention here that enables effective management of large networks of clustered console servers and the connected devices.

- ◆ Enter the full number of serial ports on the slave unit in Number of Ports.
- ◆ Click Apply.

This will establish the SSH tunnel between the master and the new slave.

The Serial & Network > Cascaded Ports menu displays all the slaves and the port numbers that have been allocated on the master. If the master console server has 16 ports of its own, then ports 1–16 are pre-allocated to the master, so the first slave added will be assigned port number 17 onwards.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

Once you have added all the slave console servers, the slave serial ports and the connected devices are configurable and accessible from the master's Management Console menu and accessible through the Master's IP address.

- ◆ Select the appropriate Serial & Network > Serial Port and Edit to configure the serial ports on the slave.
- ◆ Select the appropriate Serial & Network > Users & Groups to add new users with access privileges to the slave serial ports (or to extend existing users access privileges).
- ◆ Select the appropriate Serial & Network > Trusted Networks to specify network addresses that can access nominated slave serial ports.
- ◆ Select the appropriate Alerts & Logging > Alerts to configure slave port Connection, State Change or Pattern Match alerts.
- ◆ Click Apply.

The configuration changes made on the master are propagated out to all the Slaves.

5.6.4 MANAGING THE SLAVES

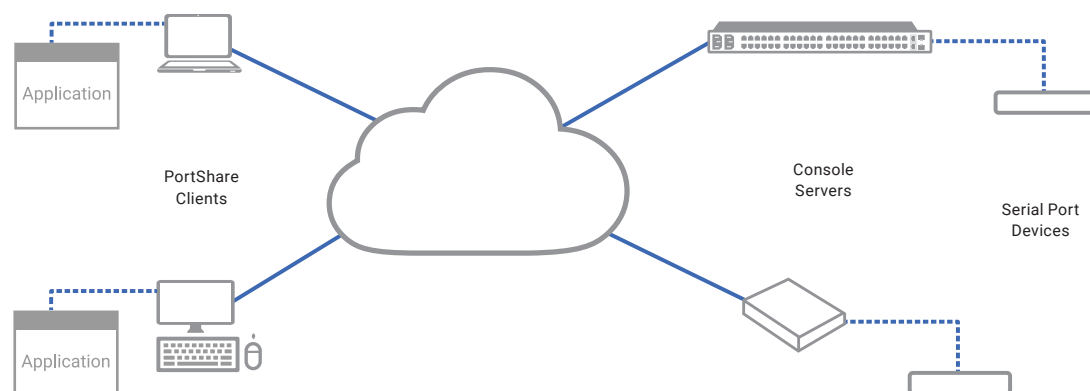


FIGURE 5-23. SLAVE CONFIGURATION

The master is in control of the slave serial ports. So, for example, if you change a User access privileges or edit any serial port setting on the master, the updated configuration files will be sent out to each slave in parallel. Each slave will then automatically make changes to their local configurations (and only make those changes that relate to its particular serial ports).

You can still use the local slave Management Console to change the settings on any slave serial port (such as alter the baud rates). These changes will be overwritten the next time the master sends out a configuration file update.

While the master is in control of all slave serial port related functions, it is not master over the slave network host connections or over the slave console server system itself.

So, slave functions such as IP, SMTP & SNMP Settings, Date & Time, DHCP server must be managed by accessing each slave directly and these functions are not overwritten when configuration changes are propagated from the master. Similarly, the slaves Network Host and IPMI settings have to be configured at each slave.

The master's Management Console provides a consolidated view of the settings for its own and the entire slave's serial ports, but the master does not provide a fully consolidated view. For example if you want to find out who's logged in to cascaded serial ports from the master, you'll see that Status > Active Users only displays those users active on the master's ports, so you may need to write custom scripts to provide this view. This is covered in Chapter 12.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

5.7 SERIAL PORT REDIRECTION (PORTSHARE)

PortShare software delivers the virtual serial port technology your Windows and Linux applications need to open remote serial ports and read the data from serial devices that are connected to your console server.

PortShare is supplied free with each console server and you are licensed to install PortShare on one or more computers for accessing any serial device connected to a console server port.

PortShare for Windows

The portshare_setup.exe program is included on the CD supplied with your console server. A copy can be freely downloaded from the ftp site. Refer to the PortShare User Manual and Quick Start for details on installation and operation.

PortShare for Linux

The PortShare driver for Linux maps the console server serial port to a host tty port. Black Box has released the portshare-serial-client as an open source utility for Linux, AIX, HPUX, SCO, Solaris and UnixWare. This utility can be freely downloaded from the ftp site.

The PortShare serial port redirector allows you to use a serial device connected to the remote console server as if it were connected to your local serial port. The portshare-serial-client creates a pseudo tty port, connects the serial application to the pseudo tty port, receives data from the pseudo tty port, transmits it to the console server through network and receives data from the console server through network and transmits it to the pseudo-tty port.

The .tar file can be freely downloaded from the ftp site. Refer to the PortShare User Manual and Quick Start for details on installation and operation.

5.8 MANAGED DEVICES

Managed Devices presents a consolidated view of all the connections to a device that can be accessed and monitored through the console server. To view the connections to the devices:

- ◆ Select Serial & Network > Managed Devices.

This screen displays all the Managed Device with their Description, Notes and lists of all the configured Connections.

- Serial Port #: if serially connected.
- USB: if USB connected.
- IP Address: if network connected.
- Power PDU/outlet: if applicable.
- UPS connections: if applicable.

Devices such as servers will commonly have more than one power connection and more than one network connection (for example, for BMC/service processor).

All users can view (but not edit) these Managed Device connections by selecting Manage > Devices. The Administrator can edit, add to and delete Managed Devices and connections.

To edit an existing device and add a new connection:

- ◆ Select Serial & Network > Managed Devices.
- ◆ Click Edit.
- ◆ Click Add Connection.
- ◆ Select the connection type for the new connection (Serial, Network Host, UPS or RPC).
- ◆ Select the specific connection from the presented list of configured unallocated hosts/ports/outlets.



CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

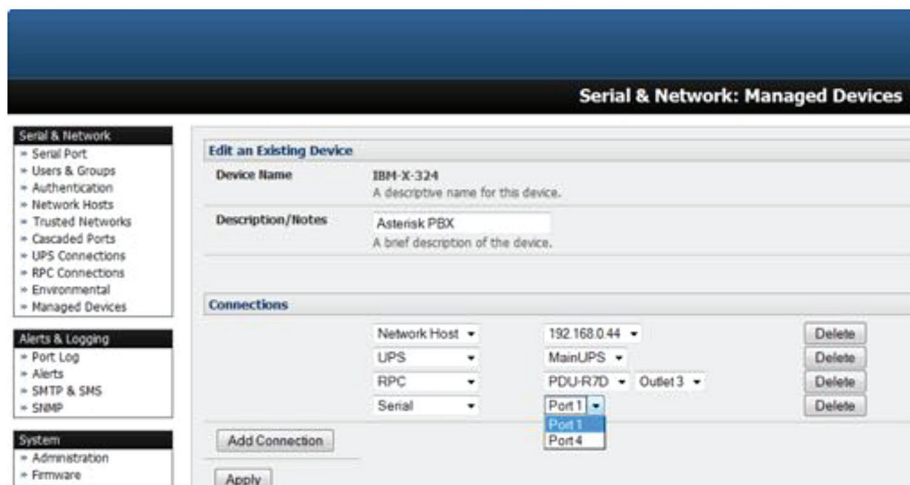


FIGURE 5-24. EDIT AN EXISTING DEVICE SCREEN

To add a new network connected Managed Device:

- ◆ The Administrator adds a new network connected Managed Device using Add Host on the Serial & Network > Network Host menu. This automatically creates a corresponding new Managed Device (as covered in Section 5.4).
- ◆ When adding a new network connected RPC or UPS power device, you set up a Network Host, designate it as RPC or UPS, then go to RPC Connections (or UPS Connections) to configure the relevant connection.
- ◆ A corresponding new Managed Device (with the same Name and Description as the RPC/UPS Host) is not created until this connection step is completed (see Chapter 10).

NOTE: The outlet names on a newly created PDU will, by default, be "Outlet 1" and "Outlet 2." When you connect a particular Managed Device (that draws power from the outlet) the outlet will take up the name of the powered Managed Device.

To add a new serially connected Managed Device:

- ◆ Configure the serial port using the Serial & Network > Serial Port menu (see Section 5.1).
- ◆ Select Serial & Network > Managed Devices.
- ◆ Click Add Device.
- ◆ Enter a Device Name and Description for the Managed Device.
- ◆ Click Add Connection and select Serial and the Port that connects to the Managed Device.
- ◆ Click Add Connection to add a UPS/RPC power connection or network connection or another serial connection.
- ◆ Click Apply.

NOTE: To set up a new serially connected RPC UPS or EMD device, you configure the serial port, designate it as a Device then enter a Name and Description for that device in the Serial & Network: RPC Connections (or UPS Connections or Environmental). When applied, this will automatically create a corresponding new Managed Device with the same Name and Description as the RPC/UPS Host (see Chapter 9).

NOTE: The outlet names on the PDU will, by default, be "Outlet 1" and "Outlet 2." When you connect a particular Managed Device (that draws power from the outlet) the outlet will take up the name of the powered Managed Device.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

5.9 IPSEC VLAN

The LES1600, LES1516A, LES1532A, LES1548A, and LES1700 family of advanced console servers include a Linux implementation of the IPsec (IP Security) protocols, which can be used to configure a Virtual Private Network (VPN). The VPN allows multiple sites or remote administrators to access the Black Box advanced console server (and Managed Devices) securely over the Internet.

The administrator can establish encrypted authenticated VPN connections between advanced console servers distributed at remote sites and a VPN gateway (such as Cisco router running IOS IPsec) on their central office network.

Users and administrators at the central office can then securely access the remote console servers and connected serial console devices and machines on the Management LAN subnet at the remote location as though they were local.

With serial bridging, serial data from controller at the central office machine can be securely connected to the serially controlled devices at the remote sites (see Section 5.1).

The road warrior administrator can use a VPN IPsec software client such as TheGreenBow (<https://thegreenbow.com/>) or Shrew Soft (<https://shrew.net/>) to remotely access the advanced console server and every machine on the Management LAN subnet at the remote location.

Configuration of IPsec is quite complex so Black Box provides a simple GUI interface for basic set up as described below.

ENABLE THE VPN GATEWAY

- ◆ Select Serial & Networks > IPsec VPN.
- ◆ Click Add.
- ◆ Complete the Add IPsec Tunnel screen.
- ◆ Enter a descriptive name to identify the added IPsec Tunnel. For example West-St-Outlet.
- ◆ Select the Authentication Method: either RSA digital signatures or a Shared secret (PSK).
- ◆ If you select RSA, you will be asked to click here to generate keys. This will generate an RSA public key for the console server (the Left Public Key). You will need to find out the key to be used on the remote gateway, then cut and paste it into the Right Public Key.
- ◆ If you select Shared secret, you will need to enter a Pre-shared secret (PSK). The PSK must match the PSK configured at the other end of the tunnel.
- ◆ In Authentication Protocol, select the authentication protocol to be used. Either authenticate as part of ESP (Encapsulating Security Payload) encryption or separately using the AH (Authentication Header) protocol.
- ◆ Enter a Left ID and Right ID. This is the identifier that the Local host/gateway and remote host/gateway use for IPsec negotiation and authentication.
- ◆ Each ID must include an @ and can include a fully qualified domain name preceded by @ (for example, left@example.com).



CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

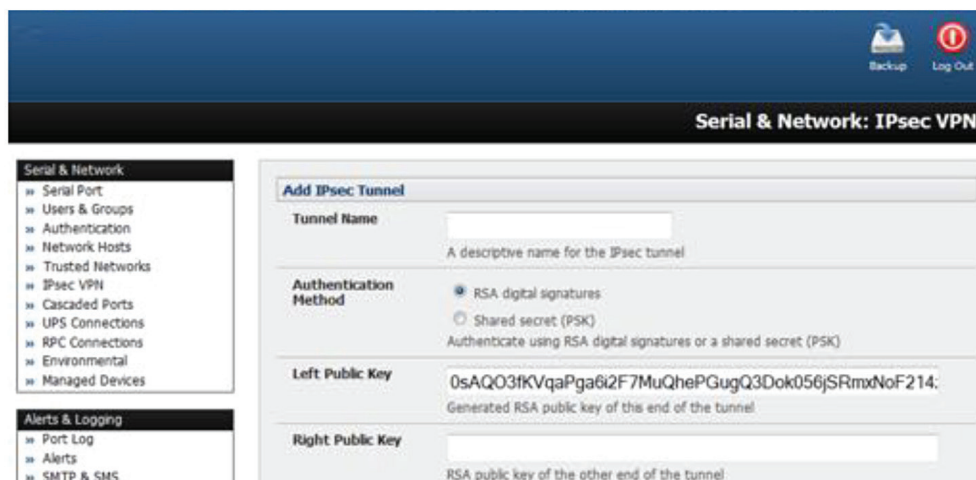


FIGURE 5-25. ADD IPSEC TUNNEL SCREEN

Enter the public IP or DNS address of this Black Box VPN gateway as the Left Address. You can leave this blank to use the interface of the default route.

- ◆ In Right Address, if the remote end has a static or dyndns address, enter the public IP or DNS address of the remote end of the tunnel. Otherwise, leave this blank.
- ◆ If the Black Box VPN gateway serves as a VPN gateway to a local subnet (e.g., the console server has a Management LAN configured) enter the private subnet details in Left Subnet.

Use the CIDR notation, where the IP address number is followed by a slash and the number of 'one' bits in the binary notation of the netmask.

For example 192.168.0.0/24 indicates an IP address where the first 24 bits are used as the network address. This is the same as 255.255.255.0.

If the VPN access is only to the console server itself and to its attached serial console devices then leave Left Subnet blank.

- ◆ If there is a VPN gateway at the remote end, enter the private subnet details in Right Subnet.

Again use CIDR notation and leave blank if there is only a remote host.

- ◆ Select Initiate Tunnel if the tunnel connection is to be initiated from the Left console server end.

This can only be initiated from the VPN gateway (Left) if the remote end was configured with a static (or dyndns) IP address.

- ◆ Click Apply to save changes.

NOTE: It is essential the configuration details set up on the advanced console server (referred to as the Left or Local host) exactly matches the set up entered when configuring the Remote (Right) host/gateway or software client.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

5.10 OPENVPN

The LES1600, LES1516A, LES1532A, LES1548A, and LES1700 family of advanced console servers with Firmware v3.2 and later, include OpenVPN. OpenVPN uses the OpenSSL library for encryption, authentication, and certification, which means it uses SSL/TLS (Secure Socket Layer/Transport Layer Security) for key exchange and can encrypt both data and control channels. Using OpenVPN allows for the building of cross-platform, point-to-point VPNs using either X.509 PKI (Public Key Infrastructure) or custom configuration files.

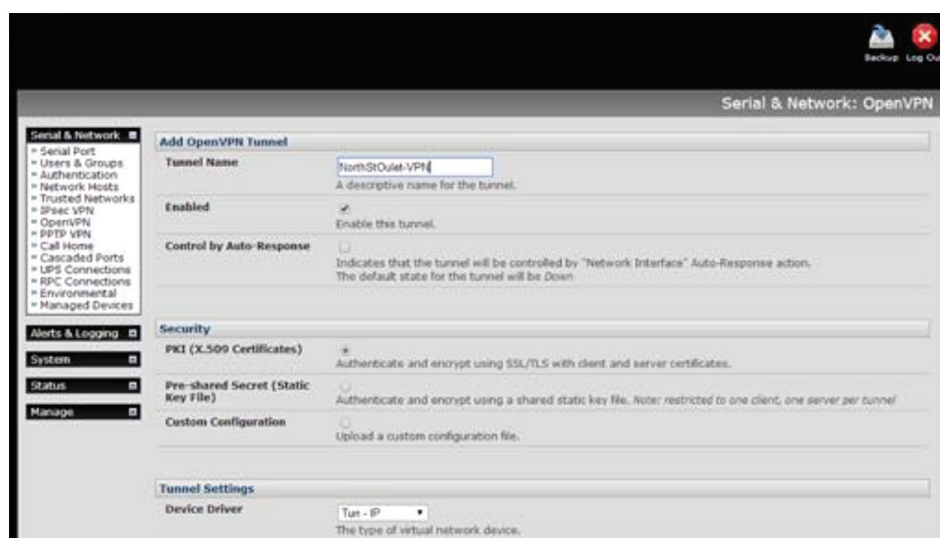


FIGURE 5-26. OPENVPN SCREEN

OpenVPN allows secure tunneling of data through a single TCP/UDP port over an unsecured network, thus providing secure access to multiple sites and secure remote administration to a console server over the Internet.

OpenVPN also allows the use of Dynamic IP addresses by both the server and client thus providing client mobility. For example, an OpenVPN tunnel may be established between a roaming windows client and an Black Box advanced console server within a data center.

Configuration of OpenVPN can be complex so Black Box provides a simple GUI interface for basic set up as described next.

5.10.1 ENABLE THE OPENVPN

Select Serial & Networks > OpenVPN.

- ◆ Click Add.
- ◆ Fill-out the required fields on the Add OpenVPN Tunnel screen.
- ◆ Enter a descriptive name to identify the added IPsec Tunnel. For example West-St-Outlet.
- ◆ Select the authentication method to be used.

To authenticate using certificates, select PKI (X.509 Certificates).

To authenticate using a custom configuration, select Custom Configuration to upload custom configuration files.

NOTE: Custom configurations must be stored in /etc/config.

If you select PKI (public key infrastructure), you will need to establish:

- ◆ a separate certificate (also known as a public key).

This Certificate File will be a *.crt file type.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

- ◆ a Private Key for the server and each client.
This Private Key File will be a *.key file type.
- ◆ A master Certificate Authority (CA) certificate and key which is used to sign each of the server and client certificates.
This Root CA Certificate will be a *.crt file type.

For a server, you may also need dh1024.pem (Diffie Hellman parameters).

| | |
|--------------------------------------|--|
| Tunnel Name | SouthStOutlet-VPN <small>A descriptive name for the OpenVPN tunnel</small> |
| Device Driver | Tun - IP <small>Select the tap or tun driver to use.</small> |
| Protocol | UDP <small>Use a UDP or TCP protocol</small> |
| Tunnel Mode | Server <small>Is this the Client or Server end of the tunnel.</small> |
| Configuration Method | PKI (X.509 Certificates) <small>Authenticate using certificates or use a custom configuration</small> |
| Compression | <input checked="" type="checkbox"/> <small>Enable or disable compression</small> |
| Server Details | |
| Local Port | <input type="text"/> <small>The TCP/IP port to listen on. Default is 1194.</small> |
| IP Pool Network | 10.100.0.0 <small>Network addresses to allocate.</small> |
| IP Pool Netmask | 255.255.255.0 <small>Network mask for IP Pool.</small> |
| <input type="button" value="Apply"/> | |

FIGURE 5-27. SERVER DETAILS SCREEN

See <http://openvpn.net/easyrsa.html> for a guide to basic RSA key management. For alternative authentication methods see <http://openvpn.net/index.php/documentation/howto.html#auth>. For more information also see <http://openvpn.net/howto.html>.

- ◆ Select the Device Driver to be used, either Tun-IP or Tap-Ethernet.
The TUN (network tunnel) and TAP (network tap) drivers are virtual network drivers that support IP tunneling and Ethernet tunneling, respectively. TUN and TAP are part of the Linux kernel.
- ◆ Select either UDP or TCP as the Protocol.
UDP is the default and preferred protocol for OpenVPN.
- ◆ In Tunnel Mode, nominate whether this is the Client or Server end of the tunnel.
When running as a server, the advanced console server supports multiple clients connecting to the VPN server over the same port.
- ◆ Check or uncheck the Compression button to enable or disable compression.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

5.10.2 CONFIGURE AS SERVER OR CLIENT

- ◆ Complete the Client Details or Server Details depending on the Tunnel Mode selected.
If Client is selected, the Primary Server Address will be the address of the OpenVPN Server.

The screenshot shows a form titled "Client Details" with the following fields and descriptions:

| | | |
|--------------------------|--|--|
| Primary Server Address | <input type="text" value="192.168.250.106"/> | The address of the first server. |
| Primary Server Port | <input type="text"/> | The TCP/IP port of the first server. <i>Default is 1194.</i> |
| Secondary Server Address | <input type="text"/> | The address of the second server (Optional). |
| Secondary Server Port | <input type="text"/> | |

FIGURE 5-28. CLIENT DETAILS SCREEN

If Server is selected, enter the IP Pool Network address and the IP Pool Network mask for the IP Pool. The IP Pool Network provides addresses for connecting clients.

- ◆ Click Apply.
- ◆ To enter authentication certificates and files, Edit the OpenVPN tunnel.

The screenshot shows a form titled "Manage OpenVPN Files" with the following fields and actions:

| | | | | |
|---------------------|--|-----------|--------------------|------------------------|
| Configuration File | <input type="text"/> | Browse... | File is not custom | NorthStOutlet-VPN.conf |
| Root CA Certificate | <input type="text" value="ear\Testing\Certificates\ca.crt"/> | Browse... | Upload | No file available |
| Certificate File | <input type="text" value="ing\Certificates\acm-client.crt"/> | Browse... | Upload | No file available |
| Private Key File | <input type="text" value="g\Certificates\acm-client.key"/> | Browse... | Upload | No file available |
| Diffie-Hellman File | <input type="text"/> | Browse... | Upload | No file available |

Apply

FIGURE 5-29. MANAGE OPENVPN FILES SCREEN

- ◆ Select the Manage OpenVPN Files tab. Upload or browse to relevant authentication certificates and files.
- ◆ Click Apply.
Saved files will be displayed in red to the right-hand side of the Upload button.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG



FIGURE 5-30. SAVED FILES DISPLAYED ON SCREEN

- ◆ To enable OpenVPN, Edit the OpenVPN tunnel.
- ◆ Check the Enabled checkbox.
- ◆ Click Apply.
- ◆ Select Status > Statistics to verify that the tunnel is operational.

| Tunnel Name | Tunnel Mode | Configuration Method | Protocol | Details | Enabled | | |
|-------------------|-------------|----------------------|----------|------------------------------------|--------------------------|------|--------|
| NorthStOutlet-VPN | Client | PKI (X.509) | udp | Server(s): 192.168.250.106:1194 | <input type="checkbox"/> | Edit | Delete |

FIGURE 5-31. STATISTICS

NOTE: The console server system time must be correct, otherwise, authentication issues can arise.

5.10.3 WINDOWS OPENVPN CLIENT AND SERVER SETUP

Windows does not come standard with any OpenVPN server or client. This section outlines the installation and configuration of a Windows OpenVPN client or a Windows OpenVPN server and setting up a VPN connection to a console server.

Console servers with firmware V3.5.2 and later will generate Windows client config automatically from the GUI for Pre-shared Secret (Static Key File) configurations.

Alternately, OpenVPN GUI for Windows software (which includes the standard OpenVPN package plus a Windows GUI) can be downloaded from <https://openvpn.net/>.

Once installed on the Windows machine, an OpenVPN icon will present in the Notification Area located in the right side of the taskbar.

- ◆ Right click on this icon to start (and stop) VPN connections, and to edit configurations and view logs.

When the OpenVPN software is started, the C:\Program Files\OpenVPN\config folder will be scanned for .opvn files. This folder is rechecked for new configuration files whenever the OpenVPN GUI icon is right-clicked.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

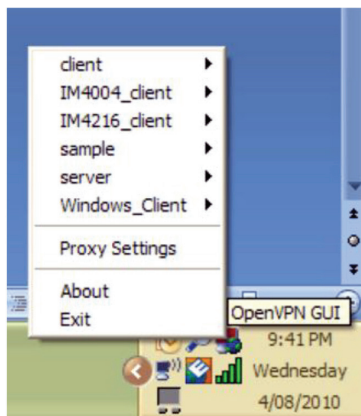


FIGURE 5-32. OPENVPN GUI ICON

So once the OpenVPN client is installed, a configuration file will need to be created.

- ◆ Using a text editor, create an xxxx.ovpn file and save in C:\Program Files\OpenVPN\config\. For example, C:\Program Files\OpenVPN\config\client.ovpn.

- ◆ An example OpenVPN Windows client configuration file:

```
# description: LES1416A_client
```

```
client
```

```
proto udp
```

```
verb 3
```

```
dev tun
```

```
remote 192.168.250.152
```

```
port 1194
```

```
ca c:\openvpnkeys\ca.crt
```

```
cert c:\openvpnkeys\client.crt
```

```
key c:\openvpnkeys\client.key
```

```
nobind
```

```
persist-key
```

```
persist-tun
```

```
comp-lzo
```

- ◆ An example OpenVPN Windows server configuration file:

```
server 10.100.10.0 255.255.255.0
```

```
port 1194
```

```
keepalive 10 120
```

```
proto udp
```

```
mssfix 1400
```

```
persist-key
```

```
persist-tun
```

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

```

dev tun
ca c:\openvpnkeys\ca.crt
cert c:\openvpnkeys\server.crt
key c:\openvpnkeys\server.key
dh c:\openvpnkeys\dh.pem
comp-lzo
verb 1
syslog LES1416A_OpenVPN_Server

```

The Windows client/server configuration file options are listed in the next table:

TABLE 5-5. WINDOWS CLIENT/SERVER CONFIGURATION FILE OPTIONS

| OPTION | DESCRIPTION |
|---------------------------------|---|
| # comments and notes | Lines beginning with # are ignored by OpenVPN. |
| client or server | Specify whether this will be a client or server configuration file. In the server configuration file, define the IP address pool and netmask. For example: server 10.100.10.0 255.255.255.0 |
| proto [udp tcp] | Set the protocol. Client and server must be the same. |
| mssfix size | Set a packet's maximum size. Only useful for UDP if problems occur. |
| verb level | Set log-file verbosity. Values range from 0–15. 0 = silent except for fatal errors. 3 = medium output logging. Good for general use. 5 = helps with debugging connection problems. 9 = extremely verbose. Excellent for troubleshooting. |
| dev [tun tap] | Set dev tun to create a routed IP tunnel. Set dev tap to create an Ethernet tunnel. Client and server must be the same. |
| remote host | Set the hostname or IP address of the OpenVPN server. Mandatory but a client-only setting. |
| Port | The UDP or TCP port of the OpenVPN server. |
| Keepalive ping-value down-value | Uses ping to keep the OpenVPN session alive. For example: Keepalive 10 120 pings the server every ten seconds and assumes the remote peer is down if no ping is received after 120 seconds (two minutes). |
| ca file-name | Enter the CA certificate file name and location The same CA certificate can be used by the server and all clients. Ensure each \ in the directory path is escaped. For example: c:\openvpnkeys\ca.crt must be entered as: c:\\openvpnkeys\\ca.crt |

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

TABLE 5-5 (CONTINUED). WINDOWS CLIENT/SERVER CONFIGURATION FILE OPTIONS

| OPTION | DESCRIPTION |
|--|--|
| cert file-name | Enter the client's or server's certificate file name and location Each client should have its own certificate and key files. As above, each \ in the directory path must be escaped. |
| key file-name | Enter the client's or server's key file name and location Each client should have its own certificate and key files. As above, each \ in the directory path must be escaped. |
| dh file-name | Enter the path to the key with the Diffie-Hellman parameters. A server-only setting. |
| Nobind | Used when clients do not need to bind to a local address or specific local port number. This is the case in most client configurations. |
| persist-key | Prevents the reloading of keys across restarts. |
| persist-tun | Prevents the closing and reopening of TUN/TAP devices across restarts. |
| cipher [BF-CBC Blowfish AES-128-CBC AES DES-EDE3-CBC Triple DES] | Sets the cryptographic cipher. BF-CBC Blowfish is the default if no cipher is explicitly set. The client and server must use the same settings. |
| comp-lzo | Enables compression on the OpenVPN link. If enabled, it must be set on the client and the server. |
| syslog | Located in syslog on Linux or Unix. Located in \Program Files\OpenVPN\log\ if running as a service on Windows. |

To initiate the OpenVPN tunnel following the creation of the client/server configuration files:

- ♦ Right click on the OpenVPN icon in the Notification Area.
- ♦ Select the newly created client or server configuration.
- ♦ Click Connect in the presented sub-menu.
- ♦ The log file will display as the connection is established.
- ♦ Once established, the OpenVPN icon will display a message notifying of the successful connection and assigned IP.

This information, as well as the time the connection was established, is available anytime by scrolling over the OpenVPN icon.

NOTE: An alternate, open-source OpenVPN Windows client can be downloaded from <https://openvpn.net/index.php/open-source/downloads.html>. See <https://openvpn.net/index.php/access-server/docs> for help.



FIGURE 5-33. OPENVPN WINDOWS CLIENT

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

5.11 PPTP VPN

The LES1600, LES1516A, LES1532A, LES1548A, and LES1700 family of advanced console servers with firmware v3.5.2 and later, include a PPTP (Point-to-Point Tunneling Protocol) server.

PPTP is typically used for communications over a physical or virtual serial link. The PPP endpoints define a virtual IP address to themselves. Routes to networks can then be defined with these IP addresses as the gateway, which results in traffic being sent across the tunnel. PPTP establishes a tunnel between the physical PPP endpoints and securely transports data across the tunnel.

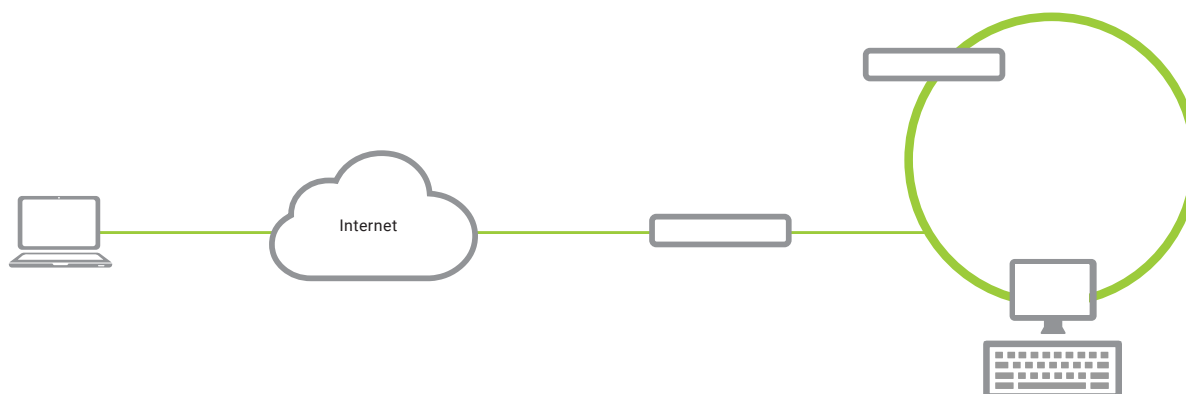


FIGURE 5-34. PPTP VPN

The strength of PPTP is its ease of configuration and integration into existing Microsoft infrastructure. It is generally used for connecting single remote Windows clients.

If you take your portable computer on a business trip, you can dial a local number to connect to your Internet access service provider (ISP) and then create a second connection (tunnel) into your office network across the Internet and have the same access to your corporate network as if you were connected directly from your office. Similarly, telecommuters can also set up a VPN tunnel over their cable modem or DSL links to their local ISP.

To set up a PPTP connection from a remote Windows client to your Black Box appliance and local network:

- ◆ Enable and configure the PPTP VPN server on your Black Box appliance.
- ◆ Set up VPN user accounts on the Black Box appliance and enable the appropriate authentication.
- ◆ Configure the VPN clients at the remote sites. The client does not require special software as the PPTP Server supports the standard PPTP client software included with Windows NT and later.
- ◆ Connect to the remote VPN.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

5.11.1 ENABLE THE PPTP VPN SERVER

- ◆ Select PPTP VPN on the Serial & Networks menu.
- ◆ Click the Enable check box to enable the PPTP Server.
- ◆ Select the Minimum Authentication Required.

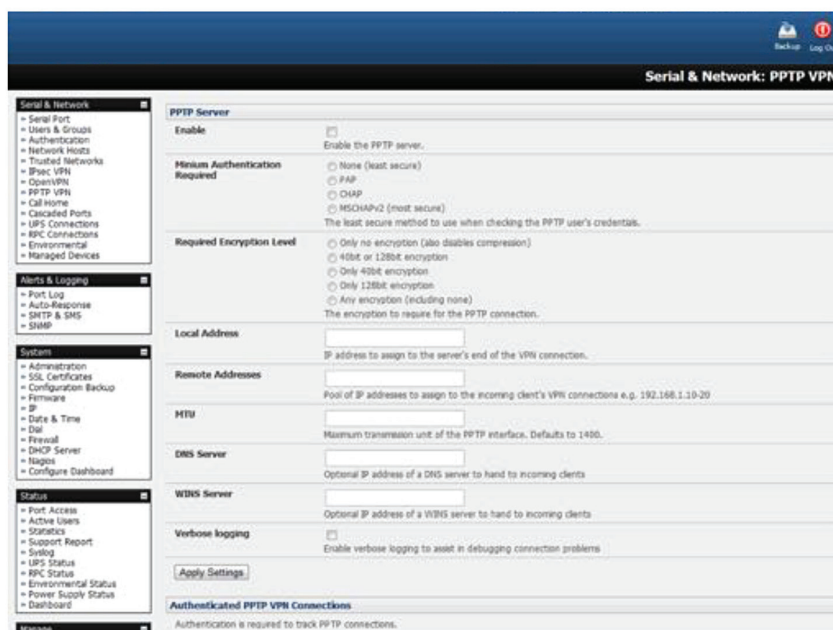


FIGURE 5-35. SERIAL & NETWORK: PPTP VPN SCREEN

Access is denied to remote users attempting to connect using an authentication scheme weaker than the selected scheme. From strongest to weakest, the schemes are:

- Encrypted Authentication (MS-CHAP v2). The strongest and recommended authentication option.
- Weakly Encrypted Authentication (CHAP). This is the weakest type of encrypted password authentication to use. It is not recommended that clients connect using this as it provides very little password protection. Also note that clients connecting using CHAP are unable to encrypt traffic.
- Unencrypted Authentication (PAP). This is plain text password authentication. When using this type of authentication, the client password is transmitted unencrypted.
- None. No encryption at all.
- ◆ Select the Required Encryption Level.

Access is denied to remote users attempting to connect not using this encryption level. 40-bit or 128-bit encryption is recommended.

- ◆ In Local Address enter the IP address to assign to the server's end of the VPN connection.
- ◆ In Remote Addresses enter the pool of IP addresses to assign to the incoming client's VPN connections (for example, 192.168.1.10-20).

These must be free IP addresses, from the network (typically the LAN) that remote users are assigned while connected to the Black Box appliance.

- ◆ Enter the desired value of the Maximum Transmission Unit (MTU) for the PPTP interfaces into the MTU field (defaults to 1400).
- ◆ In the DNS Server field, enter the IP address of the DNS server that assigns IP addresses to connecting PPTP clients.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

- ◆ In the WINS Server field, enter the IP address of the WINS server that assigns IP addresses to connecting PPTP client.
- ◆ Enable Verbose Logging to assist in debugging connection problems.
- ◆ Click Apply.

5.11.2 ADD A PPTP USER

- ◆ Navigate to Serial & Networks > Users & Groups.
- ◆ Complete the fields as covered in Section 5.2.
- ◆ Ensure the pptpd Group has been checked, to allow access to the PPTP VPN server.

NOTE: Users in this group will have their password stored in clear text.

- ◆ Note the username and password for when you connect to the VPN connection.
- ◆ Click Apply.

5.11.3 SETUP A REMOTE PPTP CLIENT

Ensure the remote VPN client PC has Internet connectivity. To create a VPN connection across the Internet, you must set up two networking connections. One connection is for the ISP, and the other connection is for the VPN tunnel to the Black Box appliance.

NOTE: This procedure sets up a PPTP client under Windows 7 Professional. The steps may vary slightly depending on your network access or if you are using a different version of Windows.

- ◆ Login to your Windows system with administrator privileges.

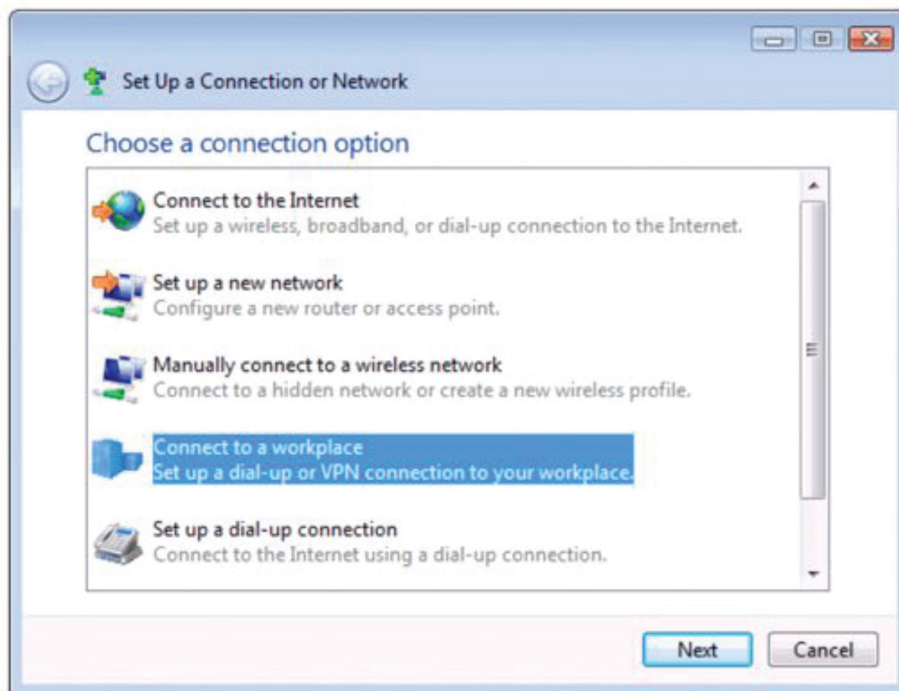


FIGURE 5-36. CHOOSE A CONNECTION OPTION SCREEN

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

- From the Network & Sharing Center in the Control Panel select Network Connections and create a new connection.
- Select Use My Internet Connection (VPN) and enter the IP Address of the Black Box appliance.

NOTE: To connect remote VPN clients to the local network, you need to know the user name and password for the PPTP account you added, as well as the Internet IP address of the Black Box appliance. If your ISP has not allocated you a static IP address, consider using a dynamic DNS service. Otherwise, you must modify the PPTP client configuration each time your Internet IP address changes.

5.12 CALL HOME

Console servers with firmware v3.2 and later include Call Home. Call Home sets up an SSH tunnel from the console server to a central Virtual Central Management System (VCMS) server (referred to herein as VCMS). The console server then registers as a candidate on the VCMS. Once accepted it becomes a Managed Console Server.

The VCMS will then monitor the Managed Console Server, and administrators can access the remote Managed Console Server, through the VCMS. This access is available even when the remote console server is behind a third party firewall or has a private IP addresses (which is often the case when the console server is connected via a cellular modem connection).

VCMS maintains public key authenticated SSH connections to each Managed Console Server. These connections are used for monitoring, commanding and accessing the Managed Console Servers and the Managed Devices connected to the Managed Console Server.

To manage Local Console Servers, or console servers that are reachable from the VCMS, the SSH connections are initiated by VCMS. To manage Remote Console Servers, or console servers that are firewalled, not routable, or otherwise unreachable from the VCMS, the SSH connections are initiated by the Managed Console Server via an initial Call Home connection.

This ensures secure, authenticated communications and enables Managed Console Servers units to be distributed locally on a LAN, or remotely around the world.

5.12.1 SET UP CALL HOME CANDIDATE

To set up the console server as a Call Home management candidate on the VCMS:

- Select Call Home on the Serial & Network menu.

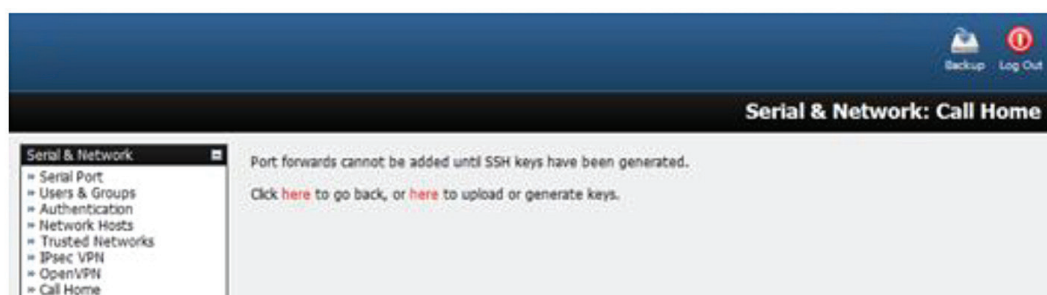


FIGURE 5-37. SERIAL AND NETWORK: CALL HOME SCREEN

- If you have not already generated or uploaded an SSH key pair for this console server, you will need to do so before proceeding (see Chapter 3).
- Click Add.

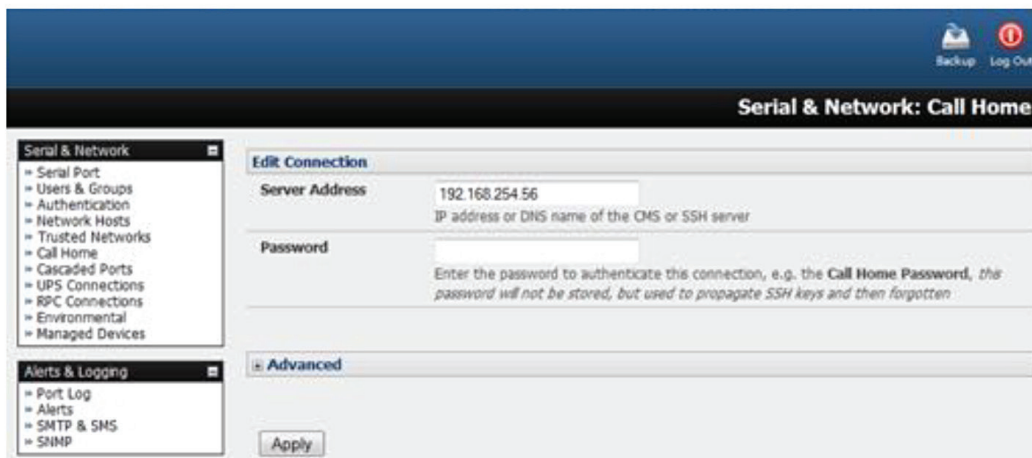


FIGURE 5-38. EDIT CONNECTION SCREEN

- ◆ Enter the IP address or DNS name (for example, the dynamic DNS address) of the VCMS.
- ◆ Enter the Password that you configured on the VCMS as the Call Home Password.
- ◆ Click Apply.



FIGURE 5-39. CALL HOME CONNECTION

This initiates the Call Home connection from the console server to the VCMS, creating an SSH listening port on the VCMS, and setting the console server up as a candidate.

Once the candidate has been accepted, an SSH tunnel to the console server is redirected back across the Call Home connection. The console server becomes a Managed Console Server and the VCMS can connect to and monitor it through this tunnel.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

5.12.2 ACCEPT CALL HOME CANDIDATES AS MANAGED CONSOLES

This section gives an overview on configuring a VCMS to monitor console servers that Call Home. For more details, refer to the Virtual Central Management System (VCMS) User Manual.

NOTE For a VCMS to be contacted by the console server, it must have a static IP address or, if using DHCP, use a dynamic DNS service.

Enter a Call Home Password. This is used to accept connections from candidate console servers.

The Configure > Managed Console Servers screen on the VCMS shows the status of local and remote Managed Console Servers and candidates.

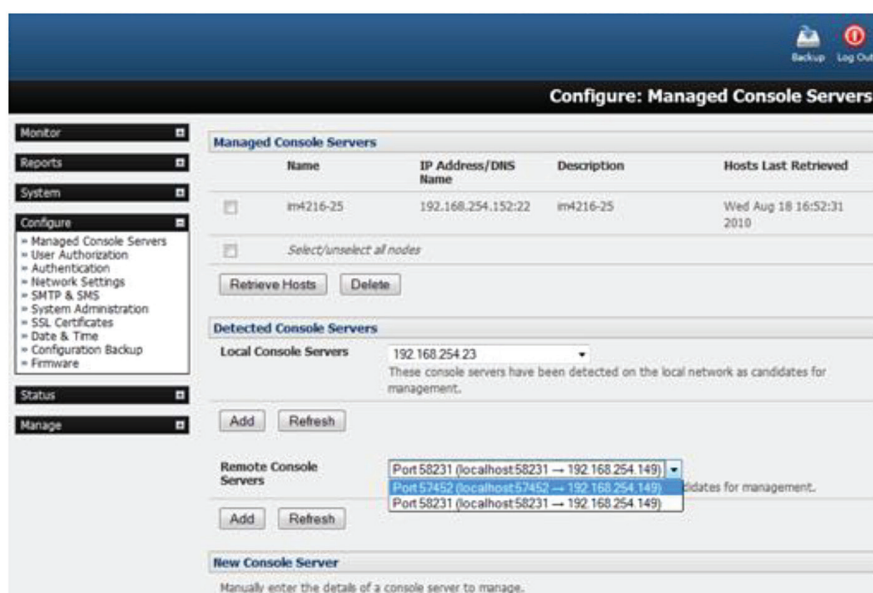


FIGURE 5-40. CONFIGURE; MANAGED CONSOLE SERVERS SCREEN

The Managed Console Server section shows the console servers currently being monitored by the VCMS.

The Detected Console Servers section shows the Local Console Servers drop down list (which lists all the console servers which are on the same subnet as the VCMS but are not currently being monitored) and the Remote Console Servers drop down list (which lists all the console servers that have established a Call Home connection but are not currently being monitored). Put another way, the Remote Console Servers drop-down list lists VCMS candidates.

To update either list, click Refresh.

To add a console server candidate to the Managed Console Server list:

- ◆ Select it from the Remote Console Servers drop down list.
- ◆ Click Add.
- ◆ Enter the IP Address and SSH Port (if these fields have not been auto-completed).
- ◆ Enter a Description and unique Name for the Managed Console Server you are adding.
- ◆ Enter the Remote Root Password (that is, the System Password that has been set on this Managed Console Server).
This password is used by the VCMS to propagate auto generated SSH keys and then forgotten. It will not be stored.
- ◆ Click Apply.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

The VCMS will now set up secure SSH connections to and from the Managed Console Server and will retrieve its Managed Devices, user account details and configured alerts.

5.12.3 CALLING HOME TO A GENERIC CENTRAL SSH SERVER

If you are connecting to a generic SSH server (not a VCMS) you may configure Advanced settings.

- ◆ Enter the SSH Server Port and SSH User to authenticate as.
- ◆ Enter the details for the SSH port forward(s) to create.

By selecting Listening Server, you may create a Remote port forward from the Server to this unit, or a Local port forward from this unit to the Server.

- ◆ Specify a Listening Port to forward from.
Leave this field blank to allocate an unused port.
- ◆ Enter the Target Server and Target Port that will be the recipient of forwarded connections.
- ◆ Click Add.

5.13 IP PASSTHROUGH

IP Passthrough is used to make a modem connection (for example, the Black Box's internal cellular modem) appear like a regular Ethernet connection to a third-party downstream router, allowing the downstream router to use the Black Box's modem connection as a primary or backup WAN interface.

The Black Box provides the modem IP address and DNS details to the downstream device over DHCP and transparently passes network traffic to and from the modem and router.

While IP Passthrough essentially turns an Black Box into a modem-to-Ethernet half bridge, some specific layer 4 services (HTTP/HTTPS/SSH) may still be terminated at the Black Box (Service Intercepts). Also, services running on the Black Box can initiate outbound cellular connections independent of the downstream router.

This allows the console server to continue to be used for out-of-band management and alerting and also be managed via VCMS while in IP Passthrough mode.

5.13.1 DOWNSTREAM ROUTER SETUP

To use failover connectivity on the downstream router (aka Failover to Cellular or F2C), it must have two or more WAN interfaces.

NOTE: Failover in IP Passthrough context is performed entirely by the downstream router, and the built-in out-of-band failover logic on the console server itself is not available while in IP Passthrough mode.

- ◆ Connect an Ethernet WAN interface on the downstream router to the Console Server's Network Interface or Management LAN port with an Ethernet cable.
- ◆ Configure this interface on the downstream router to receive its network settings via DHCP.
- ◆ If failover is required, configure the downstream router for failover between its primary interface and the Ethernet port connected to the Console Server.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

5.13.2 IP PASSTHROUGH PRE-REQUISITE PRE-CONFIGURATION STEPS

Configure the Network Interface and, where applicable, Management LAN interfaces with static network settings.

- ◆ Click Serial & Network > IP.
- ◆ For Network Interface and, where applicable, Management LAN, select Static for the Configuration Method and enter the network settings (see Section 4.3 for detailed instructions).
- ◆ For the interface connected to the downstream router, you may choose any dedicated private network. This network will only exist between the console server and downstream router and will not normally be accessible.
- ◆ For the other interfaces, configure as you would normally on the local network.
- ◆ For both interfaces, leave Gateway blank.

Configure the modem in Always On Out-of-band mode.

- ◆ For a cellular connection, click System > Dial > Internal Cellular Modem.
- ◆ Select Enable Dial-Out and enter carrier details such as APN (see Section 6.6 for detailed instructions).

5.13.3 IP PASSTHROUGH CERTIFICATION

To configure IP Passthrough:

- ◆ Click Serial & Network > IP Passthrough.



FIGURE 5-41. IP PASSTHROUGH SCREEN

- ◆ Check Enable.
- ◆ Select the modem to use for upstream connectivity.
- ◆ Optionally, enter the MAC Address of the downstream router's connected interface.

NOTE: If a MAC address is not specified, the console server will passthrough to the first downstream device requesting a DHCP address.

- ◆ Select the Ethernet Interface to use for connectivity to the downstream router.
- ◆ Click Apply.

CHAPTER 5: SERIAL PORT, HOST DEVICE AND USER CONFIG

5.13.4 SERVICE INTERCEPTS

These allow the console server to continue to provide services for out-of-band management when in IP Passthrough mode. Connections to the modem address on the specified intercept port(s) will be handled by the console server, rather than being passed through to the downstream router.

- ◆ For the required service of HTTP, HTTPS or SSH, check Enable.
- ◆ Optionally, modify the Intercept Port to an alternate port (for example, 8443 for HTTPS).

Do this if you want the downstream router to remain accessible via its regular port.

5.13.5 IP PASSTHROUGH STATUS

- ◆ Refresh the page to view the Status section.

It displays the modem's External IP Address being passed through, the Internal MAC Address of the downstream router (only populated when the downstream router accepts the DHCP lease), and the overall running status of the IP Passthrough service.

Additionally, you may be alerted to the failover status of the downstream router by configuring a Routed Data Usage Check under Alerts & Logging > Auto-Response.

5.13.6 CAVEATS

Some downstream routers may be incompatible with the gateway route. This may happen when IP Passthrough is bridging a 3G cellular network where the gateway address is a point-to-point destination address and no subnet information is available.

The console server sends a DHCP netmask of 255.255.255.255. Most devices read this as a single host route. As an unusual Ethernet setting, older devices may have issues.

Intercepts for local services will not work if the console server is using a default route other than the modem. As per normal operation, they will also not work unless the service is enabled and access to the service is enabled (see System > Services > Service Access > Dialout/Cellular).

Outbound connections originating from console servers to remote services are supported (for example, sending SMTP email alerts, SNMP traps, getting NTP time, and IPSec tunnels). There is, however, a small risk of connection failure if both the console server and the downstream device try to access the same UDP or TCP port on the same remote host at the same time where they have randomly chosen the same originating local port number.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

The console server has a number of out-of-band access capabilities and transparent fail-over features, to ensure high availability. So if there's difficulty in accessing the console server through the main network path, all console server models provide out-of-band (OOB) access and the Administrator can still access it (and its Managed Devices) from a remote location.

All console server models support serially attaching an external dial-up modem and configuring dial-in OOB access. Some models with USB ports support attaching an external USB modem. Some models also come standard with an internal modem. These modems can also be configured for dial-in OOB access.

All console server models with an internal or externally attached modem (and V3.4 firmware or later) can be configured for out-dial to be permanently connected .

The advanced console server models can also be configured for transparent out-dial failover. So if the principal management network is disrupted, an external dial-up ppp connection is automatically established.

These advanced console server models can also be accessed out-of-band using an alternate broadband link and also offer transparent broadband failover.

Models with an internal cellular modem can be configured for OOB cellular access or for cellular transparent failover or can be configured as a cellular router.

6.1 DIAL-UP MODEM CONNECTION

To enable dial-in or dial-out you must first ensure there is a modem attached to the console server.

All LES1700 come with an internal modem that can provide for OOB dial-in access. These models will display an Internal Modem Port tab under System > Dial as well as the Serial DB9 Port tab.

The LES1516A, LES1532A, LES1548A, and LES1600 models also support external USB modems. The USB modem will be auto-detected and an External USB Modem Port tab will come up under System > Dial in addition to the Serial DB9 Port tab. All console server models support an external modem (any brand) attached via a serial cable to the console/modem port for OOB dial-in access.

The serial ports on the LES1600 are, by default, all configured as RJ serial Console Server ports. Port 1 can be configured to be the Local Console/Modem port.

6.2 OOB DIAL-IN ACCESS

Once a modem has been attached to the console server, you can configure the console server for dial-in PPP access. The console server will then await an incoming connection from a dial-in at remote site. Next, the remote client dial-in software needs to be configured to establish the connection between the Administrator's client modem to the dial in modem on the console server.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

6.2.1 CONFIGURE DIAL-IN PPP

Enable PPP access on the internal or externally attached modem:

- ◆ Navigate to System > Dial.

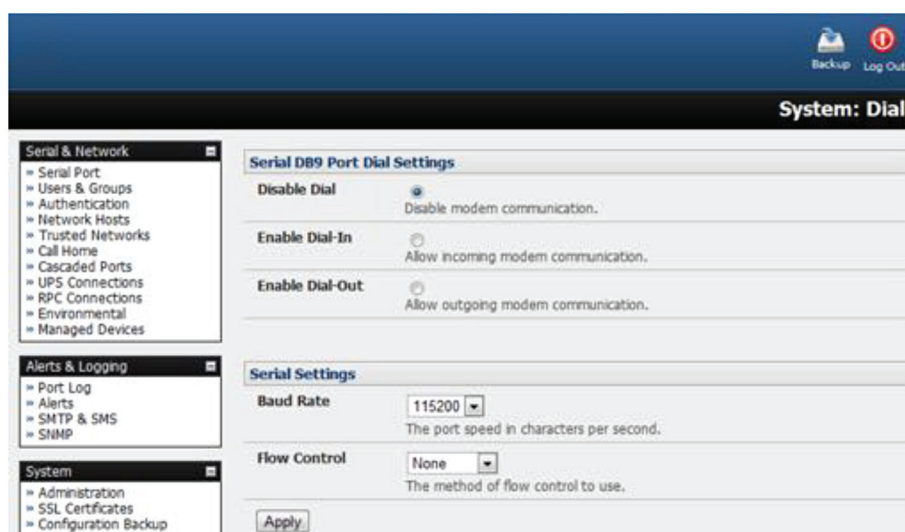


FIGURE 6-1. SYSTEM: DIAL SCREEN

- ◆ In the section appropriate to the port being configured (Serial DB9 Port or Internal Modem Port or External USB Port), select the Baud Rate and Flow Control that will communicate with the modem.

By default, the modem port on all console servers is set with software flow control and the baud rate is set at:

115200 baud for external modems connected to the local console port on LES1516A, LES1532A, LES1548A, and LES1700 console servers.

9600 baud for the internal modem or external USB modem and for external modems connected to the Console serial ports which have been reassigned for dial-in access (on LES1600).

When enabling OOB dial-in we recommend that you change the Serial Settings to 38400 Baud Rate with Hardware Flow Control.

NOTE: You can further configure the console/modem port (e.g. to include modem init strings) by editing `/etc/mgetty.config` files as described in Chapter 15.

- ◆ Check the Enable Dial-In Access check box.
- ◆ In the Remote Address field, enter the IP address to be assigned to the dial-in client.
You can select any address for the Remote IP Address. It must be in the same network range as the Local IP Address (for example, 200.100.1.12 and 200.100.1.67).
- ◆ In the Local Address field, enter the IP address for the Dial-In PPP Server.
This is the IP address that will be used by the remote client to access console server once the modem connection is established. Again, you can select any address for the Local IP Address but it must both be in the same network range as the Remote IP Address.
- ◆ The Default Route option sets the dialed PPP connection as the default console server route.
- ◆ The Custom Modem Initialization option allows a custom AT string modem initialization string to be entered (e.g. AT&C1&D3&K3).

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

- ◆ Select the Authentication Type required.
Access is denied to remote users attempting to connect using an authentication scheme weaker than the selected scheme. The schemes, from strongest to weakest, are:
 - Encrypted Authentication (MS-CHAP v2). Recommended. The strongest authentication.
 - Weakly Encrypted Authentication (CHAP). This is the weakest encrypted password authentication to use. Not recommended as it provides very little password protection. Also note that clients connecting using CHAP are unable to encrypt traffic.
 - Unencrypted Authentication (PAP). This is plain text password authentication. When using this type of authentication, the client password is transmitted unencrypted.
 - None. No encryption at all.
- ◆ Select the Required Encryption Level. Access is denied to remote users attempting to connect not using this encryption level. 40 bit or 128 bit encryption is recommended.

NOTE: Firmware v3.5.2 and later support multiple dial-in users, setup with dialin Group membership. The User name and Password for the dial-in PPP link, and any dial-back phone numbers are configured during User set up. Earlier firmware only supports one PPP dial-in account.

Chapter 16 has Linux command examples to control modem port operation at the shell.

6.2.2 USING SDT CONNECTOR CLIENT

Administrators can use their SDT Connector client to set up secure OOB dial-in access to remote console servers. The SDT Connector Java client software provides point-and-click secure remote access. OOB access uses an alternate path for connecting to the console server to that used for regular data traffic.

Start an OOB connection in SDT Connector by initiating a dial-up connection, or adding an alternate route to the console server. SDT Connector allows for maximum flexibility in this regard, by allowing you to provide your own scripts or commands for starting and stopping the OOB connection. See Section 7.5 for more information.

6.2.3 SET UP WINDOWS XP OR LATER CLIENT

- ◆ Navigate to Start Menu > Control Panel.
- ◆ Click Network Connections.
- ◆ Click the New Connection Wizard.
- ◆ Select Connect to the Internet
- ◆ Click Next.
- ◆ On the Getting Ready screen, select Set up my connection manually.
- ◆ Click Next.
- ◆ On the Internet Connection screen select Connect using a dial-up modem.
- ◆ Click Next.
- ◆ Enter a Connection Name (any name you choose)
- ◆ Enter the dial-up Phone number that will connect thru to the console server modem.
- ◆ Enter the PPP User name and Password you have set up for the console server.



CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

6.2.4 SET UP EARLIER WINDOWS CLIENTS

For Windows 2000, the PPP client set up procedure is the same as above, except you get to the Dial-Up Networking Folder by clicking Start and selecting Settings. Then click through Network > Dial-up Connections > Make New Connection.

6.2.5 SET UP LINUX CLIENTS

The online tutorial <http://yolinux.com/TUTORIALS/LinuxTutorialPPP.html> presents a selection of methods for establishing a dial up PPP connection.

- ◆ Command line PPP and manual configuration (which works with any Linux distribution).
- ◆ Using the Linuxconf configuration tool (for Red Hat compatible distributions).
This configures the scripts ifup and ifdown to start and stop a PPP connection.
- ◆ Using the Gnome control panel configuration tool.
- ◆ Using WVDIAL and the Redhat Dialup configuration tool.
- ◆ Using the GUI dial program X-isp.

NOTE: For all PPP clients, set up TCP/IP as the only protocol enabled; set the Server to assign IP address and do DNS; do not set console server PPP as the default Internet connection.

6.3 DIAL-OUT ACCESS

A console server modem, internal or external, can be set in Failover mode (dialing-out after a ping failure) or with always-on dial-out. In either case, if disrupted, the console server tries to re-establish connection.

6.3.1 ALWAYS-ON DIAL-OUT

With firmware v3.4 and later console server modems can be configured for always-on dial-out, with a permanent external dial-up ppp connection.

- ◆ Navigate to System > Dial.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

The screenshot shows the 'System: Dial' configuration page. The left sidebar contains the following menus:

- Serial & Network**
 - Serial Port
 - Users & Groups
 - Authentication
 - Network Hosts
 - Trusted Networks
 - Call Home
 - Cascaded Ports
 - UPS Connections
 - RPC Connections
 - Environmental
 - Managed Devices
- Alerts & Logging**
 - Port Log
 - Alerts
 - SMTP & SMS
 - SNMP
- System**
 - Administration
 - SSL Certificates
 - Configuration Backup
 - Firmware
 - IP
 - Date & Time
 - Dial
 - Firewall
 - Nagios
 - Configure Dashboard
- Status**
 - Port Access
 - Active Users
 - Statistics
 - Support Report
 - System
 - UPS Status
 - RPC Status
 - Environmental Status
 - Dashboard
- Manage**
 - Devices
 - Port Logs
 - Host Logs
 - Power
 - Terminal

The main content area is titled 'System: Dial' and contains the following sections:

- Serial DB9 Port Dial Settings**
 - Disable Dial**: Disable modem communication.
 - Enable Dial-In**: Allow incoming modem communication.
 - Enable Dial-Out**: Allow outgoing modem communication.
- Serial Settings**
 - Baud Rate**: 115200 (The port speed in characters per second.)
 - Flow Control**: None (The method of flow control to use.)
- Dial-Out Settings - Always On Out-of-Band**
 - Phone Number**: [Text Field] (The phone number to call to establish the connection.)
 - Username**: [Text Field] (The username for authentication.)
 - Password**: [Text Field] (The secret to use when authenticating the user.)
 - Confirm**: [Text Field] (Re-enter the user's password for confirmation.)
 - Custom Modem Initialization**: [Text Field] (An optional AT command sequence to initialize the modem.)
 - Ignore Dial Tone**: Do not wait for dial tone before dialing.
- Override DNS**
 - Override returned DNS servers**: Use the following DNS servers instead of the PPP provided servers.
 - DNS Server 1**: [Text Field] (The primary DNS server.)
 - DNS Server 2**: [Text Field] (The secondary DNS server.)

An 'Apply' button is located at the bottom of the page.

FIGURE 6-2. SYSTEM: DIAL SCREEN

- ◆ Check the Enable Dial-Out to allow outgoing modem communications.
- ◆ Select the Baud Rate and Flow Control that will communicate with the modem.
- ◆ In the Dial-Out Settings – Always On Out-of-Band fields enter the access details for the remote PPP server to be called.

The Override DNS section is available for PPP Devices such as modems. Override DNS allows the use of alternate DNS servers from those provided by your ISP. For example, an alternative DNS may be required for OpenDNS used for content filtering.

To enable Override DNS:

- ◆ Check the Override returned DNS Servers checkbox.
- ◆ Enter the IP address of the alternative DNS servers in the DNS Server 1 and DNS Server 2 entry fields.
- ◆ Click Apply.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

6.3.2 FAILOVER DIAL-OUT

The LES1600, LES1516A, LES1532A, LES1548A, and LES1700 series of advanced console servers can be configured so a dial-out PPP connection is automatically set up in the event of a disruption in the principal management network.

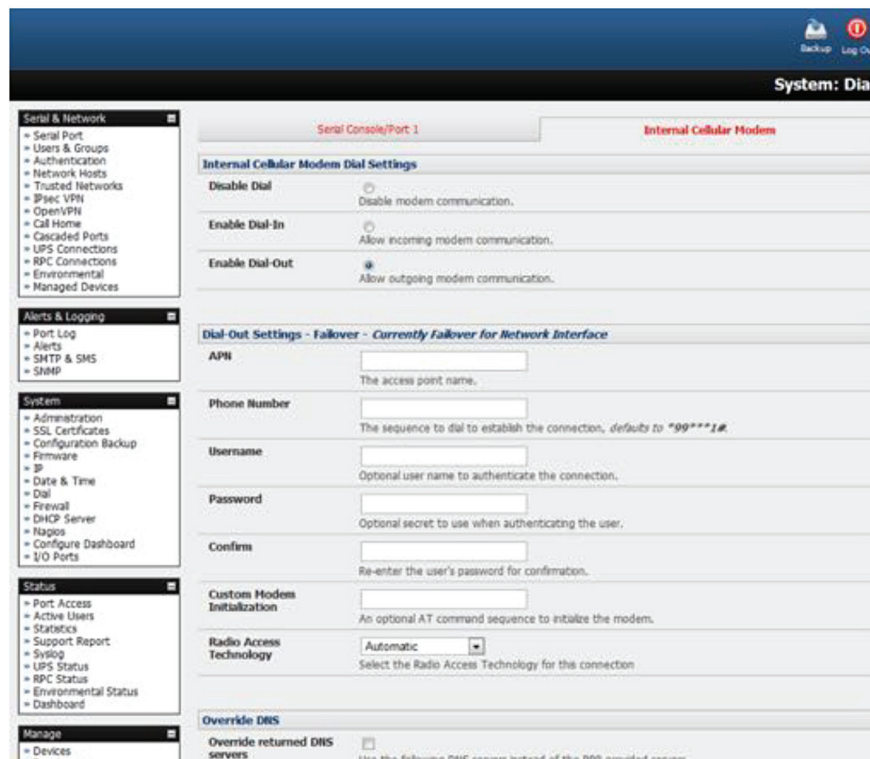


FIGURE 6-3.SET UP DIAL-OUT PPP CONNECTION SCREEN

NOTE: With firmware v3.0.1 and earlier, only SSH access is enabled on the failover connection. In firmware versions 3.0.2 and later, HTTPS access is also enabled. Once the dial-out PPP connection is established the administrator can connect to the console server via SSH (or HTTPS on console servers running firmware 3.0.2 or later) and fix the problem.

When configuring the principal network connection in System > IP, specify the Failover Interface to be used when a fault has been detected with Network or Network1 (that is, eth0). This can be either the Internal Modem, Dial Serial DB9 (if you are using an external modem on the console port), or USB Modem (if you are using a plug-on USB modem on an LES1600).

- ◆ Set the Probe Addresses of two sites (the Primary and Secondary) that the IM console server is to ping to determine if Network or Network1 is still operational.
- ◆ Navigate to System > Dial.
- ◆ Select the port to be configured: Serial DB9 Port, PC Card, or Internal Modem Port.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

FIGURE 6-4.

- ◆ Select the Baud Rate and Flow Control that will communicate with the modem.
- ◆ Check the Enable Dial-Out Access checkbox.
- ◆ In the Dial-Out Settings – Always On Out-of-Band fields enter the access details for the remote PPP server to be called.

The Override DNS section is available for PPP Devices such as modems. Override DNS allows the use of alternate DNS servers from those provided by your ISP. For example, an alternative DNS may be required for OpenDNS used for content filtering.

To enable Override DNS:

- ◆ Check the Override returned DNS Servers checkbox.
- ◆ Enter the IP address of the alternative DNS servers in the DNS Server 1 and DNS Server 2 entry fields.
- ◆ Click Apply.

NOTE: As of firmware v3.1.0 and later, the advanced console server, by default, supports automatic failure-recovery back to the state prior to the failover. The advanced console server continually pings probe addresses while in original and failover states. The original state will automatically be set as a priority and reestablished following three successful pings of the probe addresses during failover. The failover state will be removed once the original state has been re-established.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

6.4 OOB BROADBAND ETHERNET ACCESS

The LES1600, LES1516A, LES1532A, LES1548A, and LES1700 family of advanced console servers have a second ethernet port that can be configured for alternate and OOB (out-of-band) broadband access.

TABLE 6-1. SECOND ETHERNET PORT TO CONFIGURE FOR OOB BROADBAND ACCESS

| PRODUCT CODE | LABEL INDICATING SECOND ETHERNET PORT |
|--|---------------------------------------|
| LES1516A, LES1532A, LES1548A and LES1600 | NET2 |
| LES1700 series | NET2 |

With two active broadband access paths to these advanced console servers, in the event you are unable to access through the primary management network (LAN1, Network or Network1) you can still access it through the alternate broadband path.

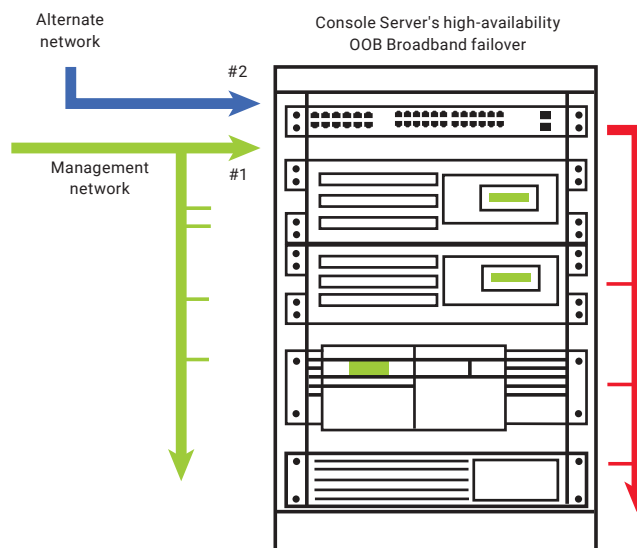


FIGURE 6-5. OOB BROADBAND FAILOVER

- Navigate to System > IP.
- Select Management LAN Interface (LES1516A, LES1532A, LES1548A, and LES1700).
- Configure the IP Address, Subnet Mask, Gateway and DNS with the access settings that relate to the alternate link.

NOTE: When configuring the principal Network Interface connection, the Failover Interface must be set to None.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

6.5 BROADBAND ETHERNET FAILOVER

The second Ethernet port on the LES1600, LES1516A, LES1532A, LES1548A, and LES1700 family of advanced console servers can also be configured for failover to ensure transparent high availability.

- ◆ Navigate to System > IP > Network Interface.

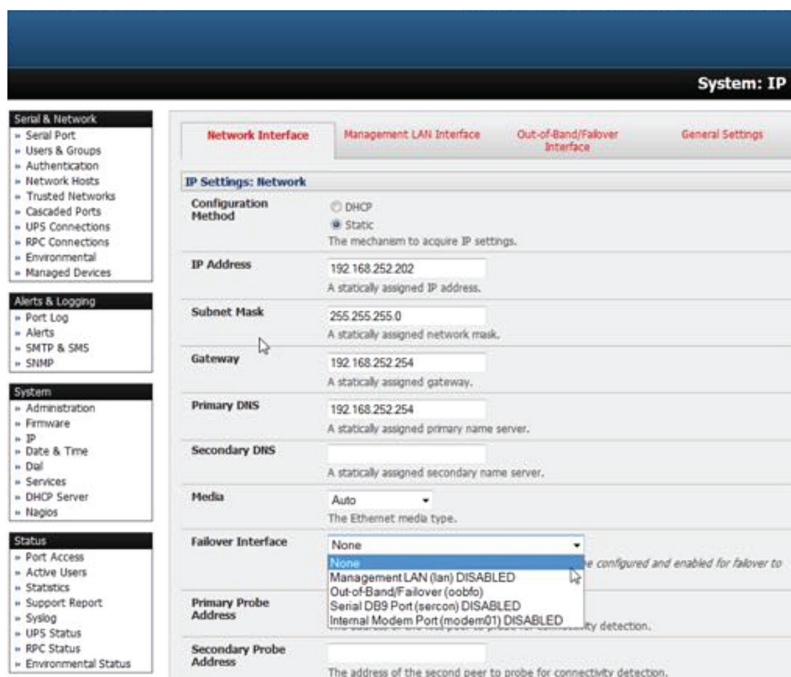


FIGURE 6-6. SYSTEM IP: NETWORK INTERFACE TAB

- ◆ Select Management LAN from the Failover Interface pop-up menu.
- ◆ Enter the Primary Probe Address and the Secondary Probe Address.

These are the IP addresses or hostnames of the two hosts (the Primary and Secondary) that the advanced console server is to ping to determine if a Network Interface is still operational.

- ◆ Select the Out-of-Band/Failover Interface tab.
- ◆ Enter the Out-of-Band/Failover IP Address, Subnet Mask, and Gateway values.

These values should be the same as used for the Network Interface.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

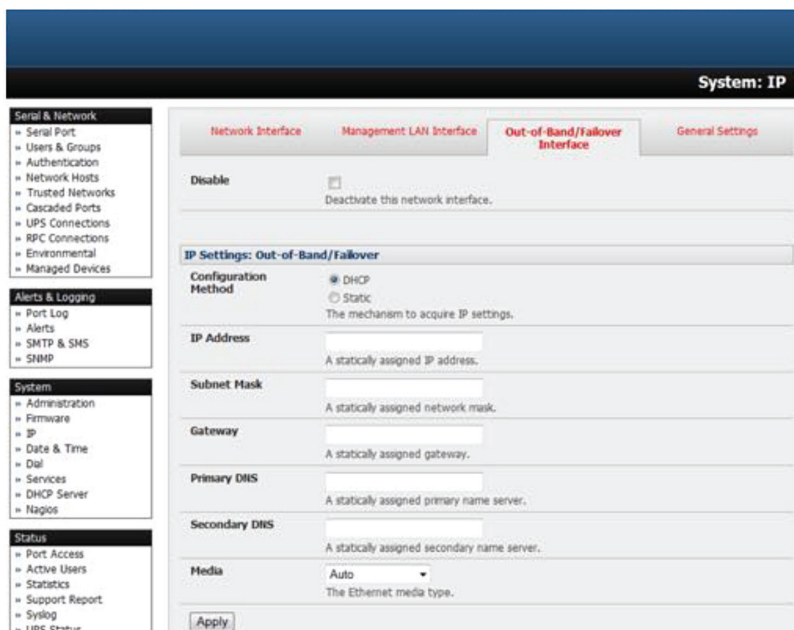


FIGURE 6-7. SYSTEM IP: FAILOVER INTERFACE TAB

In this mode, the Management LAN Interface is available as the transparent back-up port to Network Interface for accessing the management network. Management LAN Interface will automatically and transparently take over the work of Network Interface, if the Network Interface becomes unavailable for any reason.

NOTE: In console servers running firmware v3.0.1 and earlier, only SSH access is enabled on the failover connection. In firmware versions 3.0.2 and later, HTTPS access is also enabled. Once the dial-out PPP connection is established, the administrator can connect to the console server via SSH (or HTTPS on console servers running firmware 3.0.2 or later) and fix the problem.

As of firmware v3.1.0 and later, the advanced console server, by default, supports automatic failure-recovery back to the state prior to the failover. The advanced console server continually pings probe addresses while in original and failover states. The original state will automatically be set as a priority and re-established following three successful pings of the probe addresses during failover. The failover state will be removed once the original state has been re-established.

For firmware versions prior to v3.1.0 the advanced console server does not support automatic failure-recovery back to the original state prior to the failover. To restore networking to a recovered state, the following command then needs to be run:

```
rm -f /var/run/*-failed-over && config -r ipconfig
```

If required, you can run a custom bash script when the device fails over. It is possible to use this script to implement automatic failure recovery, depending on your network setup. The script to create is:

```
/etc/config/scripts/interface-failover-alert
```

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

6.6 CELLULAR MODEM CONNECTION

The LES1600 family of advanced console servers support internal cellular modems.

These modems first need to be installed (as documented in Sections 6.6.1 through 6.6.3) and then set up to validate they can connect to the carrier network (as documented in Sections 6.6.4 and 6.6.5).

They then can be configured for operation in Always-on cellular router or OOB mode, or in Failover mode (as documented in Section 6.7).

6.6.1 CONNECTING TO A GSM HSUPA/UMTS CARRIER NETWORK

Console server models denoted with -R have an internal GSM modem that will connect to any major GSM carrier globally.

NOTE: Before powering on any -R model console server, install the SIM card provided by your cellular carrier and attach the external aerial. The console server has two cellular status LEDs. The SIM LED on top of the unit should go on solid when a SIM card has been inserted and detected.

- ◆ Navigate to System > Dial.
- ◆ Click the Internal Cellular Modem tab.



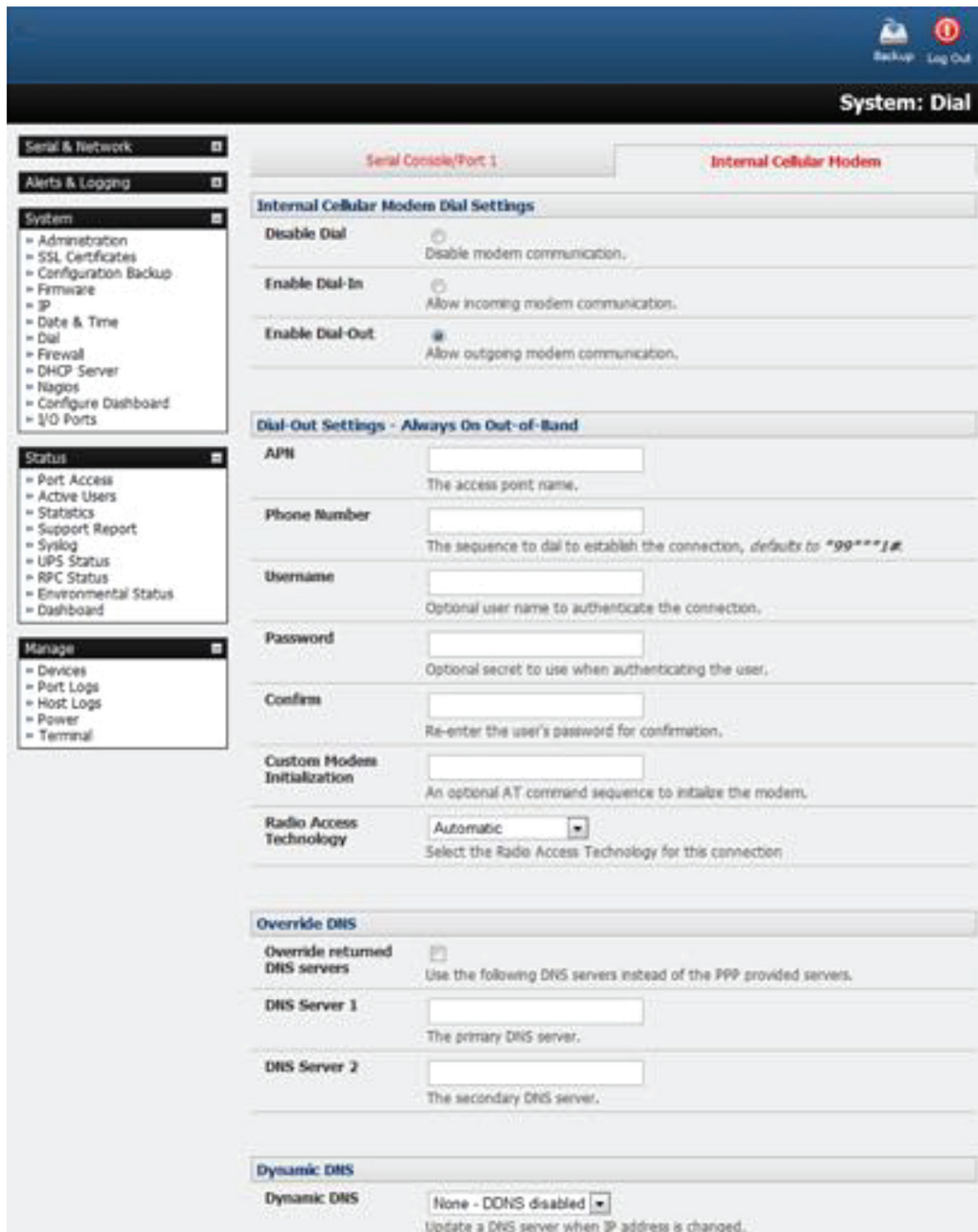


FIGURE 6-8. INTERNAL CELLULAR MODEM TAB

- ◆ Check the Enable Dial-Out radio button in the Internal Cellular Modem Dial Settings section.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

Your carrier may have provided details for configuring the connection:

TABLE 6-2. CONFIGURATION DETAILS FROM CARRIER

| VALUE | DESCRIPTION |
|-----------------------------|--|
| APN | Access Point name |
| PIN Code | If the carrier-provided SIM card is locked, a PIN Code may be required to unlock it. |
| Phone Number | The dial sequence which establishes the connection. By default this is *99***1#. |
| Username | Optional |
| Password | Optional |
| Custom Modem Initialization | Optional AT command sequence to initialize the modem. |

- ◆ Enter the carrier's APN.

Example APNs include:

TABLE 6-3. EXAMPLE APNS

| CARRIER | APN |
|-----------------------|------------------|
| AT&T (USA) | i2gold |
| T-Mobile (USA) | epc.tmobile.com |
| Internode (Australia) | internode |
| Telstra (Australia) | telstra.internet |

NOTE: The APN is, in most cases, the only value needed. The other fields can be left blank.

- ◆ If the SIM Card is configured with a PIN Code, unlock the Card by entering the PIN Code.

NOTE: If the PIN Code is entered incorrectly three times, the PUK Code will be required to unlock the Card.

You may also need to use **Override DNS** to set alternate DNS servers from those provided by your carrier. If this is necessary:

- ◆ On System > Dial > Internal Cellular Modem, check the Override returned DNS servers checkbox.
- ◆ Enter the alternative DNS servers in the DNS Server 1 and DNS Server 2 fields.
- ◆ Click Apply.

A radio connection will be established with your cellular carrier.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

6.6.2 CONNECTING TO A CDMA EV-DO CARRIER NETWORK

Console server models denoted with -V have an internal CDMA modem and will connect to the Verizon network in North America.

After creating an account with the CDMA carrier, some carriers require an additional step to provision the Internal Cellular Modem, known as Provisioning. The console servers support:

- ◆ Over-the-Air Service Provisioning (OTASP) where modem-specific parameters can be retrieved via a voice call to a special phone number, and
- ◆ a manual process where the phone number and other parameters are entered manually.

OTASP

NOTE Before this can be achieved, a working account and an activated device are required. In this case, an activated device is a Black Box console server which has had its ESN (Electronic Serial Number) registered with an appropriate plan on your carrier's account.

- ◆ Navigate to System > Dial.
- ◆ Click the Internal Cellular Modem tab.
- ◆ Enter the particular phone number which must be dialed to complete OTASP.

For example, Verizon uses *22899 and Telus uses *22886.

FIGURE 6-9.

- ◆ Click Activate. This initiates the OTASP call.
The process is successful if no errors are displayed and you no longer see the CDMA Modem Activation form. If OTASP is unsuccessful consult the System Logs at Status > Syslog for clues to what went wrong.
- ◆ When OTASP has completed enable the Internal Cellular Modem by entering the carrier's phone number. By default, this number is #777.
- ◆ Click Apply.

To confirm OTASP success, and to display the modem's current state:

- ◆ Navigate to Status> Statistics.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

- ◆ click the Cellular tab.

The current state of the modem will present.

OTASP success will result in a valid phone number being placed in the NAM Profile Account MDN field.

Manual Activation

If a carrier does not support OTASP, you will need to manually provision the modem.

- ◆ Navigate to System > Dial.
- ◆ Click the Internal Cellular Modem tab.

The screenshot shows a web interface for 'Internal Cellular Modem' activation. It features a 'CDMA Modem Activation' section with a message: 'The CDMA Modem is not provisioned/activated, please contact your carrier and provide them with the ESN: 1620743259 (0x609A945B)'. Below this, there is an 'Activation Phone Number' field with a placeholder text: 'The phone number to dial for OTASP (Over-the-Air Service Provisioning) activation. e.g. *22899 for Verizon'. Further down, there are three fields for manual activation: 'MSL' (The MSL for unlocking the NAM profile. Advanced), 'MDN' (The Mobile Directory Number to use. Advanced), and 'MSID' (The NAM profile MSID to use. Advanced). An 'Activate' button is located at the bottom left of the form.

FIGURE 6-10. INTERNAL CELLULAR MODEM TAB

- ◆ Enter the MSL, MDN and MSID values.

These values are specific to your carrier and for manual activation, you will have to learn what values your carrier uses in each field.

Verizon, for example, has been known to use an MSL of 000000 and the phone number assigned to the Black Box device as both the MDN and MSID with no spaces or hyphens. An assigned phone number of 555-123-1234 is entered in the MDN and MSID fields as 5551231234.

- ◆ Click Activate.

If no errors occur you will see the new values entered into the NAM Profile Account. To check this:

- ◆ Navigate to Status> Statistics.
- ◆ Click the Cellular tab.

To connect to your carrier's 3G network:

- ◆ Navigate to System > Dial.
- ◆ Click the Internal Cellular Modem tab.
- ◆ Enter the appropriate Phone Number.

This is usually #777.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

- ◆ If required by your account plan, enter the supplied Username and Password.
- ◆ Check the Enable check-box.
- ◆ Click Apply.

The Always On Out-of-Band connection is initiated.

6.6.3 CONNECTING TO A 4G LTE CARRIER NETWORK

Console server models denoted with -V, -T, or -R have an internal modem that will connect to any major 4G LTE carrier globally.

NOTE: Before powering on any -V, -T, or -R model console server, install the SIM card provided by your cellular carrier and attach the external aerial.

- ◆ Navigate to System > Dial.
- ◆ Click the Internal Cellular Modem tab.
- ◆ Check the Enable Dial-Out radio button in the Internal Cellular Modem Dial Settings section.

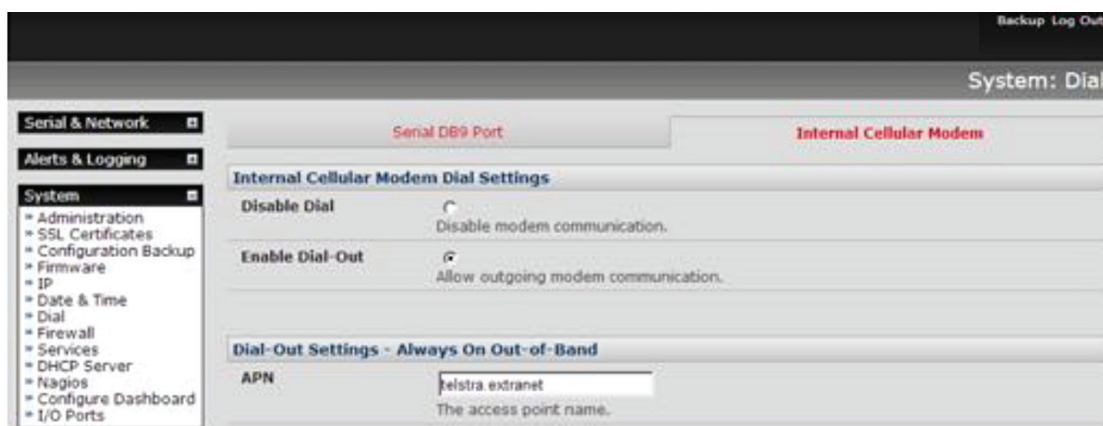


FIGURE 6-11. INTERNAL CELLULAR MODEM TAB

Your carrier may have provided details for configuring the connection.

TABLE 6-4. CARRIER-PROVIDED DETAILS

| VALUE | DESCRIPTION |
|--------------|--|
| APN | Access Point Name |
| PIN Code | If the carrier-provided SIM card is locked, a PIN Code is required to unlock it. |
| Phone number | The dial sequence to establish the connection. By default this is *99***1#. |
| Username | Optional |
| Password | Optional |

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

- ◆ Enter the carrier’s APN.

Example APNs include:

TABLE 6-5. EXAMPLE APNS

| CARRIER | APN |
|-----------------------|------------------|
| AT&T (USA) | i2gold |
| T-Mobile (USA) | epc.tmobile.com |
| Internode (Australia) | internode |
| Telstra (Australia) | telstra.internet |

NOTE: The APN is, in most cases, the only value needed. The other fields can be left blank.

- ◆ If the SIM Card is configured with a PIN Code, unlock the Card by entering the PIN Code.

NOTE: If the PIN Code is entered incorrectly three times, the PUK Code will be required to unlock the Card.

You may also need to use Override DNS to set alternate DNS servers from those provided by your carrier. If this is necessary:

- ◆ On System > Dial > Internal Cellular Modem, check the Override returned DNS servers checkbox.

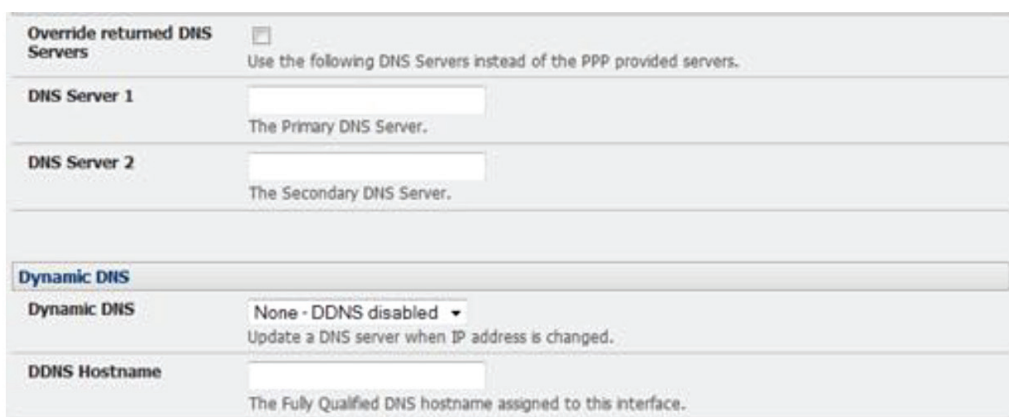


FIGURE 6-12. OVERRIDE RETURNED DNS SERVERS

- ◆ Enter the alternative DNS servers in the DNS Server 1 and DNS Server 2 fields.

- ◆ Click Apply.

A radio connection will be established with your cellular carrier.

6.6.4 VERIFYING THE CELLULAR CONNECTION

Out-of-band access is enabled by default so the cellular modem connection should now be on. To verify this:

- ◆ Navigate to Status > Statistics.
- ◆ Select the Cellular tab.
- ◆ Verify the Mode is set to Online.
- ◆ Select the Failover & Out-of-Band tab.



CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

- ◆ Verify the Connection Status reads as Connected.

To measure the received signal strength:

- ◆ Navigate to Status > Statistics.

The current state of the cellular modem, including the Received Signal Strength Indicator (RSSI), will present. Note the RSSI coverage value.

TABLE 6-6. CURRENT STATE OF CELLULAR MODEM

| RECEIVED SIGNAL STRENGTH INDICATOR (RSSI) VALUE | DESCRIPTION |
|---|------------------|
| ≤ -100 dBm) | unacceptable |
| -99 to -90 dBm | weak-to-medium |
| -89 to -70 dBm | medium-to-strong |
| ≥ -69 dBm | very strong |

RSSI is a measure of the Radio Frequency (RF) power present in a received radio signal. It is generally expressed in decibel-milliwatts (dBm). The best throughput comes from placing the receiving device in a location with the highest possible RSSI.

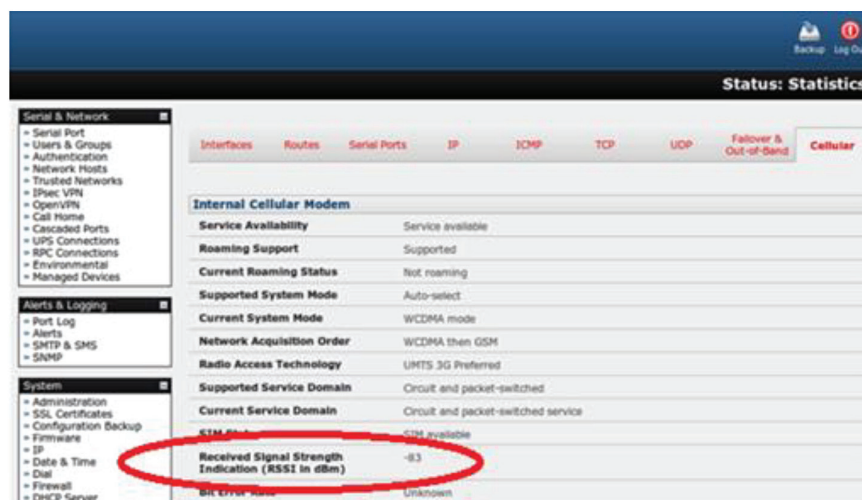


FIGURE 6-13. RSSI

With the cellular modem connection on, the connection status is also visible via the LEDs on top of console server.

NOTE: The LES1204A-G/LR(-I), ACM5504-5-G(-W)-I and ACM5504-5-LA/R/V-I each have two cellular status LEDs. The WWAN LED is OFF when in reset mode or not powered. When powered, it will go ON and while searching for service it will flash off briefly every five seconds.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

6.6.5 CELLULAR MODEM WATCHDOG

As of with firmware V3.5.2u13 and later, when you check the Enable Dial-Out check-box at System > Dial, you will be given the option to configure a cellular modem watchdog service.

This service will periodically ping a configurable IP address. If a threshold number of consecutive attempts fail, the service will cause the unit to reboot. This can be used to force a clean restart of the modem and its services to work around any carrier issues.

6.6.6 DUAL-SIM FAILOVER

Some console server models allow you to insert two SIM cards, allowing for selective connection to two carrier networks. The dual-SIM failover feature allows the cell modem to selectively failover to the secondary SIM when communication over the primary SIM fails.

To configure dual-SIM failover:

- ◆ Navigate to System > Dial.
- ◆ Click the Internal Cellular Modem tab.
- ◆ In the SIM Configuration section, set the Primary SIM to either Bottom Slot or Top Slot.

Choose the slot which contains the SIM from your primary carrier network.

- ◆ Check the Enable SIM Failover checkbox.
- ◆ Specify how the device will failback from the failover SIM to the Primary SIM.

There are two options:

- On Disconnect. With this option the console server will failback to the Primary SIM only after the connection on the failover SIM has failed its ping test.
- On Timeout. With this option, the console server will failback to the Primary SIM after the connection on the failover SIM has been up for the timeout period.
- ◆ If On Timeout is the selected failback option, set the Failback Timeout value.
 - The Failback Timeout is the number of seconds the failover SIM must be connected before the console server switches back to the Primary SIM.
 - If no number is entered here, the default value of 600 seconds (10 minutes) applies.
- ◆ Configure each SIM connection with the information necessary (APN, and, if required, the PIN, Phone Number, Username and Password) to enable it to make a successful connection, assuming sufficient signal strength from the cell service provider.

See Sections 6.6.1 through 6.6.3 for details.

- ◆ Enter a Failback Test IP address for each SIM.

This IP address is used to ping test the status of the cell modem connection and to determine if SIM failover or failback is to take place.

- ◆ Optionally configure DDNS and the Modem Watchdog (see Section 6.6.5).

DDNS, when configured, will be applied to the cell modem dial out connection regardless of which SIM is currently in use.

NOTE: Dual-SIM failover is for dial-out connections only.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

6.6.7 MULTI-CARRIER CELLULAR SUPPORT

Some cellular carriers require the console server's cellular modem to be programmed with carrier-specific firmware to operate on their network. Some console server models, however, are equipped with a reprogrammable cellular modem, allowing them to operate on more than one such carrier network.

NOTE: Changes to the cellular modem firmware are unaffected by Black Box firmware upgrades or factory erase/configuration reset operations.

On console servers with multi-carrier capability:

- ◆ Navigate to System > Dial.
- ◆ Select the Internal Cellular Modem tab.

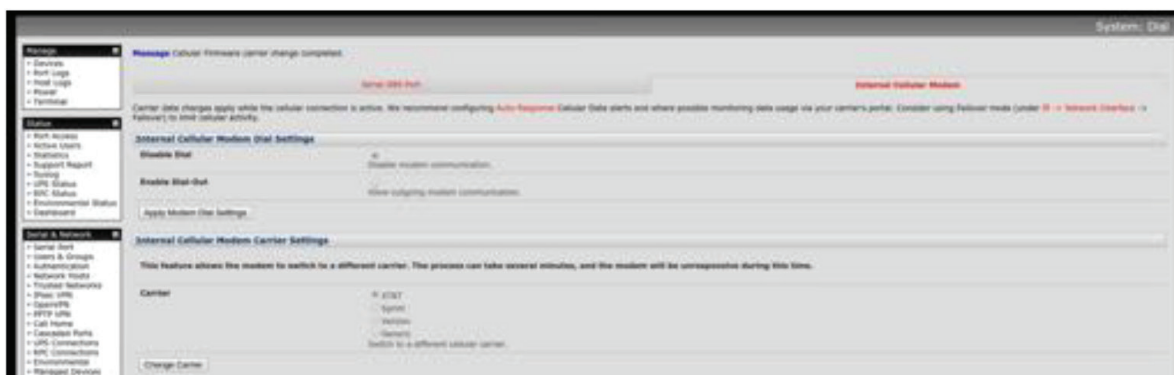


FIGURE 6-14. INTERNAL CELLULAR MODEM TAB

The Internal Cellular Modem Carrier Settings section (which provides control over which carrier's firmware is installed on the modem) will present.

- ◆ Select the desired Carrier radio button.

The modem's flash memory will have the carrier-specific firmware image installed.

Flashing takes several minutes during which the cellular modem is unavailable. During this time, the page periodically refreshes with status information.

Upon successful completion, the page displays the message: Cellular Firmware carrier change completed.

Multi-carrier capable models ship with cellular modem firmware for each supported carrier pre-loaded onto internal non-volatile or USB storage. Periodically, new cellular modem firmware becomes available and is published on the Black Box downloads site.

NOTE: If your unit's cellular connection is operating correctly, there is typically no need to upgrade its cellular firmware.

On console servers with multi-carrier capability, to download and apply new cellular firmware using the Management Console UI:

- ◆ Navigate to System > Firmware.

A section presents showing the local cellular firmware image status and a Check for Update button that starts the firmware update process.

The Cellular Firmware Status section indicates the date of the last firmware download, and shows a cryptographic fingerprint.

- ◆ Click the Check for Update button.

The Management Console contacts the remote server, <ftp://ftp.BlackBox.com/>, and displays an update summary.

This summary indicates the local and remote fingerprints for comparison, without altering any local files.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

- ◆ Optionally, expand the Advanced section.

This section shows a full list of files to be downloaded or deleted, along with their SHA1 hashes. (Temporary files downloaded during the initial Check for Updates may be listed as simple files to copy into place, as they do not have to be re-downloaded.)

- ◆ Click Download and Apply.

NOTE: The modem will only be flashed if new firmware is available for the currently selected carrier.

During the download and flashing of the firmware, an interstitial screen displays, showing Currently upgrading cellular modem firmware. Once completed, the status of the firmware update is displayed at System > Firmware.

- ◆ Alternatively, click Cancel to reject the update.

You can also control multi-carrier features at the console server shell.

- ◆ Show currently selected carrier.

```
cellctl -is | egrep "^preferred-carrier" | cut -d " " -f 2
```

- ◆ Show current modem firmware version.

```
cellctl -is | egrep "^current-firmware" | cut -d " " -f 2
```

- ◆ List available carriers supported on the installed modem.

```
/etc/scripts/cell-fw-update -l
```

- ◆ Check for availability of firmware updates.

```
/etc/scripts/cell-fw-update -u
```

Output is the remote fingerprint followed by the list of actions that would be taken by cell-fw-update -d.

- ◆ Download latest firmware for all carriers supported by the modem.

```
/etc/scripts/cell-fw-update -d
```

- ◆ Flash modem with latest local firmware for carrier.

```
/etc/scripts/cell-fw-update -c <carrier>
```

<carrier> is one of the carrier identifiers emitted by cell-fw-update -l.

This command can be used to switch carriers or to update the firmware of the current carrier.

NOTE: If the firmware version information on the modem is identical, the modem may reject the update without error.

6.7 CELLULAR OPERATION

When set up as a console server, the 3G cellular modem can be set up to connect to the carrier in one of four modes.

- ◆ OOB mode. In this mode, the dial-out connection to the carrier cellular network is always on, awaiting incoming access from a remote site wanting to access the console server or attached serial consoles/network hosts.
- ◆ Failover mode. In this mode, a dial-out cellular connection is only established in event of a ping failure.
- ◆ Cellular router mode. In this mode, the dial-out connection to the carrier cellular network is always on, and IP traffic is routed between the cellular connected network and the console server's local network ports.
- ◆ Circuit Switched Data (CSD) mode. In this dial-in mode, the cellular modem can receive incoming calls from remote modems who dial a special Data Terminating number. This is a 3G-only mode.



CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

6.7.1 OOB ACCESS SETUP

In this mode, the dial-out connection to the carrier cellular network is always on, awaiting any incoming traffic. By default, the only traffic enabled is incoming SSH access to the console server and its serial ports, and incoming HTTPS access to the console server. There is a low level of keep alive and management traffic going over the cellular network. Generally, the status reports, alerts and other traffic from the site can be carried over the main network.

This mode is typically used for out of band access to remote sites. Consequently, to be directly accessed, the appliance needs to have a Public IP address and it must not have SSH access firewalled. This OOB mode is the default for LES1700 and LES1400 appliances with internal cellular modems. Out-of-band access is enabled by default and the cellular modem connection is always on.

Almost all carriers offer corporate mobile data service/plans with a Public (static or dynamic) IP address. These plans often have a service fee attached.

With a static Public IP address plan, you can try accessing the console server using the Public IP Address provided by the carrier. By default, only HTTPS and SSH access is enabled on the OOB connection: you can browse to the console server, but you cannot ping it.

With a dynamic Public IP address plan, a DDNS service will need to be configured to allow the remote administrator to initiate incoming access. Once this is done, you can then also try accessing the console server using the allocated domain name.

By default, most providers offer a consumer-grade service that provides dynamic Private IP address assignments to 3G devices. This IP address is not visible across the Internet, but usually it is adequate for home and general business use.

To confirm a consumer-grade service:

- ◆ Navigate to the Status > Statistics.
- ◆ Click the Failover & Out-of-Band tab.
- ◆ In the Always on Out-of-Band – Internal Cellular Modem (cellmodem) section, check the value presented for IP Address.



FIGURE 6-15.

If the value is in one of the private IP Address ranges –

10.0.0.0 – 10.255.255.255

172.16.0.0 – 172.31.255.255

192.168.0.0 – 192.168.255.255

– you have a consumer-grade cellular service.

For inbound OOB connection with such a plan, you will need to use Call Home with a VCMS or set up a VPN.

In Out of Band access mode, the internal cellular modem will continually stay connected. The alternative is to set up Failover mode on the console server.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

6.7.2 CELLULAR FAILOVER

In this mode, a dial-out cellular connection is only established if the main network is disrupted. The cellular connection normally remains idle and in a low power state. It is only activated if there is a ping failure. This standby mode suits remote sites with expensive power or high cellular traffic costs.

In this mode, the appliance continually pings nominated probe addresses over the main network connection. If there is a ping failure, it dials out and sets up a dial-out ppp connection over the cellular modem and access is switched transparently to this network connection. Then when the main network connection is restored, access is switched back.

Once you have configured the carrier connection, the cellular modem can be configured for failover.

This will tell the cellular connection to remain idle in a low power state. If the primary and secondary probe addresses are not available, it will bring up the cellular connection and connect back to the cellular carrier.

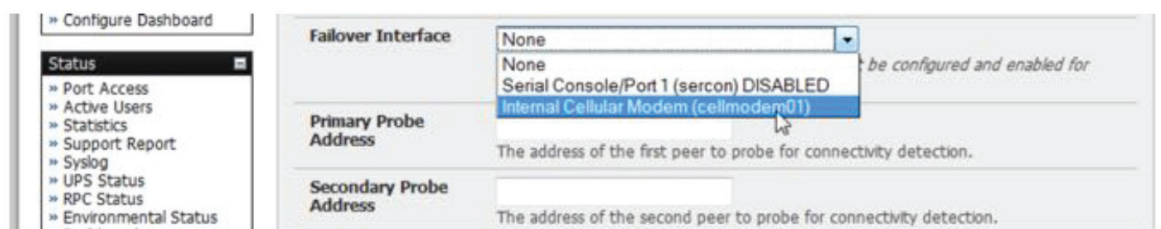


FIGURE 6-16.

- ◆ Navigate to System > IP.
- ◆ Select Internal Cellular Modem (cellmodem01) from the Failover Interface pop-up menu.
- ◆ Enter the Primary Probe Address and the Secondary Probe Address.

These are the two sites the console server pings to determine if the principal network is operational.

If the principal network fails, the cellular network connection is activated as the access path to the console server and any managed devices.

NOTE: Only HTTPS and SSH access are enabled on the failover connection. This allows an administrator to connect to the console server to diagnose and correct the network failure without offering third-parties a large attack surface.

As of firmware v3.1.0, the advanced console server supports automatic failure-recovery back to the original state before failover by default.

The advanced console server continually pings probe addresses while in original and failover states. The original state will automatically be set as a priority and re-established following three successful pings of the probe addresses during failover. The failover state will be removed once the original state has been re-established.

For earlier firmware, which does not support automatic failure-recovery, to restore networking to a recovered state you need to run the following command:

```
rm -f /var/run/*-failed-over && config -r ipconfig
```

If required, you can run a custom bash script when the device fails over. You can use this script to implement automatic failure recovery, depending on your network setup. The script to create is:

```
/etc/config/scripts/interface-failover-alert
```

To check the connection status:

- ◆ Navigate to Status > Statistics.
- ◆ Click the Failover & Out-of-Band tab.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

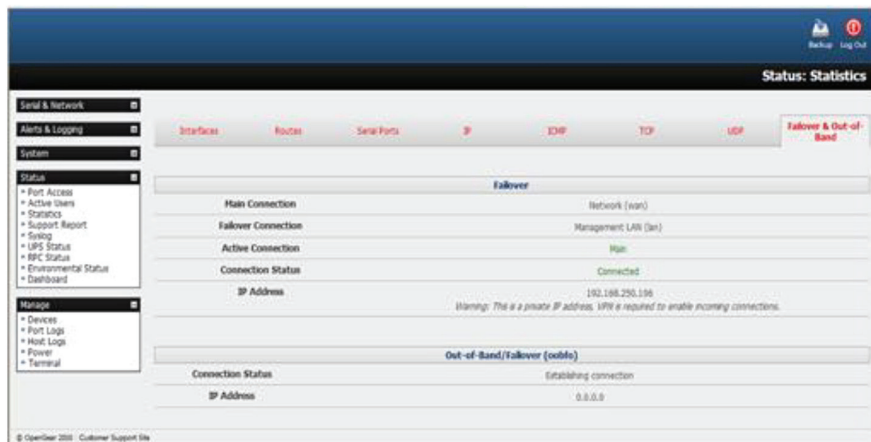


FIGURE 6-17.

- Note the Active Connection value.

If the Main Connection is good, the Active Connection value will be Main.

If the Main Connection is down, the Out-of-Band/Failover section displays information relating to a configured Out-of-Band/Failover interface and the status of that connection. The IP Address of the Out-of-Band/Failover interface will be presented in the Out-of-Band/Failover section once the Out-of-Band/Failover connection has been triggered and made.

6.7.3 CELLULAR ROUTING

Once you have a configured carrier connection, the cellular modem can be configured to route traffic through the console server. This requires setting up forwarding and masquerading as detailed in Section 6.8.

6.7.4 CELLULAR CSD DIAL-IN

CSD is a legacy form of data transmission developed for TDMA-based mobile phone systems like GSM. CSD uses a single radio time slot to deliver 9.6 kbps data transmission to the GSM Network and Switching Subsystem where it could be connected through the equivalent of a normal modem to the Public Switched Telephone Network (PSTN) allowing direct calls to any dial-up service.

CSD is provided selectively by carriers and it is important you receive a Data Terminating number as part of the mobile service your carrier provides. This is the number that external modems will call to access the console server.

Once you have configured carrier connection, the cellular modem can be configured to receive Circuit Switched Data (CSD) calls.

- Navigate to System > Dial.
- Click the Internal Cellular Modem tab.
- Check the Enable Dial-In radio button.
- Enter the required information in the Dial-In Settings section.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

6.8 FIREWALLS AND FORWARDING

Console servers with firmware v3.3 and later have basic routing, NAT (Network Address Translation), packet filtering and port forwarding support on all network interfaces.

This enables the console server to function as an Internet or external network gateway, via cellular connections or via other Ethernet networks on two Ethernet port models.

Network Forwarding allows the network packets on one network interface (for example LAN1, aka eth0) to be forwarded to another network interface (for example, LAN2 or dial-out/cellular). Locally networked devices can IP connect through the console server to devices on remote networks.

IP Masquerading is used to allow all the devices on your local private network to hide behind and share the one public IP address when connecting to a public network. This type of translation is only used for connections originating within the private network destined for the outside public network, and each outbound connection is maintained by using a different source IP port number.

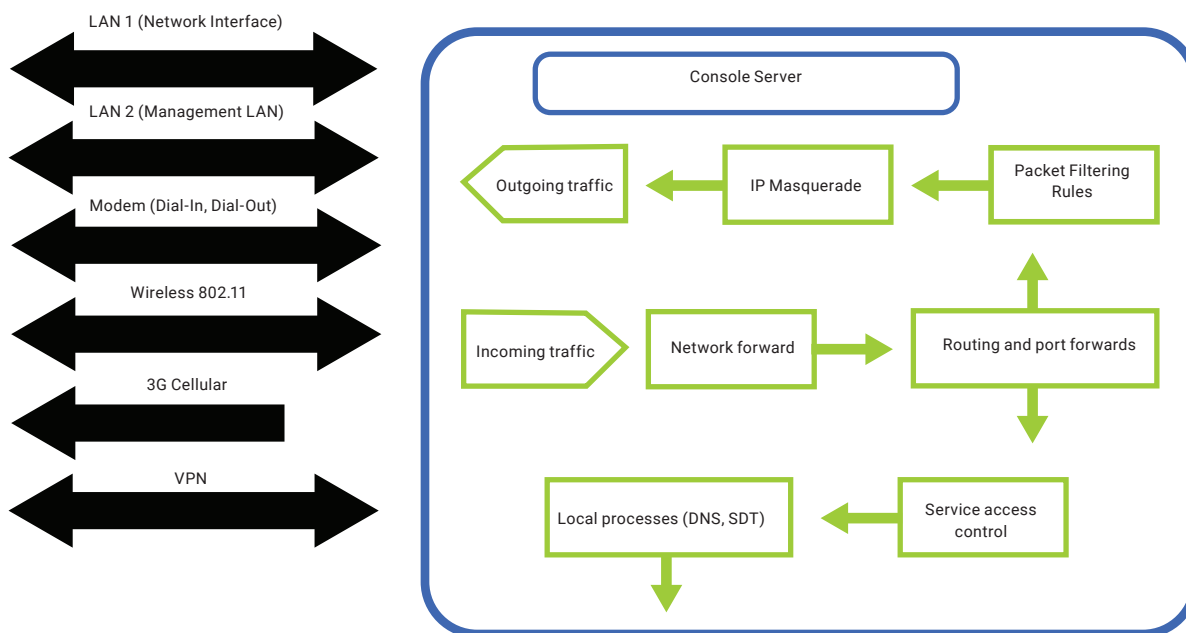


FIGURE 6-18.

When using IP Masquerading, devices on the external network cannot initiate connections to devices on the internal network. Port Forwards allows external users to connect to a specific port on the external interface of the console server and be redirected to a specified internal address for a device on the internal network.

With Firewall Rules, packet filtering inspects each packet passing through the firewall and accepts or rejects it based on user-defined rules.

Then Service Access Rules can be set for connecting to the console server/router itself.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

6.8.1 CONFIGURING NETWORK FORWARDING AND IP MASQUERADING

To use a console server as an Internet or external network gateway requires establishing an external network connection and then setting up forwarding and masquerading.

By default, all console server models are configured so that they will not route traffic between networks. To use the console server as an Internet or external network gateway, forwarding must be enabled so that traffic can be routed from the internal network to the Internet or an external network.

NOTE: Network forwarding allows the network packets on one network interface (for example, LAN1/eth0) to be forwarded to another network interface (for example LAN2/eth1 or dial-out/cellular). Locally networked devices can IP-connect through the console server to devices on a remote network. IP masquerading is used to allow all the devices on your local private network to hide behind and share the one public IP address when connecting to a public network. This type of translation is only used for connections originating within the private network destined for the outside public network, and each outbound connection is maintained by using a different source IP port number.

- ◆ Navigate to System > Firewall.

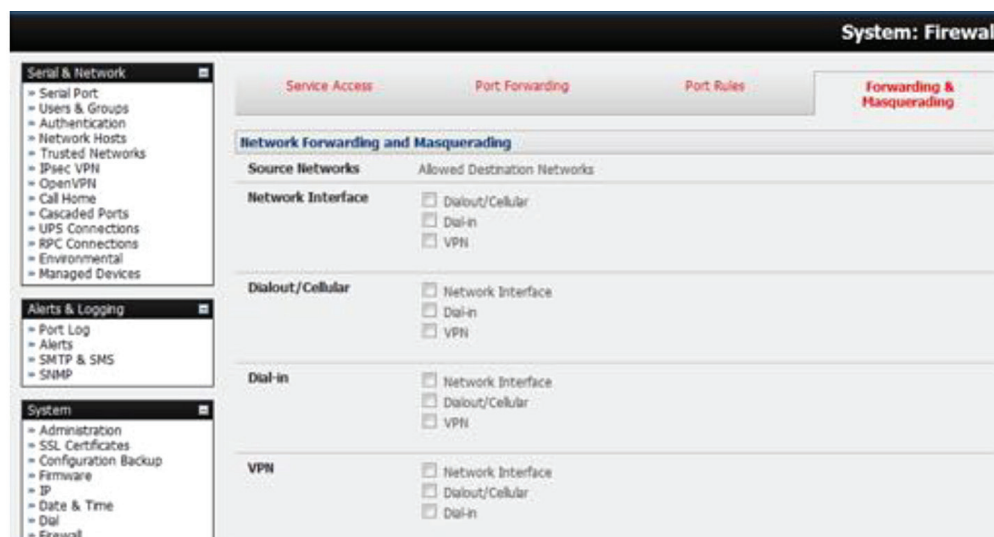


FIGURE 6-19.

Select the Forwarding & Masquerading tab.

- ◆ Find the Source Network to be routed and tick the relevant Destination Network.

For example, to configure a single-Ethernet device such as the LES1204A-G as a cellular router, set:

- the Source Network to Network Interface
- the Destination Network to Dialout/Cellular.

IP Masquerading is generally required if the console server will be routing to the Internet, or if the external network being routed to does not have routing information about the internal network behind the console server.

IP Masquerading performs Source Network Address Translation (SNAT) on outgoing packets to make them appear like they've come from the console server rather than devices on the internal network.

When response packets come back devices on the external network, the console server translates the packet address back to the internal IP, so that it is routed correctly. This allows the console server to provide full outgoing connectivity for internal devices using a single IP Address on the external network.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

By default, IP Masquerading is disabled for all networks. To enable masquerading:

- ◆ Navigate to System > Firewall.
- ◆ Select the Forwarding & Masquerading tab.
- ◆ Check Enable IP Masquerading (SNAT) on the network interface where masquerading is to be enabled.

6.8.2 CONFIGURING CLIENT DEVICES

Client devices on the local network must be configured with Gateway and DNS settings. This can be done statically on each device, or by using DHCP.

Manual configuration

Manually set a static gateway address (the address of the console server) and set the DNS server address to be the same as used on the external network. That is, if the console server is acting as an internet gateway or a cellular router, use the ISP-provided DNS server address.

DHCP configuration

- ◆ Navigate to System > IP.
- ◆ Click the tab of the interface connected to the internal network.

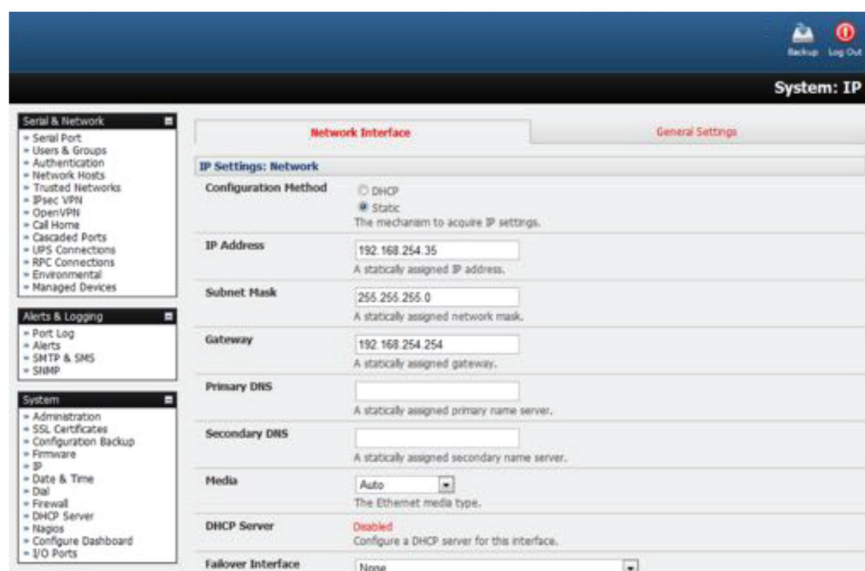
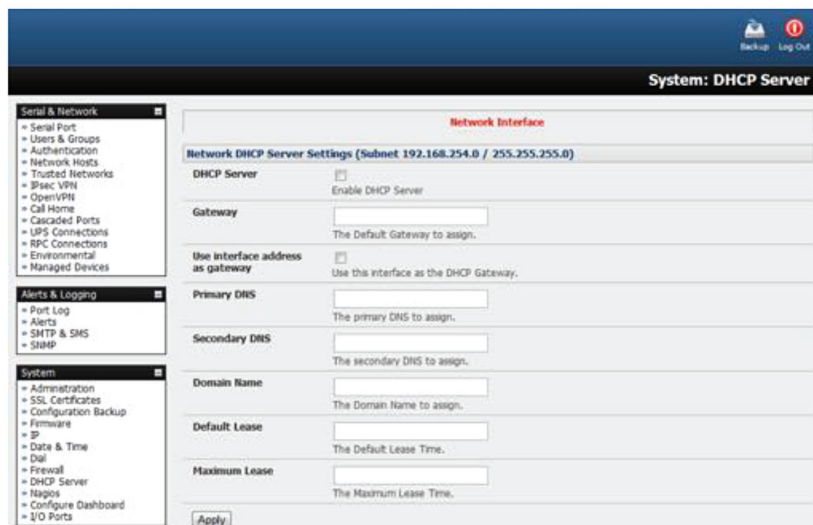


FIGURE 6-20.

- ◆ To use DHCP, a static address must be set: check that the IP Address and Subnet Mask fields have specific and static values entered.
- ◆ Click the Disabled link adjacent the DHCP Server entry.
System > DHCP Server will load.
- ◆ Check the DHCP Server checkbox.
- ◆ Check the Use interface address as gateway checkbox.
- ◆ Set the Primary DNS and Secondary DNS addresses to the same addresses as are used on the external network.
If the console server is acting as an internal gateway or a cellular router, use the ISP-provided DNS server addresses.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

- ◆ Enter the Default Lease time in seconds.
- ◆ Enter the Maximum Lease time in seconds.

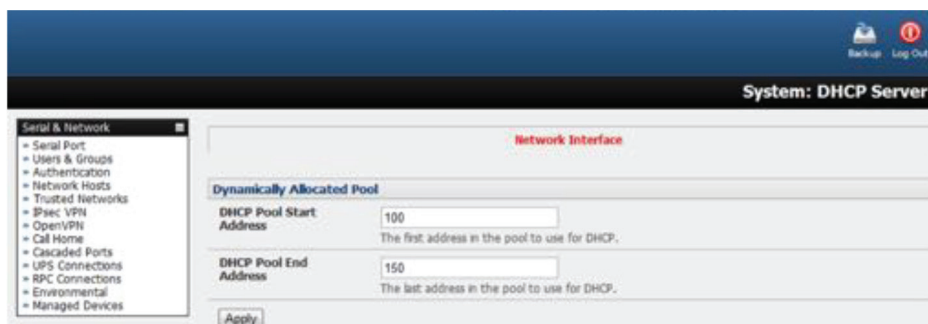


The screenshot shows the 'System: DHCP Server' configuration page. The left sidebar contains a tree view with categories: Serial & Network, Alerts & Logging, and System. The main content area is titled 'Network Interface' and 'Network DHCP Server Settings (Subnet 192.168.254.0 / 255.255.255.0)'. It includes fields for: DHCP Server (checkbox), Gateway (text input), Use interface address as gateway (checkbox), Primary DNS (text input), Secondary DNS (text input), Domain Name (text input), Default Lease (text input), and Maximum Lease (text input). An 'Apply' button is at the bottom.

FIGURE 6-21.

Lease times are the number of seconds a dynamically assigned IP address is valid before the client must request it again.

- ◆ Click Apply.
The DHCP server issue IP addresses sequentially from a specified address pool or pools.
- ◆ Click Add in the Dynamic Address Allocation Pool section.



The screenshot shows the 'System: DHCP Server' configuration page, specifically the 'Dynamically Allocated Pool' section. It includes fields for: DHCP Pool Start Address (text input with value 100) and DHCP Pool End Address (text input with value 150). An 'Apply' button is at the bottom.

FIGURE 6-22.

- ◆ Enter the DHCP Pool Start Address.
- ◆ Enter the DHCP Pool End Address.
- ◆ Click Apply.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

6.8.3 PORT AND PROTOCOL FORWARDING

When using IP Masquerading, devices on the external network cannot initiate connections to devices on the internal network.

To work around this, Port Forwards can be set up to allow external users to connect to a specific port, or range of ports on the external interface of the console server or cellular router. Port forwarding also allows the console server or cellular router to redirect data to a specified internal address and port range.

To setup a port and protocol forward:

- ◆ Navigate to System > Firewall.

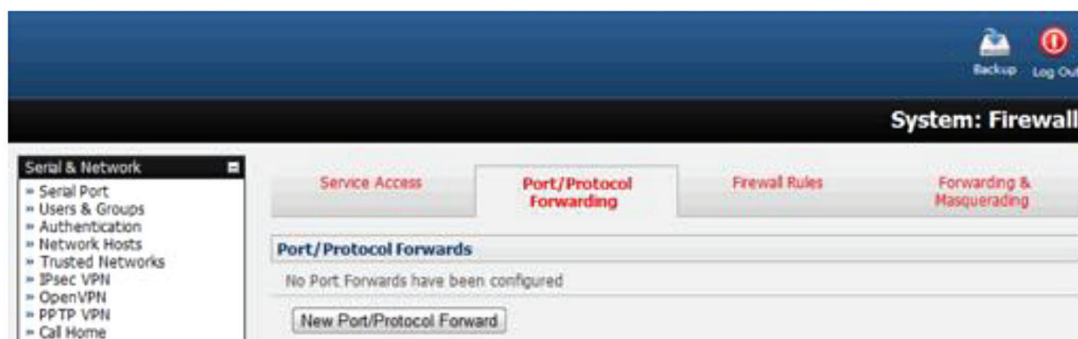


FIGURE 6-23.

- ◆ Click the Port/Protocol Forwarding tab.
- ◆ Click New Port/Protocol Forward.
- ◆ Fill in the following fields.

TABLE 6-7. PORT/PROTOCOL FORWARDING FIELDS

| FIELD | PURPOSE |
|-----------------------------------|---|
| Name | Name for the port forward. This should describe the target and the service that the port forward is used to access. |
| Input Interface | This allows the user to only forward the port from a specific interface. In most cases, this should be left as Any. |
| Source Address/Address Range | This allows the user to restrict access to a port forward to a specific source IP address or IP address range of the data. This may be left blank. IP address ranges use the format ip/netmask (where netmask is in bits 1-32). |
| Destination Address/Address Range | The destination IP address/address range to match. This may be left blank. IP address ranges use the format ip/netmask (where netmask is in bits 1-32) |
| Input Port Range | The range of ports to forward to the destination IP. These will be the port(s) specified when accessing the port forward. These ports need not be the same as the output port range. |
| Protocol | The protocol of the data being forwarded. The options are TCP, UDP, TCP and UDP, ICMP, ESP, GRE, or Any. |
| Output Address | The target of the port forward. This is an address on the internal network where packets sent to the Input Interface on the input port range are sent. |
| Output Port Range | The port or range of ports that the packets will be redirected to on the Output Address. Ranges use the format start-finish. Only valid for TCP and UDP protocols. |

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

For example, to forward port 8443 to an internal HTTPS server on 192.168.10.2, use the following settings:

TABLE 6-8. PORT/PROTOCOL FORWARDING EXAMPLE

| FIELD | DESCRIPTION |
|-----------------------------------|------------------------|
| Name | Administrator's choice |
| Input Interface | Any |
| Source Address/Address Range | Leave blank |
| Destination Address/Address Range | Leave blank |
| Input Port Range | 8443 |
| Protocol | TCP |
| Output Address | 192.168.10.2 |
| Output Port Range | 443 |

6.8.4 FIREWALL RULES

Firewall rules can be used to block or allow traffic through an interface based on port number, the source IP address, the destination IP address or range, the direction (ingress or egress), the protocol or any combination of these. This can be used to allow custom on-box services, or block traffic based on policy.

To setup a firewall rule:

- ◆ Navigate to System > Firewall.
- ◆ Click the Firewall Rules tab.

NOTE: Prior to firmware v3.4, this tab was labeled Port Rules and fewer firewall rules could be configured.

- ◆ Click New Firewall Rule.
- ◆ Fill in the following fields.

TABLE 6-9. FIREWALL RULE FIELDS

| FIELD | PURPOSE |
|----------------------|--|
| Name | Name the rule. This name should describe the policy the firewall rule is being used to implement (for example, Block FTP or Allow Tony). |
| Interface | Select the interface that the firewall rule will be applied to. Choices include Any, Dialout/Cellular, VPN, Network Interface, and Dial-in. |
| Port Range | Specify the Port or range of Ports (for example 1000 – 1500) that the rule will apply to. This may be left blank for Any. |
| Source MAC Address | Specify the source MAC address to be matched. This may be left blank for Any. MAC addresses use the format XX:XX:XX:XX:XX:XX, where XX are hex digits |
| Source Address Range | Specify the source IP address (or address range) to match. IP address ranges use the format ip/netmask (where netmask is in bits 1-32). This may be left blank for Any.. |

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

TABLE 6-9 (CONTINUED). FIREWALL RULE FIELDS

| FIELD | PURPOSE |
|-------------------|--|
| Destination Range | Specify the destination IP address/address range to match. IP address ranges use the format ip/netmask (where netmask is in bits 1-32). This may be left blank. |
| Protocol | Select if the firewall rule will apply to TCP, UDP, TCP and UDP, ICMP, ESP, GRE, or Any. |
| Direction | Select the traffic direction that the firewall rule will apply to: Ingress = incoming; Egress = outgoing. |
| Action | Select the action (Accept or Block) to be applied to the packets detected that match the Interface + Port Range + Source Address + Destination Range+ Protocol+ Direction. |

For example, to block all SSH traffic from leaving a Dialout Interface, use the following settings.

TABLE 6-10. FIREWALL RULE EXAMPLE #1

| FIELD | PURPOSE |
|----------------------|------------------------|
| Name | Administrator's choice |
| Interface | Dialout/Cellular |
| Port Range | 22 |
| Source MAC Address | Left blank |
| Source Address Range | Left blank (Any) |
| Destination Range | Left blank |
| Protocol | TCP |
| Direction | Egress |
| Action | Block |

Firewall rules are processed in a set order, from top to bottom. So rule placement is important.

For example, with the following rules, all traffic coming in over the Network Interface is blocked except when it comes from two nominated IP addresses (SysAdmin and Tony):

TABLE 6-11. FIREWALL RULE EXAMPLE #2

| FIELD | VALUE | VALUE | VALUE |
|----------------------|-----------------------|-------------------|-------------------|
| Interface | Any | Any | Network Interface |
| Port Range | Any | Any | Any |
| Source MAC Address | Any | Any | Any |
| Source Address Range | SysAdmin's IP address | Tony's IP address | Any |
| Destination Range | Any | Any | Any |
| Protocol | TCP | TCP | TCP |
| Direction | Ingress | Ingress | Ingress |
| Action | Accept | Accept | Block |

If the Rule Order is changed so the Block Everyone Else rule was second on the list, Tony's traffic—coming in over the Network Interface—would be blocked.

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

6.8.5 PACKET STATE MATCHING IN FIREWALL RULES

As of firmware 4.0.0, Firewall rules can include packet state matching.

This is implemented using an iptables extension module and can be set as follows:

- ◆ Navigate to System > Firewall > Firewall Rules.
- ◆ In either the IPv4 or IPv6 section, click the New Firewall Rule button.
- ◆ Enter a Name for the new rule in the Name field.
- ◆ Select the Interface the new rule will be applied against from the Interface pop-up menu.

NOTE: The available interfaces vary depending on the exact hardware available on the console server but, by default, new firewall rules are applied against Any (i.e., all) available interface.

- ◆ If the selected interface operates the TCP or UDP protocol, enter a port or port range of the rule's destination.
- ◆ If the firewall rule is to apply against a particular MAC address, enter this value in the Source MAC address field. MAC addresses must be entered in standard xx:xx:xx:xx:xx:xx format (where each xx is a hexadecimal value).
- ◆ If the firewall rule is to apply against a particular source address or range of source addresses, enter this address or address range in the Source Address/Address Range field. Address ranges can be entered using the ip-address/netmask syntax.
- ◆ If the firewall rule is to apply to a particular destination address or address range, enter this address or address range in the Destination Address/Address Range field.

As with the Source Address/Address Range field, address ranges can be entered using the ip-address/netmask syntax.

- ◆ Set the data protocol against which the firewall rule will apply. By default, new firewall rules apply against the TCP protocol.
- ◆ Set the direction of data travel against which the firewall rule will apply. This setting can take one of two values: Ingress or Egress. The default is Ingress. Ingress means data arriving at an interface from elsewhere. Egress means data leaving an interface and going to elsewhere.
- ◆ Select the desired packet state to match against from the Connection State pop-up menu. Available options are New, Established/Related, and Any. The default option is Any.

NOTE: The default option leaves packet state matching inactive. With this option, no extra specifications are added to the firewall rule.

- ◆ Select the desired action to be taken regarding packets of the chosen state from the Action pop-up menu. The two available options are Block and Accept. The default action is Block.
- ◆ Click the Save button.

Using the Connection State pop-up menu in System > Firewall > Firewall Rules > IPv4 > New Firewall Rule to set packet state matching to New or Established/Related is equivalent to running one of the following at a shell-prompt:

```
# iptables -m state --state NEW
```

```
# iptables -m state --state ESTABLISHED,RELATED
```

CHAPTER 6: FIREWALL, FAILOVER AND OOB ACCESS

For example:

```
# iptables -I INPUT -p tcp --dport 23 -m state --state \ ESTABLISHED,RELATED -j ACCEPT
```

This tells the firewall to accept incoming Telnet traffic for previously established Telnet sessions.

If the rule is created in IPv6 > New Firewall Rule, it is the equivalent of running one of the following at a shell-prompt:

```
# ip6tables -m state --state NEW
```

```
# ip6tables -m state --state ESTABLISHED,RELATED
```

For example:

```
# ip6tables -I INPUT -p tcp --dport 23 -m state --state \ ESTABLISHED,RELATED -j ACCEPT
```

As with the iptables example, this tells the firewall to accept incoming Telnet traffic for previously established Telnet sessions.

For more on iptables, ip6tables and iptables-extensions, see the respective manual pages: iptables, ip6tables and iptables-extensions.



CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

Each Black Box console server has an embedded SSH server and uses SSH tunneling so remote users can securely connect through the console server to Managed Devices using text-based console tools (such as SSH, telnet, SoL) or graphical tools (such as VNC, RDP, HTTPS, HTTP, X11, VMware, DRAC, iLO).

The Managed Devices being accessed can be located on the same local network as the console server or they can be attached to the console server via a serial port. The remote User/Administrator connects to the console server thru an SSH tunnel via dial-up, wireless or ISDN modem; a broadband Internet connection; the enterprise VPN network or the local network.

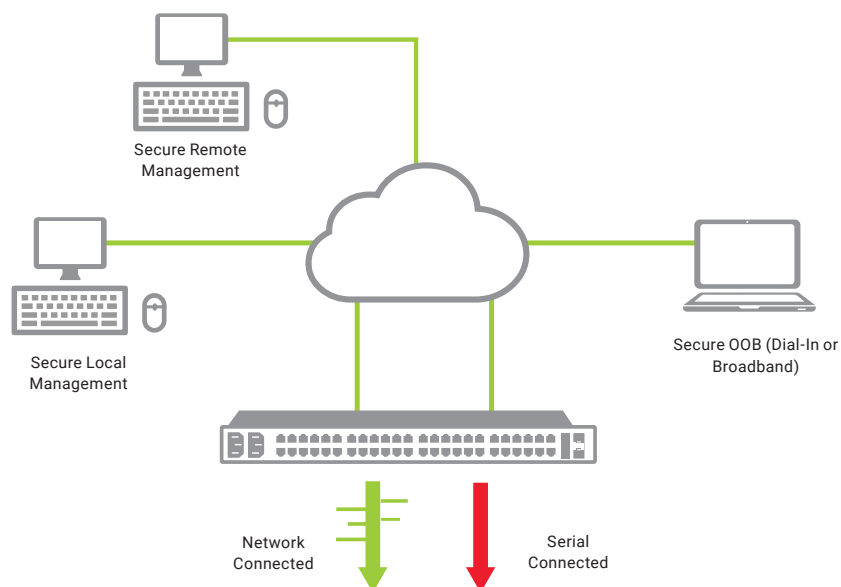


FIGURE 7-1.

To set up the secure SSH tunnel from the Client PC to the console server, you must install (if necessary) and launch SSH client software on the User's or Administrator's PC.

Black Box recommends that you use the SDT Connector client software that is supplied with the console server for this. SDT Connector is simple to install and auto-configure and it will provide all your users with point-and-click access to all the systems and devices in the secure network.

With one click, SDT Connector sets up a secure SSH tunnel from the client to the selected console server, then establishes a port forward connection to the target network connected host or serial connected device, then executes the client application that will be used in communicating with the host.

This chapter details the basic SDT Connector operations:

- ◆ Configuring the console server for SSH tunneled access to network attached hosts and setting up permitted Services and user access.
- ◆ Setting up the SDT Connector client with gateway, host, service and client application details and making connections between the Client PC and hosts connected to the console server.
- ◆ Using SDT Connector to browser access the Management Console.
- ◆ Using SDT Connector to Telnet or SSH connect to devices that are serially attached to the console server.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

The chapter then covers more advanced SDT Connector and SSH tunneling topics:

- Using SDT Connector for out-of-band access.
- Automatic importing and exporting of configurations.
- Configuring Public Key Authentication.
- Setting up an SDT Secure Tunnel for Remote Desktop.
- Setting up an SDT Secure Tunnel for VNC.
- Using SDT to IP connect to hosts that are serially attached to the console server.

7.1 CONFIGURING FOR SSH TUNNELING TO HOSTS

To set up the console server for SSH tunneled access a network attached host:

- Add the new host and the permitted services using the Serial & Network > Network Hosts menu as detailed in Network Hosts (Section 5.4). Only these permitted services will be forwarded through by SSH to the host. All other services (TCP/UDP ports) will be blocked.

Following are some of the TCP Ports used by SDT in the console server.

TABLE 7-1. TCP PORTS USED BY SDT

| PORT | APPLICATION | NOTES |
|------|-----------------|--|
| 22 | SSH | All SDT tunneled connections |
| 23 | Telnet | On local LAN. Forwarded inside tunnel |
| 80 | HTTP | On local LAN. Forwarded inside tunnel |
| 3389 | RDP | On local LAN. Forwarded inside tunnel |
| 5900 | VNC | On local LAN. Forwarded inside tunnel |
| 73xx | RDP over serial | From local LAN. xx is the serial port # (eg 7301–7348 on a 48-port console server) |
| 79xx | VNC over serial | From local LAN. xx is the serial port # (eg 7301–7348 on a 48-port console server) |

- Add the new Users using Serial & Network > Users & Groups menu as detailed in Network Hosts (Section 5.4). Users can be authorized to access the console server ports and specified network-attached hosts.

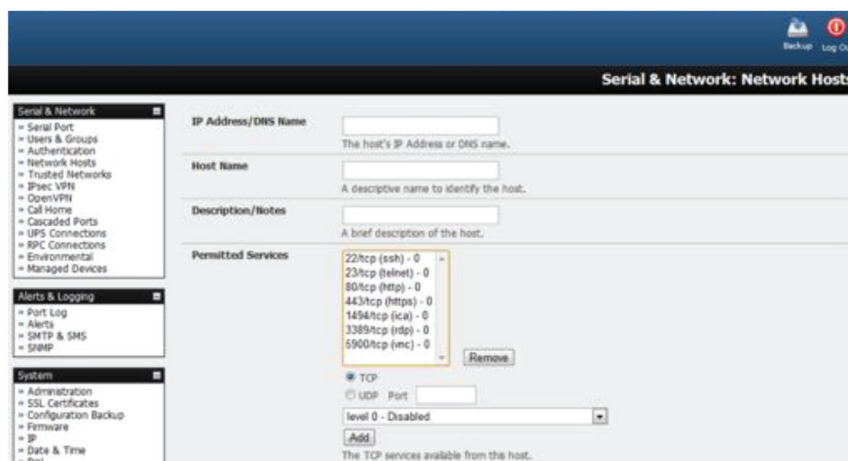


FIGURE 7-2. NETWORK HOSTS SCREEN



CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

To simplify configuration, the Administrator can first set up Groups with group access permissions, then Users can be classified as members of particular Groups.

7.2 SDT CONNECTOR CLIENT CONFIGURATION

The SDT Connector client works with all Black Box console servers. Each remote console server has an embedded OpenSSH based server which can be configured to port forward connections from the SDT Connector client to hosts on their local network (see Chapter 6).

The SDT Connector can also be pre-configured with the access tools and applications that will be available to be run when access to a particular host has been established.

SDT Connector can connect to the console server using an alternate OOB access. It can also access the console server itself and devices connected to the console server's serial ports.

7.2.1 SDT CONNECTOR CLIENT INSTALLATION

SDT Connector's set up tool, SDTConnector Setup-1.n.exe or sdtcon-1.n.tar.gz, is on the CD supplied with your console server. It can also be downloaded from blackbox.com

To install, run the set-up program.

On Windows, SDTConnectorSetup-1.n.exe installs SDT Connector 1.n.exe and the config file defaults.xml. If defaults.xml exists, it is not overwritten. To remove earlier config files, run regedit, search for SDT Connector and remove the directory with this name.

For Linux and other Unix clients, SDTConnector.tar.gz will install the sdtcon-1.n.jar and the config file defaults.xml.



FIGURE 7-3. SDT CONNECTOR SETUP WIZARD SCREEN

Once complete you will have SDT Connector on your machine and an icon on your desktop. To launch the SDT Connector client, double-click this icon.



FIGURE 7-4. SDT CONNECTOR ICON

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

NOTE: SDT Connector is a Java application. It must have a Java Runtime Environment (JRE) installed. It will install on Windows 2000 and later and on most Linux platforms. Solaris platforms are also supported however they must have Firefox installed. SDT Connector can run on any system with Java 1.4.2 and above installed, but it assumes the web browser is Firefox, and that `xterm -e telnet` opens a telnet window.

To operate SDT Connector, you first add new gateways to the client software by entering the access details for each console server (see Section 7.2.2), then let the client auto-configure with all host and serial port connections from each console server (see Section 7.2.3), then point-and-click to connect to the Hosts and serial devices (see Section 7.2.4).

Alternately you can manually add network connected hosts (see Section 7.2.5) and manually configure new services to be used in accessing the console server and the hosts (see Section 7.2.6), then manually configuring clients to run on the PC that will use the service to connect to the hosts and serial port devices (see Section 7.2.7). SDT Connector can also be set up to make an out-of-band connection to the console server.

7.2.2 CONFIGURING A NEW GATEWAY IN THE SDT CONNECTOR CLIENT

To create a secure SSH tunnel to a new console server:

- ◆ Select File > New Gateway or click the New Gateway icon.



FIGURE 7-5.

- ◆ Enter the IP address or hostname of the console server.
- ◆ Enter the SSH port (typically port 22).

If SDT Connector is connecting to a remote console server through the public Internet or a routed network, you will need to:

- ◆ Determine the public IP address of the console server or the public IP address of the router or firewall that connects the console server to the Internet.

One way to find the public IP address is to access `/ or /` from a computer on the same network as the console server and note the reported IP address.

- ◆ Set up port-forwarding for TCP port 22 on any firewall, router or NAT service located between SDT Connector and the console server. <http://www.portforward.com/> has port-forwarding instructions for a range of routers. The Open Port Check tool from <http://www.canyouseeme.org/> can be used to check if port-forwarding through a firewall, router or NAT service has been properly configured.
- ◆ Enter the Username and Password of a user on the gateway who has been enabled to connect via SSH.
- ◆ Eptionally, enter a Descriptive Name to display instead of the IP address or hostname.
- ◆ Eptionally enter desired information in the Description/Notes field.

For example: the console server's site location; the console server's running firmware version; or details on the site's network configuration.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

- ◆ Click OK.

The new gateway will appear in the SDT Connector home page.

NOTE: For an SDT Connector user to access a console server and then access specific hosts or serial devices connected to that console server, that user must first be set up on the console server, and must be authorized to access the specific ports on the specific hosts (see Chapter 6). Only these permitted services will be forwarded through by SSH to the Host. All other services (TCP/UDP ports) are blocked.

7.2.3 AUTO-CONFIGURE SDT CONNECTOR CLIENT WITH THE USER'S ACCESS PRIVILEGES

Each user on the console server has an access profile which has been configured with those specific connected hosts and serial port devices the user has authority to access, and a specific set of the enabled services for each of these. This configuration can be auto-uploaded into the SDT Connector client.

- ◆ Select File > New Gateway (or click the New Gateway icon).
- ◆ Click Retrieve Hosts.

SDT Connector will:

- ◆ Configure access to network connected Hosts that the user is authorized to access and will, for each of these Hosts, set up the services (for example, HTTPS, IPMI2.0) and the related IP ports being redirected.

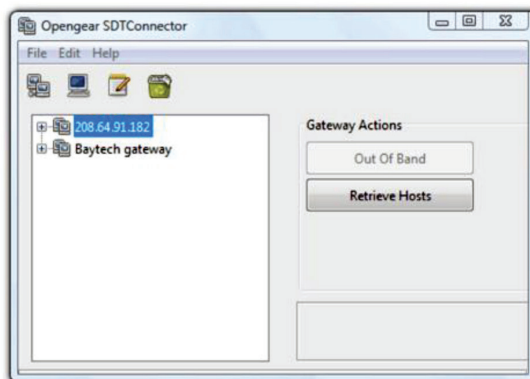


FIGURE 7-6. RETRIEVE HOSTS SCREEN

- ◆ Configure access to the console server itself. This is shown as a Local Services host.
- ◆ Configure access with the enabled services for the serial port devices connected to the console server.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR



FIGURE 7-7. SERVICES SCREEN

NOTE: Retrieve Hosts auto-configures all classes of user whether they are members of user, admin, some other group, or no group. SDT Connector will not auto-configure the root. We recommend that root only be used for initial config and for adding an initial admin account to the console server.

7.2.4 MAKE AN SDT CONNECTION THROUGH THE GATEWAY TO A HOST

- ◆ Select the host to be accessed.
- ◆ Click the Service to be used in accessing that host.

The SSH tunnel to the gateway is established, the appropriate ports redirected through to the host, and the appropriate local client application is launched pointing at the local endpoint of the redirection.

The SDT Connector client can be configured with an unlimited number of gateways and each gateway can be configured to port forward to an unlimited number of locally networked Hosts. Similarly there is no limit on the number of SDT Connector clients who can be configured to access the one Gateway. Nor are there limits on the number of Host connections that an SDT Connector client can concurrently have open through the one Gateway tunnel.

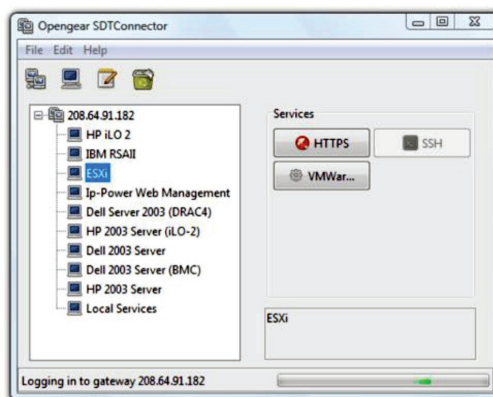


FIGURE 7-8.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

There is a limit to the number of SDT Connector SSH tunnels that can be open at the one time on a particular Gateway. LES1400, LES1200 and LES1508A models each support at least 50 such concurrent connections. For a site with a LES1400 gateway you can have, at any time up to 50 users securely controlling an unlimited number of network attached computers and appliances (servers, routers, etc.) at that site. LES1600, LES1700 and LES1516A, LES1532A, LES1548A support many hundreds of simultaneous client tunnels.

7.2.5 MANUALLY ADDING A HOST TO THE SDT CONNECTOR GATEWAY

For each gateway, you can manually specify the network connected hosts that will be accessed through that console server and for each host, specify the services that will be used in communicating with the host.

- ◆ Select File > New Host (or select a gateway and click the Host icon).

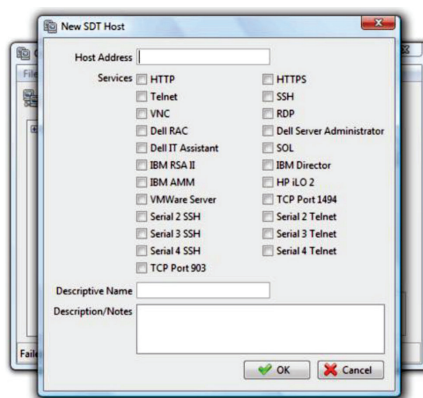


FIGURE 7-9. NEW SDT HOST SCREEN

- ◆ Enter the IP address or hostname of the host.

NOTE: A hostname must be resolvable by the gateway.

- ◆ Select which Services are to be used in accessing the new host.

A range of service options are pre-configured in the default SDT Connector client (RDP, VNC, HTTP, HTTPS, Dell RAC, VMware etc). If you wish to add services beyond the pre-configured range, see the next section.

- ◆ Optionally, enter a Descriptive Name to display instead of the IP address or hostname.
- ◆ Optionally enter desired information in the Description/Notes field.

For example: the console server's site location; the console server's running firmware version; or details on the site's network configuration.

- ◆ Click OK.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

7.2.6 MANUALLY ADDING NEW SERVICES TO THE NEW HOSTS

To extend the range of services that can be used when accessing hosts with SDT Connector:

- ◆ Select Edit > Preferences.

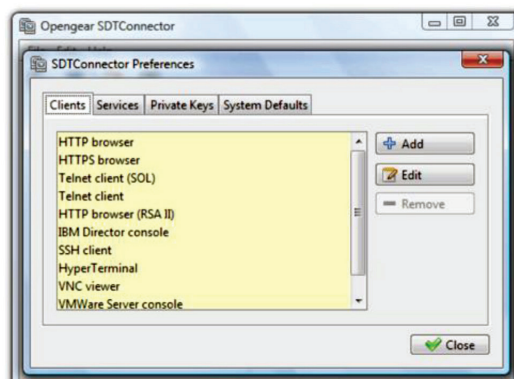


FIGURE 7-10. EDIT PREFERENCES SCREEN

- ◆ Click the Services tab.
- ◆ Click Add.
- ◆ Enter a Service Name.
- ◆ Click Add.
- ◆ Under the General tab, enter the TCP Port that this service runs on (for example, port 80 for HTTP).
- ◆ Optionally, select the client to use to access the local endpoint of the redirection.
- ◆ Select which client application is associated with the new service.

A range of client application options are pre-configured in the default SDT Connector (RDP client, VNC client, HTTP browser, HTTPS browser, Telnet client etc). If you wish to add new client applications to this range proceed to the next section.

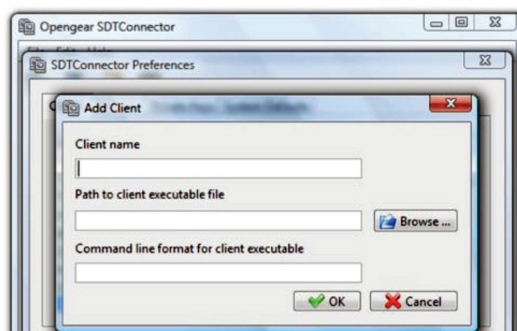


FIGURE 7-11. ENTER CLIENT NAME SCREEN

- ◆ Click OK.
- ◆ Click Close.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

A service typically consists of a single SSH port redirection and a local client to access it. It may consist of several redirections, some or all of which may have clients associated with them.

An example is the Dell RAC service. The first redirection is for the HTTPS connection to the RAC server. It has a client associated with it (web browser) that is launched immediately upon clicking the button for this service.

The second redirection is for the VNC service that the user may choose to later launch from the RAC web console. It automatically loads in a Java client served through the web browser, so it does not need a local client associated with it.

On the Add Service screen, you can click Add as many times as needed to add multiple new port redirections and associated clients.

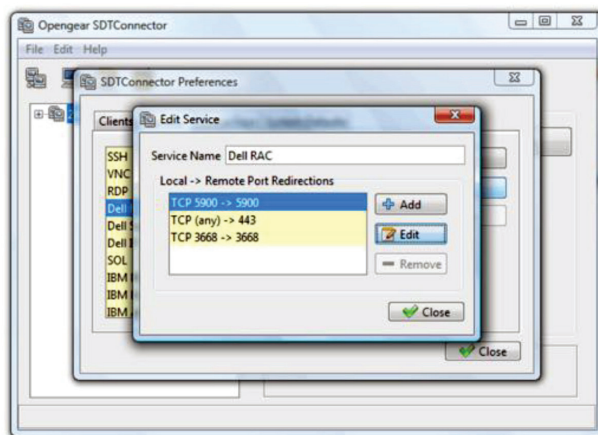


FIGURE 7-12. EDIT SERVICE SCREEN

You may also specify Advanced port redirection options:

- ◆ Enter the local address to bind to when creating the local endpoint of the redirection.
It is not usually necessary to change this from localhost.
- ◆ Enter a local TCP port to bind to when creating the local endpoint of the redirection.
If this is left blank, a random port will be selected.

NOTE: SDT Connector can also tunnel UDP services. SDT Connector tunnels the UDP traffic through the TCP SSH redirection, so in effect it is a tunnel within a tunnel. Enter the UDP port on which the service is running on the host. This will also be the local UDP port that SDT Connector binds as the local endpoint of the tunnel. For UDP services, you still need to specify a TCP port under General. This will be an arbitrary TCP port that is not in use on the gateway. An example of this is the SOL Proxy service. It redirects local UDP port 623 to remote UDP port 623 over the arbitrary TCP port 6667.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

7.2.7 ADDING A CLIENT PROGRAM TO BE STARTED FOR THE NEW SERVICE

Clients are local applications that may be launched when a related service is clicked. To add to the pool of client programs:

- ◆ Select Edit > Preferences.

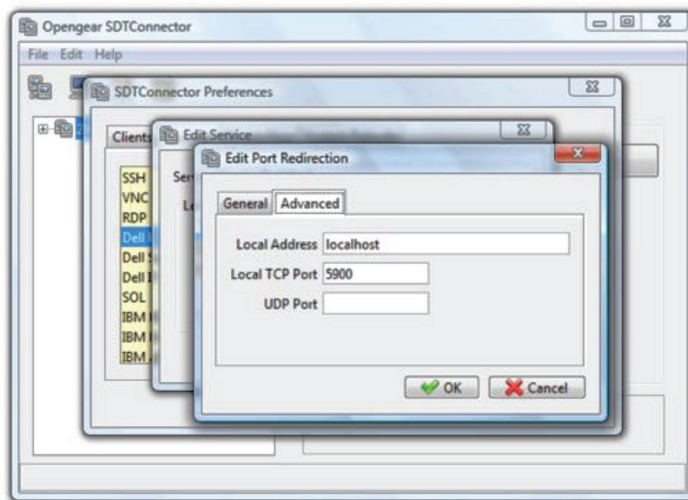


FIGURE 7-13. EDIT PORT REDIRECTION, ADVANCED TAB

- ◆ Click the Client tab.
- ◆ Click Add.
- ◆ Enter a Client name.
- ◆ Enter the Path to the client executable file or click Browse to locate the client application.
- ◆ Enter a Command line format for client executable associated with launching the client.

SDT Connector typically launches a client using command line arguments to point it at the local endpoint of the redirection. Three keywords specify the command line format. When launching the client, SDT Connector substitutes these keywords with appropriate values.

TABLE 7-2. KEYWORDS

| KEYWORD | DESCRIPTION |
|---------|---|
| %path% | The path to the executable file. Takes the previous field value: Path to the client executable file. |
| %host% | The local address to which the local endpoint of the redirection is bound. That is, the Local Address field for the Service redirection Advanced options. |
| %port% | The local port to which the local endpoint of the redirection is bound. That is, the Local TCP Port field for the Service redirection Advanced options. If port is unspecified (Any) an appropriate randomly selected port is substituted. |

For example, SDT Connector is preconfigured for Windows with an HTTP client that connects to the Windows user’s default browser. If there is no default browser, Firefox is used.



CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

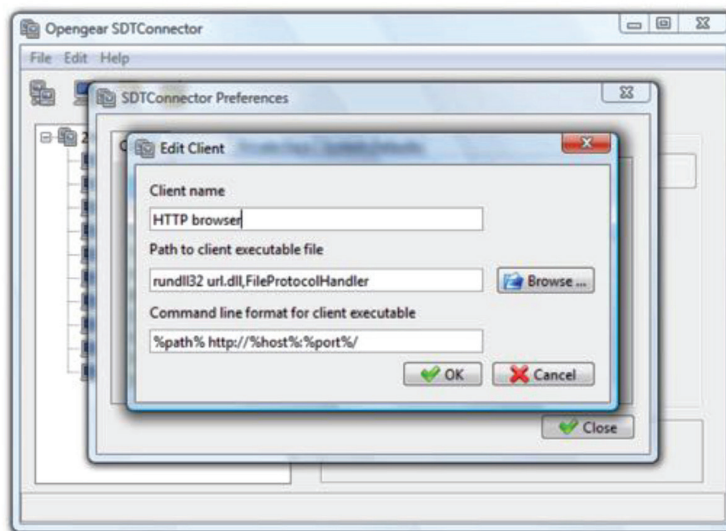


FIGURE 7-14. EDIT CLIENT SCREEN

Some clients are launched in a command line or terminal window. The Telnet client, for example. In this case, Path to client executable file is telnet and the Command line format for client executable is `cmd /c start %path% %host% %port%`.

- ◆ Click OK.

7.2.8 DIAL-IN CONFIGURATION

If the client is dialing into the console server's Local/Console port, set up a dial-in PPP link.

- ◆ Configure the console server for dial-in access, following the steps in Section 6.1.
- ◆ Set up the PPP client software on the remote computer, following the steps in Chapter 6.

Once you have a dial-in PPP connection established, set up the secure SSH tunnel from the remote computer to the console server.

7.3 SDT CONNECTOR TO MANAGEMENT CONSOLE

SDT Connector can also be configured for browser access to the gateway's Management Console and for Telnet or SSH access to the gateway's shell. For these connections to the gateway itself, you must configure SDT Connector to access the gateway by setting the console server up as a host, and then configuring the appropriate services.

- ◆ Launch SDT Connector on your PC.
- ◆ Assuming you have already set up the console server as a Gateway in your SDT Connector client (with username, password, etc.), select this newly added Gateway and click the Host icon to create a host.
- ◆ Alternatively, select File > New Host.
- ◆ Enter 127.0.0.1 as the Host Address.
- ◆ Optionally add details in the Descriptive Name and Description/Notes fields.
- ◆ Click OK.
- ◆ Click the HTTP or HTTPS services icon to access the gateway's Management Console.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

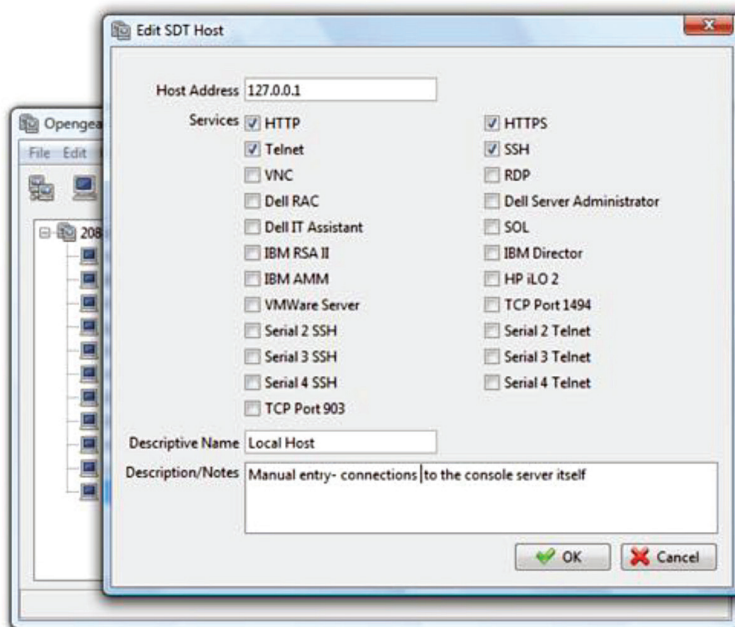


FIGURE 7-15. EDIT SDT HOST SCREEN

Click SSH or Telnet to access the gateway's command line console.

To enable SDT access to the gateway console, you must configure the console server to allow port forwarded network access to itself.

As of firmware v3.3, this can be done using the console server's Management Console.

- ◆ Navigate to System > Firewall.
- ◆ Click the Service Access tab.
- ◆ Enable SSH Command Shell access on the Network Interface and on any Out-of-band Interfaces.

With firmware versions prior to v3.3, do the following.

- ◆ Navigate to Serial & Network > Network Hosts.
- ◆ Click Add Host.
- ◆ In the IP Address/DNS Name field enter 127.0.0.1.
This is the loopback address.
- ◆ Enter Loopback in the Description field.
- ◆ Remove all entries under Permitted Services except for those that will be used in accessing the Management Console (80/http or 443/https) or the command line (22/ssh or 23/telnet).
- ◆ Click Apply.

By default, Administrators have gateway access privileges. For Users to access the gateway Management Console, the required access privileges must be granted.

- ◆ Navigate to Serial & Network > Users & Groups.
- ◆ Click Add User.
- ◆ Enter a Username, Description and Password.
- ◆ Select 127.0.0.1 from the Accessible Host(s) pop-up menu.
- ◆ Click Apply.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

7.4 SDT CONNECTOR: TELNET OR SSH CONNECT TO SERIALLY-ATTACHED DEVICES

SDT Connector can also be used to access text consoles on devices that are attached to the console server's serial ports. For these connections, configure the SDT Connector client software with a Service that will access the target gateway serial port, and then set the gateway up as a host.

- ◆ Launch SDT Connector on your PC.
- ◆ Select Edit > Preferences.
- ◆ Click Add.
- ◆ Enter Serial Port 2 as the Service Name.
- ◆ Click Add.
- ◆ Select Telnet as the Client.
- ◆ Enter 2002 as the TCP Port.
- ◆ Click OK.
- ◆ Close the Add Service window.
- ◆ Close the SDTConnector Preferences window.
- ◆ Assuming you have already set up the console server as a Gateway in your SDT Connector client (with username, password, etc.), select this newly added Gateway and click the Host icon to create a host.
- ◆ Alternatively, select File > New Host.
- ◆ Enter 127.0.0.1 as the Host Address.
- ◆ Optionally, add details in the Descriptive Name and Description/Notes fields.
- ◆ Click OK.
- ◆ Click the Serial Port 2 icon for Telnet access to the serial console on the device attached to serial port #2 on the gateway.

To enable SDT Connector to access to devices connected to the gateway's serial ports, configure the console server to allow port forwarded network access to itself, and enable access to the nominated serial port.

- ◆ Navigate to Serial & Network > Serial Port.
- ◆ Click Edit next to the selected Port.
For example, click Edit next to Port 2 if the target device is attached to the second serial port.
- ◆ Ensure the port's serial configuration is appropriate for the attached device.
- ◆ Set the Console Server Setting to Console Server Mode.
- ◆ Click Apply.
- ◆ Navigate to Serial & Network > Network Hosts.
- ◆ Click Add Host.
- ◆ In the IP Address/DNS Name field enter 127.0.0.1.
This is the loopback address.
- ◆ Enter Loopback in the Description field.
- ◆ Remove all entries under Permitted Services.
- ◆ Select TCP.
- ◆ Enter 200n in the Port field.

NOTE: "n" corresponds to the Serial Port selected in the step above. For Serial Port 2, for example, enter 2002.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

- ◆ Click Add.
- ◆ Click Apply.

By default, Administrators have gateway and serial port access privileges. For Users to access the gateway Management Console and the serial port, the required access privileges must be granted.

- ◆ Navigate to Serial & Network > Users & Groups.
- ◆ Click Add User.
- ◆ Enter a Username, Description and Password.
- ◆ Select 127.0.0.1 from the Accessible Host(s) pop-up menu.
- ◆ Select Port 2 from the Accessible Port(s) pop-up menu.
- ◆ Click Apply.

7.5 USING SDT CONNECTOR FOR OUT-OF-BAND CONNECTION TO THE GATEWAY

SDT Connector can also be set up to connect to the console server out-of-band (OOB). OOB access uses an alternate path for connecting to the console server to that used for regular data traffic. OOB access is useful for when the primary link into the console server is unavailable or unreliable.

Typically, a console server's primary link is a broadband Internet connection or Internet connection via a LAN or VPN, and the secondary out-of-band connectivity is provided by a dial-up or wireless modem directly attached to the console server.

Out-of-band access enables you to access the hosts and serial devices on the network, diagnose any connectivity issues, and restore the console server's primary link.

In SDT Connector, OOB access is configured by providing the secondary IP address of the gateway, and telling SDT Connector how to start and stop the OOB connection. Starting an OOB connection may be achieved by initiating a dial up connection, or adding an alternate route to the console server. SDT Connector allows for maximum flexibility in this regard, by allowing you to provide your own scripts or commands for starting and stopping the OOB connection.

To configure SDT Connector for OOB access:

- ◆ Choose File > New Gateway.
- ◆ Click the Out Of Band tab.
- ◆ Enter the console server's Out-of-Band IP address in the Secondary Address field.

The console server's Out-of-Band IP address is the address the console server is accessible from when using the Out-of-Band access route.

- ◆ Change the Port value if the console server is using a port other than the default 22 for SSH access.
- ◆ Enter the command or path to a script to start the OOB connection in the Start Command field.
- ◆ To initiate a pre-configured dial-up connection under Windows, use the following Start Command string:
`cmd /c start "Starting Out of Band Connection" /wait /min rasdial network_connection login password`
where `network_connection` is the name of the network connection as displayed in Control Panel > Network Connections, `login` is the console server's dial-in username, and `password` is the console server's dial-in password.
- ◆ To initiate a pre-configured dial-up connection under Linux, use the following Start Command string:
`pon network_connection`
where `network_connection` is the name of the connection.
- ◆ Enter the command or path to a script to stop the OOB connection in the Stop Command field.



CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

- ♦ To stop a pre-configured dial-up connection under Windows, use the following Stop Command string:
`cmd /c start "Stopping Out of Band Connection" /wait /min rasdial network_connection /disconnect`
where `network_connection` is the name of the network connection as displayed in Control Panel > Network Connections.
- ♦ To stop a pre-configured dial-up connection under Linux, use the following Stop Command string:
`poff network_connection`

To make the OOB connection using SDT Connector:

- ♦ Select the console server to connect to.
- ♦ Click the Out Of Band button.

The status bar changes color to indicate this console server is being accessed using the OOB link rather than the primary link.

When you connect to a service on a host behind the console server, or to the console server itself, SDT Connector will initiate the OOB connection using the provided Start Command. The OOB connection isn't stopped (using the provided Stop Command) until Out Of Band under Gateway Actions is clicked off, at which point the status bar will return to its normal color.

7.6 IMPORTING AND EXPORTING PREFERENCES

To enable the distribution of pre-configured client config files, SDT Connector has an Import and Export facility:

To save a configuration .xml file for backup or for importing into other SDT Connector clients):

- ♦ Select File > Export Preferences.
- ♦ Select the location to save the configuration file.

To import a configuration:

- ♦ Select File > Import Preferences.
- ♦ Select the .xml configuration file to be installed.

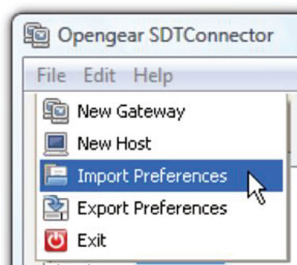


FIGURE 7-16. IMPORT PREFERENCES SCREEN

7.7 SDT CONNECTOR PUBLIC KEY AUTHENTICATION

SDT Connector can authenticate against an SSH gateway using your SSH key pair rather than requiring you to enter your password. This is known as public key authentication.

To use public key authentication with SDT Connector, first you must add the public part of your SSH key pair to your SSH gateway.

- ♦ Ensure the SSH gateway allows public key authentication.
This is typically the default behavior.
- ♦ If you do not already have a public/private key pair for your client PC (the one running SDT Connector) generate them now using `ssh-keygen`, PuTTYgen or a similar tool.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

See Section 16.6 for details on generating and installing public/private key pairs.

NOTE: You can use RSA or DSA. In this case, leave the passphrase field blank.

- ◆ Upload the public part of your SSH key pair (typically named `id_rsa.pub` or `id_dsa.pub`) to the SSH gateway, or otherwise add to `.ssh/authorized keys` in your home directory on the SSH gateway.
- ◆ Add the private SSH key (typically named `id_rsa` or `id_dsa`) to SDT Connector.
- ◆ Click Edit > Preferences.
- ◆ Select Private Keys.
- ◆ Click Add.
- ◆ Navigate to and select the private key file.
- ◆ Click OK.

You do not have to add the public SSH key: it is calculated using the private key.

SDT Connector will now use public key authentication when connecting through the SSH console server.

NOTE: You may have to restart SDT Connector to shut down existing SSH tunnels established using password authentication.

If you have a host behind the console server that you connect to by clicking the SSH button in SDT Connector, you may wish to configure access to it for public key authentication as well.

This configuration is entirely independent of SDT Connector and the SSH console server. You must configure the SSH client that SDT Connector launches (for example Putty or OpenSSH) and the host's SSH server for public key authentication. Essentially, what you are using is SSH over SSH, and the two SSH connections are entirely separate.

7.8 SETTING UP SDT FOR REMOTE DESKTOP ACCESS

Microsoft's Remote Desktop Protocol (RDP) enables the system manager to:

- ◆ Securely access and manages remote Windows computers
- ◆ To reconfigure applications and user profiles on Windows computers
- ◆ To upgrade a Windows server operating system.
- ◆ Reboot the machine and more.

Secure Tunneling uses SSH tunneling, so this RDP traffic is securely transferred through an authenticated and encrypted tunnel.

SDT with RDP also allows remote Users to connect to Windows XP and later computers and to Windows 2000 Terminal Servers; and to have access to all of the applications, files, and network resources (with full graphical interface just as though they were in front of the computer screen at work).

To set up a secure Remote Desktop connection you must enable Remote Desktop on the target Windows computer that is to be accessed and configure the RDP client software on the client PC.

7.8.1 ENABLE REMOTE DESKTOP ON THE TARGET WINDOWS COMPUTER TO BE ACCESSED

NOTE: Windows XP Professional and Windows Vista only support one Remote Desktop session and it connects directly to the Windows root console. Windows Server 2003 supports three sessions: the console session and two other general sessions. Windows Server 2008 supports multiple sessions.

To enable Remote Desktop on the Windows computer being accessed:

- ◆ Navigate to Start Menu > Control Panel.
- ◆ Double-click the System icon.



CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

- ◆ Click the Remote tab.

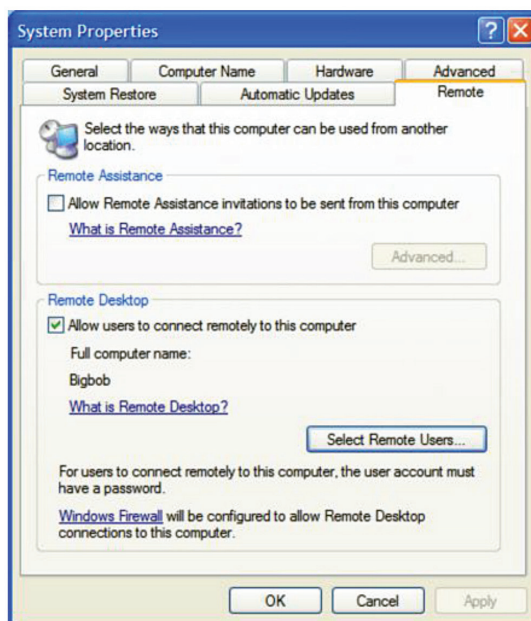


FIGURE 7-17. REMOTE TAB

- ◆ Check the Allow users to connect remotely to this computer checkbox.
- ◆ Click the Select Remote Users... button.

The Remote Desktop Users window opens.

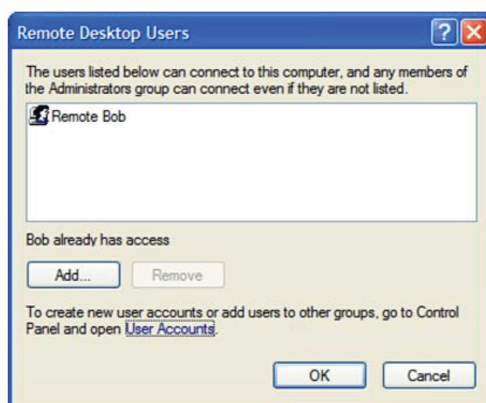


FIGURE 7-18. REMOTE DESKTOP USERS SCREEN

- ◆ Click the Add... button to add users to the list of those allowed to remotely access the system using the RDP protocol.
- ◆ Click OK to close the Remote Desktop Users window.
- ◆ Click OK to close the System Properties window.

Windows generates the available user list from local accounts on the target Windows computer. To setup new users to then add them to the Remote Desktop Users list:

- ◆ Navigate to Start Menu > Control Panel.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

- ◆ Double-click the User Accounts icon.
- ◆ Create new users as required.

NOTE: When a remote user connects to the accessed computer via the root console, Remote Desktop automatically locks that computer (so no other user can access the applications and files). When you come back to your computer, you can unlock it by typing CTRL+ALT+DEL.

7.8.2 CONFIGURE THE REMOTE DESKTOP CONNECTION CLIENT

Once the Client computer is securely connected to the console server (either locally, or remotely through an enterprise VPN, a secure SSH internet tunnel or a dial-in SSH tunnel), you can establish the Remote Desktop connection from the Client. To do this, enable the Remote Desktop Connection on the remote client PC then point it to the SDT Secure Tunnel port in the console server.

On a Windows client:

- ◆ Navigate to Start Menu > Programs > Accessories > Communications.
- ◆ Click Remote Desktop Connection.
- ◆ Enter the appropriate IP address and port number in Computer.

Where there is a local connection or enterprise VPN connection, enter the IP Address of the console server, and the port number of the SDT Secure Tunnel for the console server serial port that is attached to the Windows computer to be controlled.

For example, if the Windows computer is connected to serial Port 3 on a console server located at 192.168.0.50, enter 192.168.0.50:7303.

Where there is an SSH tunnel over a dial up PPP connection or over a public internet connection or private network connection, enter localhost as the IP address (that is, 127.0.0.1). For Port Number, enter the source port you created when setting up SSH tunneling/port forwarding (see Section 7.1).

- ◆ Click Option.
- ◆ Specify an appropriate color depth in the Display section.

For example, for a connection running over a modem, don't set the color depth to greater than 256 colors (8-bit).

- ◆ In Local Resources, specify the peripherals and ports on the remote Windows computer that are available to be controlled (for example, a directly connected printer or the serial port on the Windows PC).



FIGURE 7-19. REMOTE DESKTOP CONNECTION SCREEN

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

- ◆ Click Connect.

On a Linux or UNIX client:

- ◆ Launch the open source rdesktop client from a shell. For example:

```
rdesktop -u windows-user-id -p windows-password -g 1200x950 ms-windows-terminal-server-host-name
```

TABLE 7-3. RDESKTOP OPTIONS

| RDESKTOP OPTION | DESCRIPTION |
|-----------------|---|
| -a | Color depth. Valid values are 8, 16, and 24. |
| -r | Device redirection. Redirects remote machine sound to the local device. |
| -g | Display geometry. Either widthxheight in pixels, or % of local screen. |
| -p | Sets rdesktop to receive a password prompt from the remote machine. |

You can use GUI front end tools such as the GNOME Terminal Services Client `tsclient` to configure and launch the rdesktop client. `tsclient` also allows for multiple rdesktop configurations for connection to many servers.

On an OS X client

- ◆ Download Microsoft's free Remote Desktop Connection (RDC) client from <https://microsoft.com/en-us/download/details.aspx?id=18140>.

NOTE: Microsoft RDC Client for OS X is not supported for use with OS X v10.7 (Lion) or later.

7.9 SDT SSH TUNNEL FOR VNC

Alternately, with SDT and Virtual Network Computing (VNC), Users and Administrators can securely access and control computers running Windows, Linux, macOS, Solaris and UNIX.

To set up a secure VNC connection you must

- ◆ Install (if necessary) and configure VNC Server software on the computer to be accessed.
- ◆ Install (if necessary) and configure VNC Viewer software on the Viewer PC.

7.9.1 INSTALL AND CONFIGURE THE VNC SERVER ON THE COMPUTER TO BE ACCESSED

Virtual Network Computing (VNC) software enables users to remotely access computers running Linux, macOS, Solaris, UNIX, all versions of Windows and most other operating systems.

VNC Servers

RealVNC Connect, <https://realvnc.com/>, is a multi-platform VNC server that runs on Windows, macOS, Linux, Solaris, HP-UX, AIX, and Raspberry Pi. RealVNC also offers a VNC client, RealVNC Viewer, which runs on these platforms as well as iOS, Android, and Chrome.

TightVNC, <https://tightvnc.com/>, is a dual-licensed (GPL and commercial) VNC server for Windows. TightVNC also offer a Java-based VNC viewer. It works on any system with Java SE version 1.6 or later installed.

UltraVNC, <http://uvnc.com/>, is a VNC server and viewer for Windows.

Most Linux distributions ship with VNC servers and viewers. If a Linux instance does not have VNC software installed, it will likely be available for install via the distro's software repository.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

For example, to turn the VNC server on in Centos 7:

- ◆ Navigate to Applications > System Tools > Settings.
- ◆ Click Sharing.
- ◆ Click Screen Sharing.
- ◆ Click the On-Off control to start the VNC server.

Below the Screen Sharing title bar is the vnc-protocol URL the computer is accessible via.

- ◆ Click the Require a password radio button.
- ◆ Create and Enter the Password remote clients must enter to view the Centos screen.
- ◆ Click the Close box in the top right-hand corner of the Screen Sharing window.
- ◆ Click the Close box in the top right-hand corner of the Sharing window.

macOS also ships with a VNC server. To turn this server on:

- ◆ Choose Apple Menu > System Preferences.
- ◆ Click the Sharing icon (or choose View > Sharing).
- ◆ Check the Screen Sharing checkbox.

The built-in VNC server is now running. Immediately below the text Screen Sharing: On is the vnc-protocol URL the computer is accessible via.

- ◆ Click the Computer Settings... button.
- ◆ Check the VNC viewers may control screen with password checkbox.
- ◆ Create and enter the password said VNC viewer applications will need to supply.
- ◆ Click OK.

7.9.2 INSTALL, CONFIGURE AND CONNECT THE VNC VIEWER

VNC is platform-independent: a viewer on one OS can connect to a server on any other OS.

There are also Java viewers available so that any desktop can be viewed with any Java-capable browser. <http://en.wikipedia.org/wiki/VNC> lists many VNC viewers sources.

To make VNC faster, when you set up the VNC viewer:

- ◆ If you have a fast enough CPU, set encoding to ZRLE.
- ◆ Decrease the color level (for example, 64-bit).
- ◆ Disable the background transmission on the server, or use a plain wallpaper.

See <http://doc.uvnc.com/> for detailed configuration instructions.

To establish a VNC connection:

- ◆ Enter the VNC server IP address and port.

When the viewer is connected via an SSH tunnel, whether over the Internet, a dial-in connection, or a private network, use localhost or 127.0.0.1 as the VNC server's IP address.

The port number is the number entered when setting up SSH tunneling/port forwarding in Section 7.2.6. For example: 1234.



CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

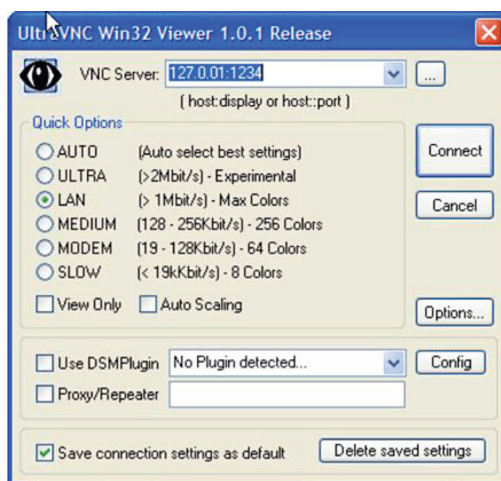


FIGURE 7-20. VNC SERVER SCREEN 1

When the VNC viewer is connected directly to the console server (that is locally or remotely through a VPN or dial in connection) and the VNC server is serially connected to the console server, enter the IP address of the console server unit with the TCP port that the SDT tunnel will use.

The TCP port will be 7900 plus the physical serial port number (that is 7901 to 7948). All traffic directed to port 79xx on the console server is tunneled thru to port 5900 on the PPP connection on serial Port xx.

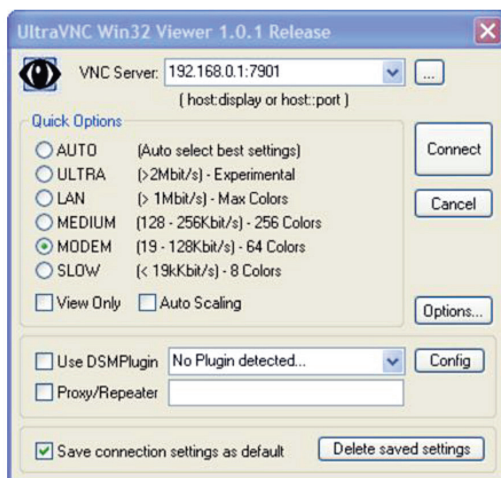


FIGURE 7-21. VNC SERVER SCREEN 2

For example, for a Windows computer using UltraVNC as the viewer connecting to a VNC server which is attached to Port 1 on a console server located 192.168.0.1:

- ◆ Establish the VNC connection by activating the VNC viewer and entering the Password.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

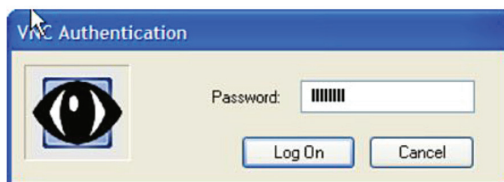


FIGURE 7-22. ENTER PASSWORD

For background reading on Remote Desktop and VNC access, we recommend the following:

- The Microsoft Remote Desktop How-To: <http://www.microsoft.com/windowsxp/using/mobility/getstarted/remotefintro.mspx>.
- The Illustrated Network Remote Desktop help page: <http://theillustratednetwork.mvps.org/RemoteDesktop/RemoteDesktopSetupandTroubleshooting.html>.
- What is Remote Desktop in Windows XP and Windows Server 2003? by Daniel Petri: http://www.petri.co.il/what's_remote_desktop.htm.
- Frequently Asked Questions about Remote Desktop: <http://www.microsoft.com/windowsxp/using/mobility/rdfaq.mspx>.
- Secure remote access of a home network using SSH, Remote Desktop and VNC for the home user: <http://theillustratednetwork.mvps.org/RemoteDesktop/SSH-RDP-VNC/RemoteDesktopVNCandSSH.html>.
- Wikipedia's general background article on VNC: <http://en.wikipedia.org/wiki/VNC>.

7.10 USING SDT TO IP CONNECT TO HOSTS THAT ARE SERIALLY-ATTACHED TO THE GATEWAY

Network (IP) protocols like RDP, VNC and HTTP can also be used for connecting to host devices that are serially connected through their COM port to the console server. To do this you must:

- Establish a PPP connection between the host and the gateway. See Section 7.10.1.
- Set up Secure Tunneling Ports on the console server. See Section 7.10.2.
- Configure SDT Connector to use the appropriate network protocol to access IP consoles on the host devices that are attached to the console server serial ports. See Section 7.10.3.

7.10.1 ESTABLISH A PPP CONNECTION BETWEEN THE HOST COM PORT AND CONSOLE SERVER

- This step is only necessary for serially-connected computers. Physically connect the COM port on the host computer that is to be accessed, to the serial port on the console server.
- On computers running Linux, UNIX, Solaris and other Unix-like operating systems, establish a PPP connection over the serial port.
- The online tutorial at <http://yolinux.com/TUTORIALS/LinuxTutorialPPP.html> presents a selection of methods for establishing a PPP connection using a computer running Linux.
- On computers running Windows, follow the procedure below to set up an advanced network connection between the Windows computer's COM port and the console server.
- Windows allows for the creation of a simple dial-in service which can be used for a Remote Desktop or VNX or HTTP/X connection to the console server.
- Navigate to Start Menu > Control Panel.
- Double-click the Network Connections icon.
- Click the New Connection Wizard.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

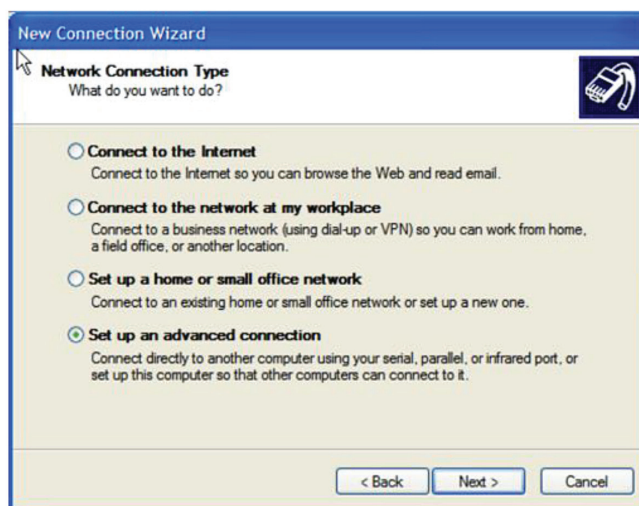


FIGURE 7-23. NEW CONNECTION WIZARD SCREEN

- ◆ Select the Set up an advanced connection radio button.
- ◆ Select Accept Incoming Connections in the Advanced Connection Options window.
- ◆ click Next.
- ◆ Select COM1 as the Connection Device (that is, the COM port on the computer that is connected to the console server's serial port).
- ◆ Set the COM port to its maximum baud rate.
- ◆ Click Next.
- ◆ Select Do not allow virtual private connections in the Incoming VPN Connection Options window.
- ◆ Click Next.
- ◆ Select which users will be allowed to use this connection.
This should be the same users given Remote Desktop access privileges in the earlier step.
- ◆ Click Next.
- ◆ Select TCP/IP in the Network Connections window.
- ◆ Click Properties.
- ◆ Select Specify TCP/IP addresses in the Incoming TCP/IP Properties window.
- ◆ Enter IP addresses in the From and To fields.

Choose any TCP/IP addresses so long as they are addresses that are not used anywhere else on your network.

The From address will be assigned to the computer running Windows. The To address will be used by the console server. For simplicity, use the IP address shown next:

From 169.134.13.1

To 169.134.13.2

Alternatively, set the advanced connection and access on the computer running Windows to use the console server defaults:

From 10.233.111.254

Allow calling computer to specify its own IP address checked.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

- Click OK.

Another option is to use the console server's default username and password to setup the Remote Desktop user and give this user permission to use the advanced connection to access the computer running Windows.

- The console server's default Username is portXX where XX is the serial port number on the console server.
- The console server's default Password is portXX where XX is the serial port number on the console server.

For example, for an RDP connection to serial port 2 on the console server, set up a Windows user named port02 with appropriate permissions.

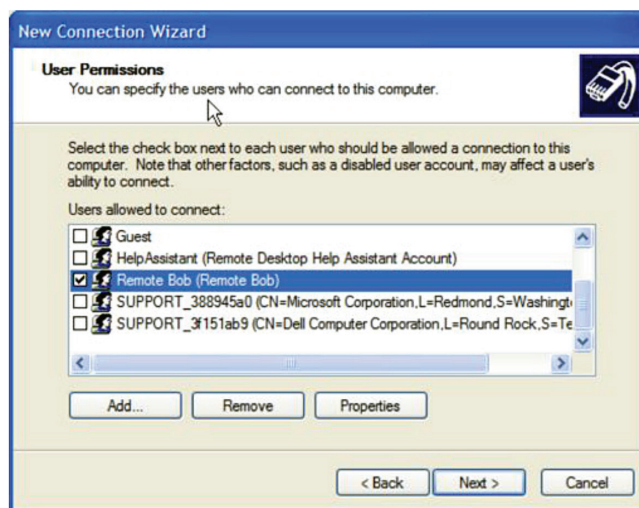


FIGURE 7-24. USER PERMISSIONS SCREEN

When the PPP connection has been set up, a network icon appears in the Windows task bar.

The above notes describe setting up an incoming connection for Windows XP. The steps are similar for later versions of Windows although the setup screens present slightly differently.

If an Incoming Connections Properties window presents, check the Always allow directly connected devices such as palmtop computers to connect without providing a password checkbox.

Also the option to Set up an advanced connection is not available in Windows 2003 if RRAS is configured. If RRAS has been configured, enable the null modem connection for the dial-in configuration.

7.10.2 SET UP SDT SERIAL PORTS ON THE CONSOLE SERVER

To set up RDP (and VNC) forwarding on the console server Serial Port that is connected to the Windows computer COM port:

- Navigate to Serial & Network > Serial Port.
- Click Edit for the particular Serial Port connected to the Windows computer's COM port.
- Select SDT Mode in the SDT Settings section.

This will enable port forwarding and SSH tunneling.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

SDT Settings

SDT Mode Enable access over SSH to a host connected to this serial port.

Username The login name for PPP. The default is 'port01'

User Password The login secret for PPP. The default is 'port01'

Confirm Password Re-type the password for confirmation.

FIGURE 7-25. SDT SETTINGS SCREEN

NOTE: Enabling SDT overrides all other configuration protocols on this port.

- ◆ Enter a Username and User Password.

If you leave the Username and User Password fields blank, they both default to portXX where XX is the serial port number. For example, the default username and password for Secure RDP over Port 2 is port02.

- ◆ Set the console server's serial port Common Settings (Baud Rate and Flow Control) to the same values as were set up on the Windows computer's COM port.
- ◆ Click Apply.

RDP and VNC forwarding over serial ports is enabled on a per-Port basis. You can add Users who can have access to these ports (or reconfigure User profiles) by navigating to Serial & Network > User & Groups as documented in Chapter 5.

7.10.3 SET UP SDT CONNECTOR TO SSH PORT FORWARD OVER THE CONSOLE PORT

In the SDT Connector software running on your remote computer, specify the gateway IP address of your console server and specify a username and password for a user you have set up on the console server that has access to the desired port.

Next add a New SDT Host.

In the Host address put portxx where xx is the port you are connecting to.

For example, for port 3 enter a Host Address of port03 and then check the RDP Service check box.

CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

7.11 SSH TUNNELING USING OTHER SSH CLIENTS (FOR EXAMPLE, PUTTY)

SDT Connector, which is supplied with console servers, is Black Box's recommended SSH client. There are other SSH client programs that can provide secure SSH connections to console servers and connected devices.

TABLE 7-4. SSH CLIENTS

| SSH CLIENT | SOURCE | DESCRIPTION |
|--------------------------|---|--|
| PuTTY | http://putty.org/ | An open-source SSH implementation for Windows. |
| SSHTerm | http://sourceforge.net/projects/sshtools | A Java-based open-source SSH communications suite. |
| Tectia SSH | https://ssh.com/products/tectia-ssh/ | A commercial SSH client and server. |
| Reflection for Secure IT | https://www.microfocus.com/products/reflection-secure-it | A commercial SSH client and server. |

This section documents the use of the PuTTY client to establish an SSH-tunneled connection to a network-connected device.

- Launch PuTTY.

The PuTTY Configuration window opens.

- Click Session in the Category section.
- Enter the IP address of the console server to connect to in the Host Name or IP address field.
For dial-in connections, this IP address will be the Local Address that you assigned to the console server when you set it up as the Dial-In PPP Server.
For Internet or local/VPN connections, this will be the public IP address of the console server.
- Leave the port number as 22 (unless you've configured the console server to run SSH on a port other than the default value of 22).
- Click the SSH radio button under Connection type.
- Click Tunnels in the Category section (in the disclosure tree this is in Connection > SSH).
- Enter any high, unused port number (for example: 55555) in the Source port field under Add new forwarded port.
- Enter the Destination IP address and port.

If your destination device is network connected to the console server and you are connecting using RDP, set the Destination as:
managed-device-ipaddress-or-hostname:3389

For example, if, when setting up the Managed Device as Network Host on the console server its IP address was set to:

192.168.253.1

or its hostname was set to:

accounts.myco.intranet.com

then set the Destination to:

192.168.523.1:3389

or

accounts.myco.intranet.com:3389

NOTE: Only devices that have been configured as networked Hosts can be accessed using SSH tunneling (except by the root user who can tunnel to any IP address the console server can route to).

If your destination computer is serially-connected to the console server, set the Destination as:

port-label:3389



CHAPTER 7: SSH TUNNELS AND SDT CONNECTOR

For example, if the Label you specified on the serial port on the console server is win2k3, then specify the remote host as:

```
win2k3:3389
```

Alternatively, set the Destination as:

```
portXX:3389
```

where XX is the SDT-enabled serial port number.

For example, if port 4 on the console server carries the RDP traffic then set the Destination to:

```
port04:3389
```

- ◆ Select the Local radio button.
- ◆ Click Add.
- ◆ Click Open.

A shell prompt window will open, prompting you to login as:

- ◆ Enter a username and press Return.

The shell will return a password prompt.

- ◆ Enter the user's password. and press Return.

If you are connecting as a user in the users group you can only SSH tunnel to hosts and serial ports where you have specific access permissions.

If you are connecting as an administrator (that is, a user in the admin group), then you can connect to any configured host or serial port that has SDT enabled.

To set up the secure SSH tunnel for a HTTP browser connection to the managed device, specify port 80 (rather than port 3389, used for RDP) in the Destination IP field.

To set up the secure SSH tunnel from the Client PC to the console server for VNC, configure the VNC port redirection by specifying port 5900 in the Destination IP field.

7.12 VNC SECURITY

How secure is VNC? VNC access generally allows access to your whole computer, so security is very important. VNC uses a random challenge-response system to provide the basic authentication that allows you to connect to a VNC server. This is reasonably secure and the password is not sent over the network.

Once connected, all subsequent VNC traffic is unencrypted. So a malicious user could snoop your VNC session. Also there are VNC scanning programs available that will scan a subnet looking for PCs which are listening on one of the ports which VNC uses.

Tunneling VNC over a SSH connection ensures all traffic is strongly encrypted. No VNC port is ever open to the internet, so anyone scanning for open VNC ports will not be able to find your computers. When tunneling VNC over a SSH connection, the only port that you are opening on your console server is the SDT port (port 22).

It may be prudent to tunnel VNC through SSH even when the Viewer PC and the console server are both on the same local network.

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

This chapter describes the automated response, alert generation and logging features of the console server.

The Auto-Response facility extends on the basic Alert facility available in earlier (pre V3.5) firmware revisions. With Auto-Response, the console server monitors selected serial ports, logins, the power status and environmental monitors and probes for Check Condition triggers. The console server will then initiate a sequence of actions in response to these triggers. To configure Auto-Response:

- ◆ Set the general parameters.
- ◆ Select and configure the Check Conditions (the conditions that trigger the response).
- ◆ Specify the Trigger Actions (the action sequence initiated in case of the trigger condition).
- ◆ Specify the Resolve Actions (the actions performed when trigger conditions are resolved).

All console server models can maintain log records of all access and communications with the console server and with the attached serial devices. A log of all system activity is also maintained as is a history of the status of any attached environmental monitors.

Some models can also log access and communications with network attached hosts and maintain a history of the UPS and PDU power status.

If port logs are to be maintained on a remote server, then the access path to this location needs to be configured. Then you need to activate and set the desired levels of logging for each serial and network port and for power and environment UPS (see Chapter 9).

8.1 CONFIGURE AUTO-RESPONSE

With the Auto-Response facility, a sequence of Trigger Actions is initiated in case of a specified trigger condition (the Check Condition). Subsequent Resolve Actions can also be performed when the trigger condition has been resolved.

First, set the general parameters that will be applied to all Auto-Responses.

- ◆ Navigate to Alerts & Logging > Auto-Response.
- ◆ Check the Log Events checkbox in the Global Auto-Response Settings section. This enables logging of all Auto-Response activities.

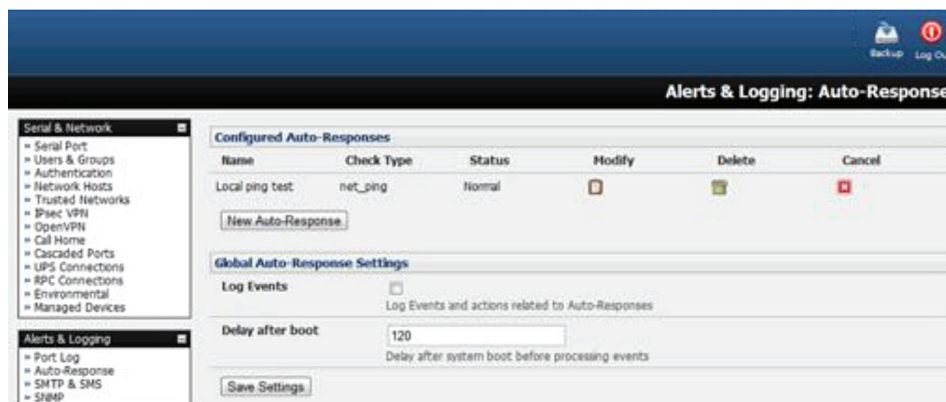


FIGURE 8-1. CONFIGURED AUTO RESPONSES SCREEN

- ◆ Set the Delay after boot time (in seconds) to establish the delay between a console server booting and the same console server processing events.

To configure a new Auto-Response:

- ◆ Select New Auto-Response in the Configured Auto-Response field.

A new Auto-Response Settings page presents.

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

The screenshot shows the 'Alerts & Logging: Auto-Response' configuration page. The sidebar on the left contains three main sections: 'Serial & Network' (with sub-items like Serial Port, Users & Groups, Authentication, Network Hosts, Trusted Networks, IPsec VPN, OpenVPN, PPTP VPN, Call Home, Cascaded Ports, UPS Connections, RPC Connections, Environmental, and Managed Devices), 'Alerts & Logging' (with sub-items like Port Log, Auto-Response, SMTP & SMS, and SNMP), and 'System' (with sub-items like Administration, SSL Certificates, Configuration Backup, Firmware, IP, Date & Time, Dial, and Firewall). The main content area is titled 'Auto-Response Settings' and includes the following fields and options:

- Name:** A text input field with the placeholder text 'Unique Name for this AutoResponse'.
- Reset Timeout:** A text input field with the value '0' and the description 'Time in seconds after resolution to delay before the AutoResponse can be triggered again'.
- Repeat Trigger Actions:** A checkbox that is currently unchecked, with the description 'Repeat Trigger actions until the check is resolved'.
- Repeat Trigger Action Delay:** A text input field with the value '300' and the description 'Delay time before repeating trigger actions. The delay starts after the last action is queued'.
- Disable Auto-Response at specific times:** A checkbox that is currently unchecked, with the description 'Allows Auto-Responses to be periodically disabled based on time and day'.
- Check Conditions:** A section with a 'Return to Auto-Response List' button and a list of check types: Environmental, Alarms/Digital Inputs, and UPS/Power.

FIGURE 8-2. AUTO RESPONSE SETTINGS PAGE

- ◆ Enter a unique Name for the new Auto-Response.
- ◆ Specify the Reset Timeout for the time in seconds after resolution to delay before this Auto-Response can be triggered again.
- ◆ Check Repeat Trigger Actions to repeat trigger actions until the check is resolved.
- ◆ Enter any required delay time before repeating trigger actions in Repeat Trigger Action Delay. This delay starts after the last action is queued.
- ◆ Check Disable Auto-Response at specific times and you will be able to periodically disable auto-Responses between specified times of day.

The screenshot shows the 'Alerts & Logging: Auto-Response' configuration page, specifically the 'Disable Auto-Response between the following times' section. The sidebar on the left is the same as in Figure 8-2. The main content area is titled 'Auto-Response Settings' and includes the following fields and options:

- Name:** A text input field with the placeholder text 'Unique Name for this AutoResponse'.
- Reset Timeout:** A text input field with the value '0' and the description 'Time in seconds after resolution to delay before this AutoResponse can be triggered again'.
- Repeat Trigger Actions:** A checkbox that is currently unchecked, with the description 'Repeat Trigger actions until the check is resolved'.
- Repeat Trigger Action Delay:** A text input field with the value '300' and the description 'Delay time before repeating trigger actions. The delay starts after the last action is queued'.
- Disable Auto-Response at specific times:** A checkbox that is currently checked, with the description 'Allows Auto-Responses to be periodically disabled based on time and day'.
- Disable Auto-Response between the following times:** A section with a table showing the days of the week and the time ranges for which the auto-response is disabled.

| Day | Start Time | End Time |
|-----------|------------|----------|
| Sunday | 0 : 00 | 0 : 00 |
| Monday | 0 : 00 | 0 : 00 |
| Tuesday | 0 : 00 | 0 : 00 |
| Wednesday | 0 : 00 | 0 : 00 |

FIGURE 8-3. DISABLE AUTO RESPONSE SETTINGS PAGE

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

8.2 CHECK CONDITIONS

To configure the condition that will trigger the Auto-Response:

- Click on the Check Condition type (for example, Environmental, UPS Status or ICMP ping) to be configured as the trigger for this Auto-Response in the Auto-Response Settings menu.

8.2.1 ENVIRONMENTAL

To configure Humidity or Temperature levels as the trigger event:

- Click on Environmental as the Check Condition.
- In the Environmental Check menu, select the specific environmental sensor to be checked for the trigger.

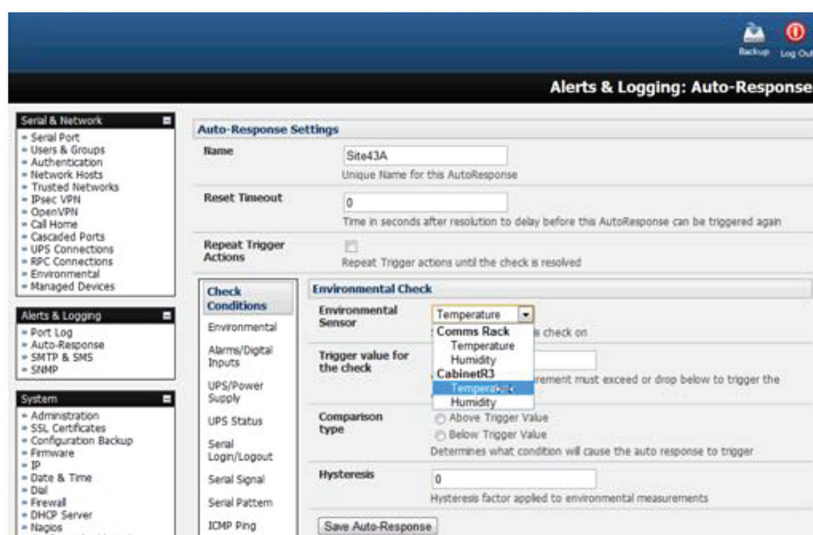


FIGURE 8-4. ENVIRONMENTAL CHECK MENU, TEMPERATURE SELECTED

- Specify the Trigger value (in °C or °F for temperature and % for humidity) that the check measurement must exceed or drop below to trigger the AutoResponse.
- Select Comparison type as being Above Trigger Value or Below Trigger Value to trigger.
- Specify any Hysteresis factor that is to be applied to environmental measurements. For example, if an Auto-Response was set up with a trigger event of a temp reading above 49°C with a Hysteresis of 4, then the trigger condition would not be seen as having been resolved till the temperature reading was below 45°C.
- Check Save Auto-Response.

NOTE: Before configuring Environmental Checks as the trigger in Auto-Response, you will need first to configure the Temperature sensors, the Humidity sensors or both on your LES1200 or attached EMD.

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

8.2.2 ALARMS AND DIGITAL INPUTS

To set the status of any attached Smoke or Water sensors or digital inputs as the trigger event:

- ◆ Click on Alarms/Digital Inputs as the Check Condition.
- ◆ In the Alarms/Digital Inputs Check menu, select the specific Alarm/Digital IO Pin that will trigger the Auto-Response.
- ◆ Select Trigger on Change to trigger when alarm signal changes, or select to trigger when the alarm signal state changes to either a Trigger Value of Open (0) or Closed (1).
- ◆ Check Save Auto-Response.

NOTE: Before configuring Alarms/Digital Inputs checks in Auto-Response you first must configure the sensor/DIO that is to be attached to your EMD or LES1200.

8.2.3 UPS AND POWER SUPPLY

To use the properties of any attached UPS as the trigger event:

- ◆ Select UPS/Power Supply as the Check Condition.
- ◆ Select the UPS Power Device Property (Input Voltage, Battery Charge %, Load %, Input Frequency Hz or Temperature in °C) to be checked for the trigger.
- ◆ Specify the Trigger value that the check measurement must exceed or drop below to trigger the AutoResponse.
- ◆ Select the Comparison type as being Above Trigger Value or Below Trigger Value to trigger.
- ◆ Specify any Hysteresis factor to be applied to environmental measurements.

For example, if an Auto-Response is set up with a trigger event of a battery charge below 20% with a Hysteresis of 5 then the trigger condition will not be set to resolved until the battery charge is above 25%.

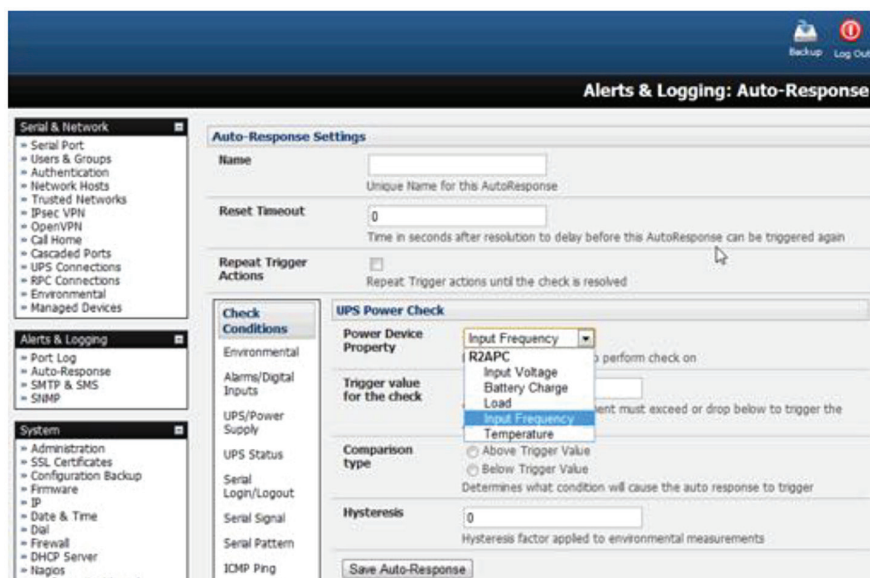


FIGURE 8-5. UPS AND POWER SUPPLY SCREEN

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

- ◆ Check Save Auto-Response.

NOTE: Before configuring UPS checks in Auto-Response you first must configure the attached UPS.

8.2.4 UPS STATUS

To use the alert state of any attached UPS as the Auto-Response trigger event:

- ◆ Click on UPS Status as the Check Condition.
- ◆ Select the reported UPS State to trigger the Auto-Response (either On Battery or Low Battery).

The Auto-Response will resolve when the UPS state returns to the Online state.

- ◆ Select which connected UPS Device to monitor.
- ◆ Click Save Auto-Response.

NOTE: Before configuring UPS state checks in Auto-Response, the attached UPS must be configured.

8.2.5 SERIAL LOG-IN, SIGNAL OR PATTERN

To monitor serial ports and check for login/logout or pattern matches for Auto-Response triggers events:

- ◆ Click on Serial Login/Logout as the Check Condition.
- ◆ In the Serial Login/Logout Check menu, select Trigger on Login (to trigger when any user logs into the serial port) or Trigger on Logout.
- ◆ Specify Serial Port to perform check on.
- ◆ Click on Serial Signal as the Check Condition.

The above two options can be set individually or together.

- ◆ In the Serial Signal Check menu, select the Signal (CTS, DCD, DSR) to trigger the condition (either on serial signal change, or check level).
- ◆ Specify Serial Port to perform check on.
- ◆ Click on Serial Pattern as the Check Condition.

The above two options can be set individually or together.

- ◆ In the Serial Pattern Check menu, select the PCRE pattern to trigger on and the serial line (TX or RX) and Serial Port to pattern check on.



CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

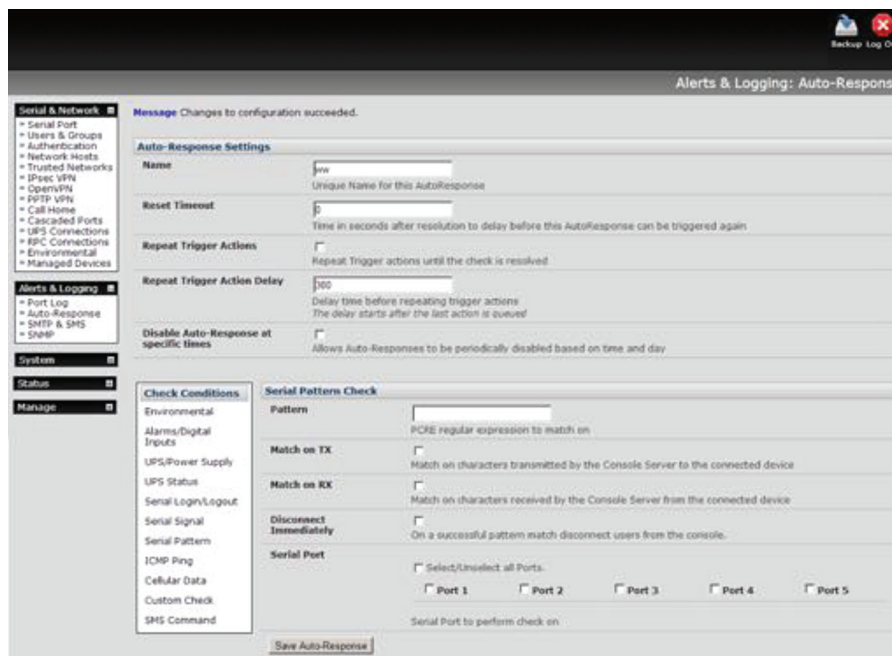


FIGURE 8-6.

NOTE: With Serial Pattern checks, you can nominate to Disconnect Immediately all users from the serial port being monitored in the event of a successful pattern match.

NOTE: For devices with a built-in cellular modem with GPS enabled, the GPS will be displayed as an additional port and it can be monitored for trigger events. For example, with an ACM5504-5-G-I with 4 serial ports, the GPS will be shown as Port 5.

- ◆ Click Save Auto-Response.

NOTE: Before configuring serial port checks in Auto-Response, the affected serial port must be configured in Console server mode. Most serial port checks are not resolvable so resolve actions will not run.

8.2.6 USB CONSOLE STATUS

NOTE: USB port labels in the Web interface match the USB port labels printed on a console server with two exceptions. Some console servers include discrete pairs of USB ports that do not have printed labels. In this case, the Web interface denotes them as either Upper or Lower. The Web interface lists them by their physical relationship to each other. Some console servers ship with an array of four USB ports. A limited number of these console servers have labels A–D printed by these ports even though the Web interface will denote them as USB ports 1–4.

To monitor USB ports:

- ◆ Select USB Console Status as the Check Condition.
- ◆ Check the Trigger on Connect checkbox, the Trigger on Disconnect checkbox, or both checkboxes to set which actions trigger the Auto-Response.
- ◆ Check each USB port to be monitored (or click the Select/Unselect all Ports checkbox to select or deselect all USB ports).
- ◆ Click the Save Auto-Response button.
- ◆ Select an option from the Add Trigger Action list.
- ◆ Enter a unique Action Name for the trigger action being created.

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

- ◆ Set an Action Delay Time.
By default, this is 0 seconds.
- ◆ Enter the specific details of the selected action. For example, the Send Email action requires a Recipient Email Address and allows for a Subject and Email Text.
- ◆ Click the Save New Action button.

NOTE: USB console status checks are not resolvable. Trigger actions run but Resolve actions do not.

8.2.7 ICMP PING

To use a ping result as the Auto-Response trigger event:

- ◆ Select ICMP Ping as the Check Condition.
- ◆ Specify which Address to Ping (that is, the IP address or DNS name to send ICMP pings to).
- ◆ Specify which Interface to send ICMP pings from (for example, the Management LAN or Wireless network).
- ◆ Set the Check Frequency. This is the time in seconds between checks.
- ◆ Set the Number of ICMP Ping packets to send.
- ◆ Check Save Auto-Response.

8.2.8 CELLULAR DATA

This check monitors the aggregate data traffic inbound and outbound through the cellular modem as an Auto-Response trigger event.

- ◆ Select Cellular Data as the Check Condition.

NOTE: Before configuring cellular data checks in Auto-Response, the internal cellular modem must be configured and detected by the console server.

8.2.9 CUSTOM CHECK

This check allows users to run a nominated custom script with nominated arguments whose return value is used as an Auto-Response trigger event:

- ◆ Click on Custom Check as the Check Condition.
- ◆ Create an executable trigger check script file.

For example `/etc/config/test.sh`

```
#!/bin/sh
```

```
logger "A test script"
```

```
logger Argument1 = $1
```

```
logger Argument2 = $2
```

```
logger Argument3 = $3
```

```
logger Argument4 = $4
```

```
if [ -f /etc/config/customscript.0 ]; then
```



CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

```
rm /etc/config/customscript.0
```

```
exit 7
```

```
fi
```

```
touch /etc/config/customscript.0
```

```
exit 1
```

The screenshot displays the Mikrotik WinBox interface for configuring an Auto-Response. The sidebar on the left contains several menu categories: 'Serial & Network' (Serial Port, Users & Groups, Authentication, Network Hosts, Trusted Networks, IPsec VPN, OpenVPN, Call Home, Cascaded Ports, UPS Connections, RPC Connections, Environmental, Managed Devices), 'Alerts & Logging' (Port Log, Auto-Response, SMTP & SMS, SNMP), 'System' (Administration, SSL Certificates, Configuration Backup, Firmware, IP, Date & Time, Dial, Firewall, DHCP Server, Nagios, Configure Dashboard), 'Status' (Port Access, Active Users, Statistics, Support Report, Syslog, UPS Status, RPC Status, Environmental Status, Dashboard), and 'Manage' (Devices, Port Logs, Host Logs). The main configuration area is titled 'Alerts & Logging: Auto-Response' and includes the following fields:

- Name:** Browser check script (Unique Name for the AutoResponse)
- Reset Timeout:** 0 (Time in seconds after resolution to delay before this AutoResponse can be triggered again)
- Repeat Trigger Actions:** Repeat Trigger actions until the check is resolved
- Check Conditions:** Custom Check (selected)
- Script Executable:** (empty field) (Script to execute when this action is triggered)
- Check Frequency:** 60 (Time in seconds between checks)
- Script Timeout:** 0 (Maximum run-time for this script. Leave as 0 for unlimited)
- Successful Return Code:** 0 (Trigger if the return code is not this value)
- Argument 1:** (empty field) (Argument to pass to the script)
- Argument 2:** (empty field) (Argument to pass to the script)
- Argument 3:** (empty field) (Argument to pass to the script)
- Argument 4:** (empty field) (Argument to pass to the script)
- Argument 5:** (empty field) (Argument to pass to the script)

A 'Save Auto-Response' button is located at the bottom of the configuration area.

FIGURE 8-7.

- ◆ Enter the Script Executable file name. For example /etc/config/test.sh.
- ◆ Set the Check Frequency. This is the time, in seconds, between re-running the script.
- ◆ Set the Script Timeout. This is the maximum run-time for the script.
- ◆ Specify the Successful Return Code. An Auto-Response is triggered if the return code from the script is not this value.
- ◆ Enter Arguments that are to be passed to the script. For example, with a web page html check script, these Arguments might specify the web page address/DNS and user logins.
- ◆ Check Save Auto-Response.

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

8.2.10 CLI SESSION EVENT

When the Check Condition is set to CLI Session Event, the triggers that cause the Auto-Response to run can be any or all of the following:

- ◆ Trigger on Login
- ◆ Trigger on Logout
- ◆ Trigger on Authentication Error

Checking the Trigger on Login checkbox sets the Auto-Response to run when the console's shell is logged in to.

Checking the Trigger on Logout checkbox sets the Auto-Response to run when the console's shell is logged out of.

And checking the Trigger on Authentication Error checkbox sets the Auto-Response to run when the console's shell returns an authentication error.

An Auto-Response can be set to trigger on one, two or all three of these events. After selecting the desired CLI session events to respond to:

- ◆ Click Save Auto-Response.

8.2.11 SMS COMMAND

An incoming SMS command from a nominated caller can trigger an Auto-Response:

- ◆ Select SMS Command as the Check Condition.

SMS Command Check

Please Select "Cellular Modem" under "SMS Settings" on the SMTP & SMS Page

Phone number: 61409272497,61409123123
Phone number, or comma separated list of phone numbers, in international format without the +

Incoming Message Pattern: [Empty field]
PCRE Regular expression to match within the incoming message

This check is not resolvable, Resolve actions will not be run

Save Auto-Response

Return to Auto-Response List

FIGURE 8-8.

- ◆ Set the Phone number. For multiple SMS sources comma-separate the numbers.

NOTE: Enter the phone number in international format without the plus-sign (+) prefix.

- ◆ Set the Incoming Message Pattern to match to create trigger event. This pattern is a PCRE regular expression.

NOTE: The SMS command trigger condition can only be set if an internal cellular modem is detected.

- ◆ Click Save Auto-Response.

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

8.2.12 LOGIN AND LOGOUT CHECK

To configure Web Log In/Out as the trigger event:

- ◆ Select Web UI Authentication as the Check Condition.
- ◆ Check Trigger on Login or Trigger on Logout to trigger if a user logs into or out of the Web UI.

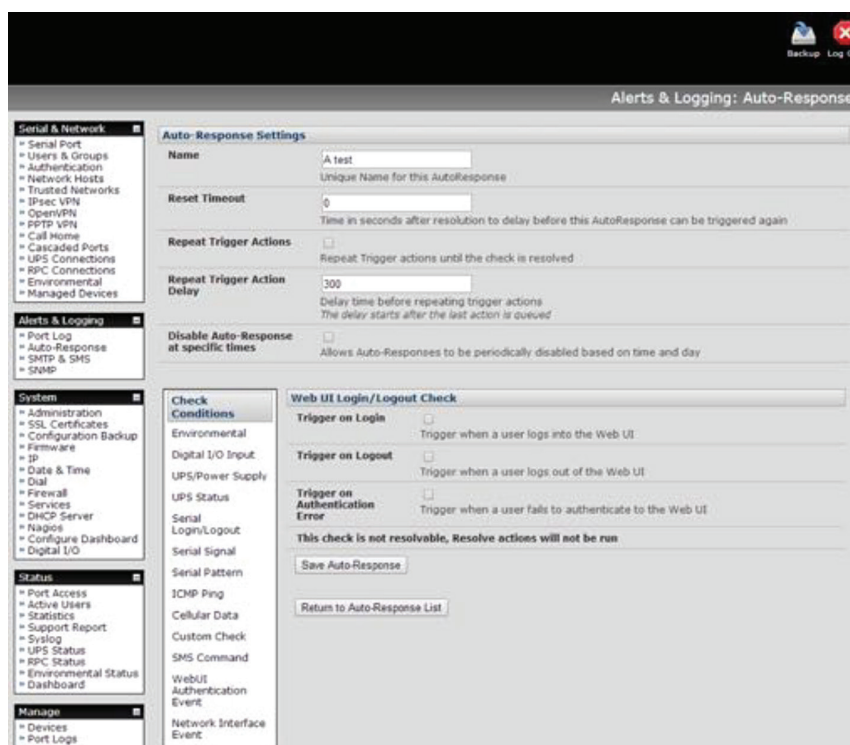


FIGURE 8-9.

- ◆ Check Trigger on Authentication Error to trigger when Web UI user authentication fails.

NOTE: This check is not resolvable. Resolve actions will not, as a consequence, run.

- ◆ Click Save Auto-Response.

8.2.13 NETWORK INTERFACE EVENT

You may wish to configure a change in the network status as the trigger event (e.g., to send an alert or restart a VPN tunnel connection):

- ◆ Select Network Interface as the Check Condition.
- ◆ Select the Interface to monitor.
- ◆ Check the interface Event to trigger on.

NOTE: This check is not resolvable. Resolve actions will not, as a consequence, run.

- ◆ Click Save Auto-Response.

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

8.2.14 ROUTED DATA USAGE CHECK

This check monitors the specified input interface for data usage that is being routed through the console server and out another interface such as the internal cellular modem.

It is particularly useful in IP Passthrough mode to detect when the downstream router has failed over and is now routing via the modem as a backup connection.

This check may be configured with these parameters:

- The Black Box's incoming Interface to monitor.
- An optional Source MAC address or source IP Address, to monitor traffic from a specific host (for example, the downstream router).
- A Data Limit threshold and specified Time Period.

The Auto-Response will trigger when the limit is reached in the specified time.

The Auto-Response will resolve if no matching data is routed for the Resolve Period.

8.3 TRIGGER ACTIONS

To configure the sequence of actions that is to be taken in the event of the trigger condition:

- For a nominated Auto-Response with a defined Check Condition, select an Add Trigger Action (for example, Send Email or Run Custom Script).

| Routed Data Usage Check | |
|-------------------------|--|
| Interface | Network Interface <input type="text"/> The output interface to monitor for routed data usage. |
| Source MAC Address | <input type="text"/> Monitor routed data originating from this MAC address only. <i>Optional, leave blank to monitor any/all originating</i> |
| Source IP Address | <input type="text"/> Monitor routed data originating from this IP address only. <i>Optional, leave blank to monitor any/all originating</i> |
| Data Limit | KBytes <input type="text" value="100"/> The amount of data over the specified time period to trigger on |
| Time Period | Minutes <input type="text" value="2"/> Trigger when the routed data limit is reached within this time period. |
| Resolve Time Period | Minutes <input type="text" value="5"/> Resolve when no data is routed within this time period. |

FIGURE 8-10.

This selects the action type to be taken.

- Configure the selected action (as detailed in the sections following).

Each action is configured with a nominated Action Delay Time which specifies how long (in seconds) after the Auto-Response trigger event to wait before performing the action.

NOTE: You can add follow-on actions to create a sequence of actions that will be taken in the event of the one trigger condition.

To edit or delete an existing action:

- Click the Modify or Delete icon in the Scheduled Trigger Action table.

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

A message text can be sent with Email, SMS and Nagios actions. This configurable message can include selected values:

TABLE 8-1. MESSAGE TEXT

| VALUE | DESCRIPTION |
|------------------|---|
| \$AR_TRIGGER_VAL | The trigger value for the check. For example the UPS Status trigger value can be either onbatt or battlow.. |
| \$AR_VAL | The value returned by the check. For example the UPS status value can be online, onbatt, or battlow.. |
| \$AR_CHECK_DEV | The name of the device being checked. For example, for Alarm, the alarm name. |
| \$TIMESTAMP | The current timestamp. |
| \$HOSTNAME | The hostname of the console server. |

The default message text is:

\$TIMESTAMP: This action was run – Check details: value \$AR_VAL vs trigger value \$AR_TRIGGER_VAL.

8.3.1 SEND E-MAIL

- ◆ Select Send Email as the Add Trigger Action.
- ◆ Enter a unique Action Name.
- ◆ Set the Action Delay Time.
- ◆ Specify the Recipient Email Address to send this email to. For multiple recipients enter comma-separated addresses.
- ◆ Enter a Subject for the email.
- ◆ Edit the Email Text message to send.
- ◆ Click Save New Action.

NOTE: An SMS alert can also be sent via an SMTP (email) gateway. You will need to specify the Recipient Email Address in the format specified by the gateway provider. For example, for T-Mobile it is `phonenumber@tmomail.net`.

8.3.2 SEND E-MAIL

- ◆ Select Send SMS as the Add Trigger Action.
- ◆ Enter a unique Action Name.
- ◆ Set the Action Delay Time.
- ◆ Specify the Phone number that the SMS will be sent to. This must be in international format but without the leading plus (+) sign.
- ◆ Edit the Message Text to send
- ◆ Click Save New Action.

NOTE: The SMS alert can be sent if there is an internal cellular modem attached. Alternatively, an SMS alert can also be sent via a SMTP SMS gateway as documented in Section 8.5.2.

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

8.3.3 PERFORM RPC ACTION

- ◆ Select Perform RPC Action as the Add Trigger Action.
- ◆ Enter a unique Action Name.
- ◆ Set the Action Delay Time.
- ◆ Select a power Outlet.
- ◆ Specify the Action (Power On, Power Off, or Cycle) to be performed.
- ◆ Click Save New Action.

8.3.4 RUN CUSTOM SCRIPT

- ◆ Select Run Custom Script as the Add Trigger Action.
- ◆ Enter a unique Action Name.
- ◆ Set the Action Delay Time.
- ◆ Create a script file to execute when this action is triggered.
- ◆ Enter the Script Executable's file name. For example /etc/config/action.sh.
- ◆ Set the Script Timeout. This is the maximum run-time for the script. Set this at 0 for unlimited time.
- ◆ Enter any Arguments that are to be passed to the script.
- ◆ Click Save New Action.

8.3.5 SEND SNMP TRAP

- ◆ Select Send SNMP Trap as the Add Trigger Action.
- ◆ Enter a unique Action Name.
- ◆ Set the Action Delay Time.

NOTE: The SNMP Trap actions are valid for Serial, Environmental, UPS and Cellular data triggers.

- ◆ Click Save New Action.

8.3.6 SEND NAGIOS EVENT

- ◆ Select Send Nagios Event as the Add Trigger Action.
- ◆ Enter a unique Action Name.
- ◆ Set the Action Delay Time.
- ◆ Edit the Nagios Event Message text to display on the Nagios status screen for the service.
- ◆ Specify the Nagios Event State (OK, Warning, Critical, or Unknown) to return to Nagios for this service.
- ◆ Click Save New Action.

NOTE: To notify the central Nagios server of Alerts, NSCA must be enabled under System > Nagios and Nagios must be enabled for each applicable host or port

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

8.3.7 PERFORM INTERFACE ACTION

- ◆ Select Perform Interface Action as the Add Trigger Action.
- ◆ Enter a unique Action Name.
- ◆ Set the Action Delay Time.
- ◆ Select the Interface (Modem or VPN Service).
- ◆ Select the Action (Start Interface or Stop Interface) to be taken.

For example, you may wish to start an IPsec VPN service in response to an incoming SMS message, or set up an OpenVPN tunnel whenever your console server fails over to use the cellular connection.

- ◆ Click Save New Action.

NOTE: If any IPsec service or OpenVPN tunnel is to be controlled by the Network Interface Event Action, the Control by Auto-Response checkbox must be checked when configuring that service. Also, if selected, the default state for the VPN tunnel or service will be Down.

8.4 RESOLVE ACTIONS

Actions can also be scheduled to be taken when a trigger condition has been resolved.

- ◆ For a nominated Auto-Response with a defined trigger Check Condition, click Add Resolve Action (for example, Send Email or Run Custom Script) to select the action type to be taken.

NOTE: Resolve Actions are configured the same way as Trigger Actions except the designated Resolve Actions are all executed on resolution of the trigger condition and there are no Action Delay Times to set.

8.5 CONFIGURE SMTP, SMS, SNMP AND NAGIOS SERVICE FOR ALERT NOTIFICATIONS

The Auto-Response facility enables remote alerts to be sent as Trigger and Resolve Actions. Before such alert notifications can be sent, you must configure the nominated alert service.

8.5.1 SEND E-MAIL ALERTS

The console server uses SMTP (Simple Mail Transfer Protocol) for sending the email alert notifications. To use SMTP, the Administrator must configure a valid SMTP server for sending the email.

- ◆ Navigate to Alerts & Logging > SMTP & SMS > SMTP Server.
- ◆ Enter the IP address of the outgoing mail Server in the Server field.
- ◆ If this mail server uses a Secure Connection, select its type.
- ◆ Specify the IP port to use. The default SMTP Port is 25.
- ◆ Optionally enter a Sender email address. This will appear as the From address in all email notifications sent from this console server.

NOTE: Many SMTP servers check the sender's email address with the host domain name to verify the address as authentic. So it may be useful to assign an email address for the console server such as `consoleserver2@mydomain.com`.

- ◆ If the SMTP server requires authentication, enter the required Username and Password.
- ◆ Optionally, enter a Subject Line that will be sent with all email notifications.

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

NOTE: Some SMTP servers require a non-blank Subject field.

- ◆ Click Apply. SMTP is activated.

8.5.2 SEND SMS ALERTS

With any model console server, you can use email-to-SMS services to send SMS alert notifications to mobile devices. Almost all mobile phone carriers provide an SMS gateway service that forwards email to mobile phones on their networks. There's also a wide selection of SMS gateway aggregators that provide email to SMS forwarding to phones on any carriers. Alternately, if your console server has an embedded or externally attached cellular modem, you will be given the option to send the SMS directly over the carrier connection.

The screenshot displays the 'Alerts & Logging: SMTP & SMS' configuration interface. On the left, a sidebar menu lists various system settings under three main categories: 'Serial & Network', 'Alerts & Logging', and 'System'. The 'Alerts & Logging' section is expanded, showing 'Port Log', 'Alerts', 'SMTP & SMS', and 'SNMP'. The main configuration area is titled 'SMTP Server' and includes several input fields and a dropdown menu. The 'Server' field is for the outgoing mail server address. The 'Secure Connection' dropdown is currently set to 'None'. The 'SMTP port' field is for specifying the port, with a default of 25. The 'Sender' field is for the 'from' address. The 'Username' and 'Password' fields are for authentication, with a 'Confirm' field to re-enter the password. The 'Subject Line' field is for specifying a subject line if required. At the bottom, there is a section for 'SMS Settings'.

FIGURE 8-11. SMTP SERVER SCREEN

SMS via e-mail gateway

To use SMTP SMS, the Administrator must configure a valid SMTP server for sending the email.

- ◆ Navigate to Alerts & Logging > SMTP & SMS.
- ◆ Select the SMS Gateway radio button in the SMS Settings section. An SMS via Email Gateway section will appear.
- ◆ Enter the IP address of the outgoing SMS gateway Server.

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

SMS Settings

SMS Gateway Use an external SMS gateway

Cellular Modem Use an attached or internal Cellular Modem

SMS via Email Gateway

Server
The outgoing SMTP SMS server address

Secure Connection
If this server uses a secure connection, specify its type.

SMTP port
Specify the SMTP port. Default is 25

Sender
The 'from' address which will appear on the sent email.

Username
If this server requires authentication, specify the username.

Password
If this server requires authentication, specify the password.

Confirm
Re-enter the password.

Subject Line
If this server requires a specific subject line, specify it here.

FIGURE 8-12. SMS SETTINGS SCREEN

Select a Secure Connection (if applicable).

- ◆ Specify the SMTP port to be used. The default SMTP Port is 25.
- ◆ Optionally enter a Sender email address. This will appear as the From address in all email notifications sent from this console server.

NOTE: Some SMS gateway service providers only forward email to SMS when the email has been received from authorized senders. You may need to assign a specific authorized email address for the console server.

- ◆ If the SMTP server requires authentication, enter the required Username and Password.
- ◆ Optionally, enter a Subject Line that will be sent with all notifications.

NOTE: Generally, the email subject will contain a truncated version of the alert notification message (which is contained in full in the body of the email). Some SMS gateway service providers require blank subjects or require specific authentication headers to be included in the subject line.

- ◆ Click Apply Settings. The SMS-SMTP connection is activated.

SMS via cellular modem

To use an attached or internal cellular modem for SMS, the Administrator must enable SMS.

- ◆ Navigate to Alerts & Logging > SMTP & SMS.
- ◆ Select the Cellular Modem radio button in the SMS Settings section.
- ◆ Check Receive Messages to enable incoming SMS messages to be received.

A custom script will be called on receipt of incoming SMS messages.

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

You may need to enter the phone number of the carrier's SMS Message Center. Only enter this if advised by your carrier or by Black Box Technical Support.

- ◆ Click Apply Settings. The SMS-SMTP connection is activated.

NOTE: The option to directly send SMS alerts via the cellular modem was included in the Management GUI as of firmware v3.4. Advanced console servers have had the gateway software (SMS Server Tools 3) embedded since firmware v3.1, but you could only access this from the command line to send SMS messages.

The screenshot shows a web-based configuration interface for SMS settings. It features a title bar 'SMS Settings' and a section 'SMS Gateway' with a radio button selected for 'Use an external SMS gateway'. Below it is a section 'Cellular Modem' with a radio button selected for 'Use an attached or internal Cellular Modem'. A second section 'SMS via Cellular Modem' contains a checkbox for 'Receive Messages' which is currently unchecked, with a sub-note 'Allows you to trigger custom alerts via SMS commands'. The 'SMS Message Centre' section has a text input field and a note: 'This is the phone number of the SMS Message Centre (SMSC) Only set this if asked to by support'. At the bottom left is an 'Apply Settings' button.

FIGURE 8-13. SMS VIA CELLULAR MODEM SCREEN

8.5.3 SEND SNMP TRAP ALERTS

The Administrator can configure the Simple Network Management Protocol (SNMP) agent that resides on the console server to send SNMP trap alerts to an NMS management application.

- ◆ Navigate to Alerts & Logging > SNMP.
- ◆ Click the Primary SNMP Manager tab.

The Primary SNMP Manager and Secondary SNMP Manager tabs are used to configure where and how outgoing SNMP alerts and notifications are sent.

If you require your console server to send alerts via SNMP, a Primary SNMP Manager must be configured.

Optionally, a second SNMP Network Manager, with its own SNMP settings, can be specified on the Secondary SNMP Manager tab.

NOTE: Console servers can also be configured to provide status information on demand using `snmpd`. This SNMP agent is configured using the SNMP Service Detail at Alerts & Logging > SNMP. See Chapter 16 for more information.

- ◆ Select the Manager Protocol. SNMP is generally a UDP-based protocol though infrequently it uses TCP instead.
- ◆ Enter the host address of the SNMP Network Manager in the Manager Address field.
- ◆ Enter the TCP/IP port number into the Manager Trap Port field. By default this port number is 162.
- ◆ Select the Version to be used. The console server SNMP agent supports SNMP v1, v2 and v3.
- ◆ Enter the Community name for SNMP v1 or SNMP v2c. At a minimum, a community needs to be set for either SNMP v1 or v2c traps to work. An SNMP community is the group to which devices and management stations running SNMP belong. It helps define where information is sent. SNMP default communities are private for Write and public for Read.

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

- If required, configure SNMP v3. For SNMP v3 messages, the user's details and security level must match what the receiving SNMP Network Manager is expecting. SNMP v3 mandates that the message will be rejected unless the SNMPv3 user sending the trap already exists in the user database on the SNMP Manager. The user database in a SNMP v3 application is actually referenced by a combination of the Username and the Engine ID for the given SNMP application you are talking to.
- Enter the Engine ID for the user sending messages. This is a hex number. For example: 0x800000001020304.
- Specify the Security Level. The security level has to be compatible with the settings of the remote SNMP Network Manager.

TABLE 8-2. SECURITY LEVEL OPTIONS

| SECURITY LEVEL | DESCRIPTION |
|----------------|--|
| noAuthNoPriv | No authentication or encryption |
| authNoPriv | Authentication only. An authentication protocol (SHA or MD5) and password are required. |
| authPriv | Authentication and encryption. Requires an encryption protocol (DES or AES) and an authentication protocol password. |

- Complete the Username. This is the Security Name of the SNMPv3 user sending the message. This field is mandatory and must be completed when configuring the console server for SNMPv3.
- If the required Security Level is authNoPriv or authPriv, select an Authentication Protocol (either SHA or MD5) and an Authentication Password. The password must contain at least 8 characters.
- If the required Security Level is authPriv, select a Privacy Protocol (DES or AES). AES is recommended. A password of at least 8 characters must be provided for encryption to work.
- Click Apply.

NOTE: Console servers with firmware v3.0 and later also embed the net-snmpd daemon. This daemon can accept SNMP requests from remote SNMP management servers and provides information on alert status, serial port status and device status (see Section 16.5 for more details). Console servers with firmware earlier than v3.3 can only configure a Primary SNMP server from the Management Console. See Section 16.5 for details on configuring the snmptrap daemon to send traps/notifications to multiple remote SNMP servers.

As of firmware v3.10.2, new SNMP status and trap MIBs were created to provide more and better structured SNMP status and traps from console servers.

There is an option in Alerts & Logging > SNMP to Use Legacy Notifications for the SNMP traps.

Setting this option sets the console server to SNMP traps that are compatible with those sent in older firmware before the new MIBs were added. Setting this option ensures a firmware upgrade to v3.10.2 or later does not break existing SNMP management.

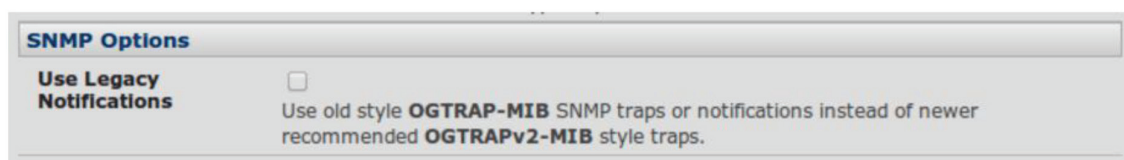


FIGURE 8-14. SNMP OPTION SCREEN

When upgrading from firmware that does not support the newer SNMP MIBs/traps (firmware versions before 3.10.2) to firmware that does support the new MIBs/traps:

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

If the SNMP service was enabled and an SNMP manager was configured before upgrading the firmware, the console server will be configured to use the legacy traps after upgrading.

If the SNMP service was not enabled or no SNMP manager was configured before the upgrade, the console server will be configured to use the new SNMP traps after the upgrade. This won't have any effect until the SNMP service is turned on and an SNMP manager is configured.

8.5.4 SEND NAGIOS EVENT ALERTS

To notify the central Nagios server of Alerts, NSCA must be enabled under System > Nagios and Nagios must be enabled for each applicable host or port under Serial & Network > Network Hosts or Serial & Network > Serial Ports (see Chapter 11).

NOTE: In a VCMS centrally managed environment you can check the Nagios alert option. On the trigger condition (for matched patterns, logins, power events and signal changes), an NSCA check warning result will be sent to the central Nagios server. This condition is displayed on the Nagios status screen and triggers a notification, which can then cause the Nagios central server itself to send out an email or an SMS, page, etc.

8.6 LOGGING

The console server can maintain log records of auto-response events. It can also log records of all access and communications events with both the console server and with attached serial, network and power devices.

A log of all system activity is also maintained by default, as is a history of the status of any attached environmental monitors.

8.6.1 LOG STORAGE

Before activating any Event, Serial, Network or UPS logging, you must specify where those logs are to be saved. These records are stored off-server or in the ACM/IM gateway USB flash memory.

- ◆ Navigate to Alerts & Logging > Port Log.

The screenshot displays the 'Alerts & Logging: Port Log' configuration page. The left sidebar shows a tree view with 'Alerts & Logging' expanded to 'Port Log'. The main panel, titled 'Remote Log Storage', includes the following fields:

- Server Type:** Radio buttons for None, USB Flash Memory, Remote Syslog, NFS, and CIFS (Windows/Samba).
- Server Address:** Text input field with the description 'The remote Storage Server address.'
- Server Path:** Text input field with the description 'The directory where to store log in.'
- Username:** Text input field with the description 'The login name required for remote server.'
- Password:** Text input field with the description 'The secret required to access the remote server.'
- Confirm:** Text input field with the description 'Re-type the above secret for confirmation.'
- Syslog Facility:** A dropdown menu currently set to 'Daemon' with the description 'The facility field to include in syslog messages.'
- Syslog Priority:** A dropdown menu currently set to 'Info' with the description 'The priority field to include in syslog messages.'

An 'Apply' button is located at the bottom of the configuration area.

FIGURE 8-15. PORT LOG SCREEN

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

- ◆ Specify the Server Type to be used.
- ◆ Add the required server details to enable log server access.

The Administrator can view serial, network, and power device logs stored in the console reserve memory (or on a USB-connected flash device) in Manage > Devices.

A User will only see logs for the Managed Devices they (or their Group) have been given access privileges for (see Chapter 14).

View USB event logs in a web terminal or by ssh or telnet to the console server.

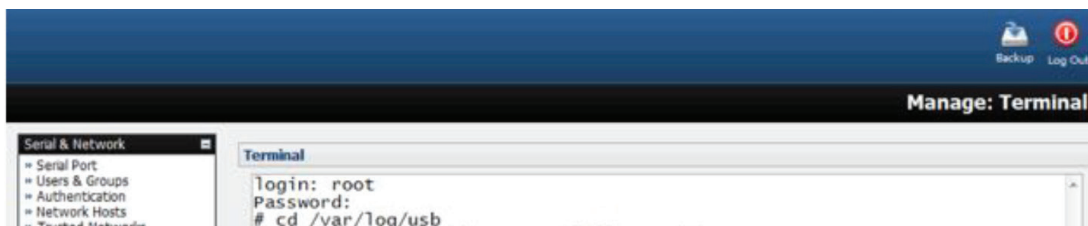


FIGURE 8-16. MANAGE TERMINAL SCREEN

8.6.2 SERIAL PORT LOGGING

In Console Server mode, activity logs can be maintained of all serial port activity. To specify which serial ports are to have activities recorded and to what level data is to be logged:

- ◆ Navigate to Serial & Network > Serial Port.
- ◆ Click Edit for the port to be logged.
- ◆ Specify the Logging Level for each port.

TABLE 8-3. LOGGING LEVEL OPTIONS

| LEVEL | USER CONNECTION EVENTS | DATA TRANSFERRED TO THE PORT | DATA TRANSFERRED FROM THE PORT | HARDWARE FLOW CONTROL CHANGES |
|-------|------------------------|------------------------------|--------------------------------|-------------------------------|
| 0 | not logged | not logged | not logged | not logged |
| 1 | logged | not logged | not logged | not logged |
| 2 | logged | logged | logged | logged |
| 3 | logged | not logged | logged | logged |
| 4 | logged | logged | not logged | logged |

NOTE: Logging levels are not a progression from no logging to all logging. Logging Level 0 is no logging, but Logging Level 4 is not “more” logging than Logging Level 3: these two levels, for example, are different but 4 is not a more comprehensive amount of logging than 3.

- ◆ Click Apply.

NOTE: In addition to the Logs which are transmitted for remote/USB flash storage, a cache of the most recent 8K of logged data per serial port is maintained locally. To view the local cache of logged serial port data select Manage > Port Logs.

CHAPTER 8: ALERTS, AUTO-RESPONSE AND LOGGING

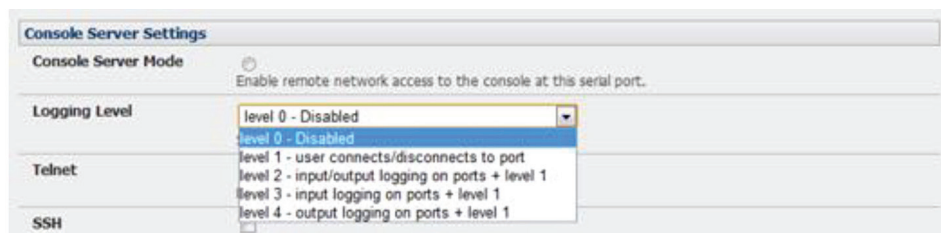


FIGURE 8-17. CONSOLE SERVER SETTINGS SCREEN

8.6.3 IP SUBNET-BASED VLAN

The console server supports optional logging of access to and communications with network attached Hosts.

For each Host, when you set up the Permitted Services that are authorized to be used, you also must set up the level of logging that is to be maintained for each service.

- ◆ Specify the logging level that is to be maintained for that particular TCP/UDP port/service, on that particular Host:

TABLE 8-4. LOGGING LEVEL OPTIONS

| LOGGING LEVEL | DESCRIPTION |
|---------------|---|
| 0 | Turns off logging for the selected TCP/UDP port to the selected Host. |
| 1 | Logs all connection events to the port |
| 2 | Logs all data transferred to and from the port. |

- ◆ Click Add.
- ◆ Click Apply.

8.6.4 AUTO-RESPONSE EVENT LOGGING

- ◆ Navigate to Alerts & Logging > Auto-Response.
- ◆ In the Global Auto-Response Settings section, check the Log Events check box.
- ◆ Click Save Settings.

8.6.5 POWER DEVICE LOGGING

The console server also logs access and communications with network attached hosts and maintain a history of the UPS and PDU power status.

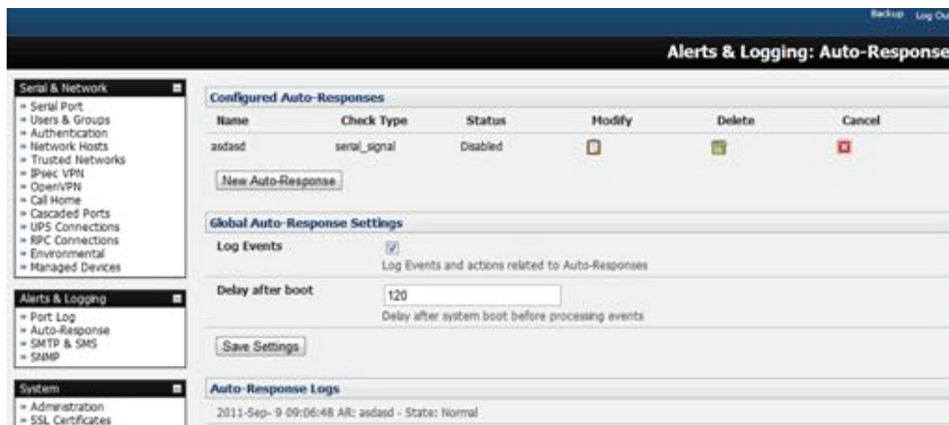


FIGURE 8-18.

To activate and set the desired levels of logging for UPS and PDU devices see Chapter 9.

CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O

Black Box console servers manage Remote Power Control devices (RPCs including PDUs and IPMI devices) and Uninterruptible Power Supplies (UPSes). They also monitor remote operating environments using Environmental Monitoring Devices (EMDs) and sensors, and can provide digital I/O control.

9.1 REMOTE POWER CONTROL (RPC)

The console server Management Console monitors and controls Remote Power Control (RPC) devices using the embedded PowerMan and Network UPS Tools open source management tools and Black Box's power management software. RPCs include power distribution units (PDUs) and IPMI power devices.

Serial PDUs invariably can be controlled using their command line console, so you could manage the PDU through the console server using a remote Telnet client. You could also use proprietary software tools supplied by the vendor. This generally runs on a remote Windows PC and you could configure the console server serial port to operate with a serial COM port redirector in the PC (as detailed in Chapter 5).

Similarly, network-attached PDUs can be controlled with a browser (with SDT as detailed in Section 7.3) or an SNMP management package or using the vendor supplied control software. Servers and network-attached appliances with embedded IPMI service processors or BMCs invariably are supplied with their own management tools (like SoL) that provide secure management when connected using SDT Connector.

For simplicity, all these devices can now all be controlled through the one window using the Management Console's RPC remote power control tools.

9.1.1 RPC CONNECTION

- ◆ Serial and network connected RPCs must first be connected to, and configured to communicate with, the console server.
- ◆ For serial RPCs, connect the PDU to the selected serial port on the console server.
- ◆ Navigate to Serial & Network > Serial Port.
- ◆ Configure the Common Settings of that port with the RS232 properties etc required by the PDU (see Section 5.1.1).
- ◆ Select RPC as the Device Type.
- ◆ Similarly for each network connected RPC, go to Serial & Network > Network Hosts and configure the RPC as a connected Host by specifying its Device Type as RPC.
- ◆ Click Apply.



CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O



FIGURE 9-1.

See Section 6.4 for more on Network Hosts.

- ◆ Navigate to Serial & Network > RPC Connections. The RPC connections that have already been configured will present.

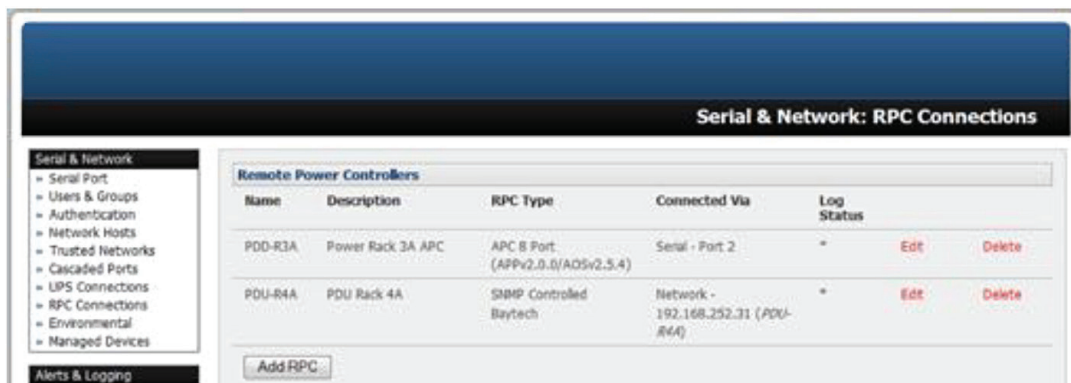


FIGURE 9-2.

- ◆ Click Add RPC.
- ◆ Connected Via presents a list of serial ports and network Host connections that you have set up with device type RPC but have yet to connect to a specific RPC device.
- ◆ When you select Connected Via for a Network RPC connection, the corresponding Host Name/Description set up for that connection will be entered as the Name and Description for the power device.

CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O

Serial & Network: RPC Connections

Add RPC

Connected Via: Network - 192.168.253.240 (PDU-R7D)

RPC Type: Network - 192.168.253.240 (PDU-R7D)

Log Connections: level 0 - Disabled

Name: PDU-R7D

Description: Baytech PDU

Username: []

FIGURE 9-3.

- Alternatively, if you select Serial connection for Connected Via, you will need to enter a Name and Description for the power device.

Serial & Network: RPC Connections

Add RPC

Connected Via: Serial - Port 3

RPC Type: Serial - Port 3

Name: []

Description: []

Username: []

FIGURE 9-4.

- Select the appropriate RPC Type for the PDU (or IPMI) being connected.

If you are connecting to the RPC via the network you will be presented with the IPMI protocol options and the SNMP RPC Types currently supported by the embedded Network UPS Tools.

If you are connecting to the RPC by a serial port you will be presented with all the serial RPC types currently supported by the embedded PowerMan and Black Box's power manager.

- Enter the Username and Password used to login into the RPC.

NOTE: These login credentials are not related to the Users and access privileges configured in Serial & Networks > Users & Groups.

- If SNMP protocol is selected enter the SNMP v1 or v2c Community for Read/Write access. By default this would be private.
- Check Log Status.

CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O

| Edit RPC | |
|--------------------------------------|---|
| Name | PDU-R1A A descriptive name for the power device. |
| Description | PDU Rack 4A A brief description for the power device. |
| Connected Via | Network - 192.168.252.31 (PDU-R1A) Specify the serial port or network host address for the power device. |
| RPC Type | SNMP Controlled Baytech Specify the type of the connected power device. |
| Username | <input type="text"/> Specify the login name for the power device. |
| Password | <input type="password"/> Specify the login secret for the power device. |
| Confirm | <input type="password"/> Confirm the login secret for the power device. |
| SNMP Community | private SNMP v1 or v2c Community for Read/Write access. |
| Log Status | <input checked="" type="checkbox"/> Periodically log RPC status. |
| Log Rate | 1 Minutes between samples. |
| <input type="button" value="Apply"/> | |

FIGURE 9-5.

- ◆ Specify the Log Rate (minutes between samples) if you wish the status from this RPC to be logged. These logs can be views from Status > RPC Status.
- ◆ Click Apply.

For SNMP PDUs, the console server will now probe the configured RPC to confirm the RPC Type matches and will report the number of outlets it finds that can be controlled. If unsuccessful, it will report Unable to probe outlets and you will need to check the RPC settings, the network connection or the serial connection.

For serially connected RPC devices, a new Managed Device (with the same name as given to the RPC) will be created. The console server will then configure the RPC with the number of outlets specified in the selected RPC Type or will query the RPC itself for this information.

NOTE: Black Box's console servers support the majority of the popular network and serial PDUs. If your PDU is not on the default list then support can be added directly (see Chapter 16) or by having the PDU supported added to either the Network UPS Tools or PowerMan open source projects.

IPMI service processors and BMCs can be configured so all authorized users can use the Management Console to remotely cycle power and reboot computers, even when their operating system is unresponsive. To set up IPMI power control:

- ◆ Enter the IP address or domain name of the BMC or service processor (for example, a Dell DRAC) in Serial & Network > Network Hosts.
- ◆ Then, in Serial & Network > RPC Connections specify the RPC Type to be IPMI1.5 or 2.0.

CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O

9.1.2 RPC ACCESS PRIVILEGES AND ALERTS

Set PDU and IPMI alerts using Alerts & Logging > Alerts (see Chapter 8). Assign users to access and control outlets on each RPC via Serial & Network > User & Groups (see Chapter 5).

9.1.3 USER POWER MANAGEMENT

The Power Manager allows users and administrators to access and control configured serial- and network-attached PDU power strips, and servers with embedded IPMI processors or BMCs.

- ◆ Select Manage > Power.

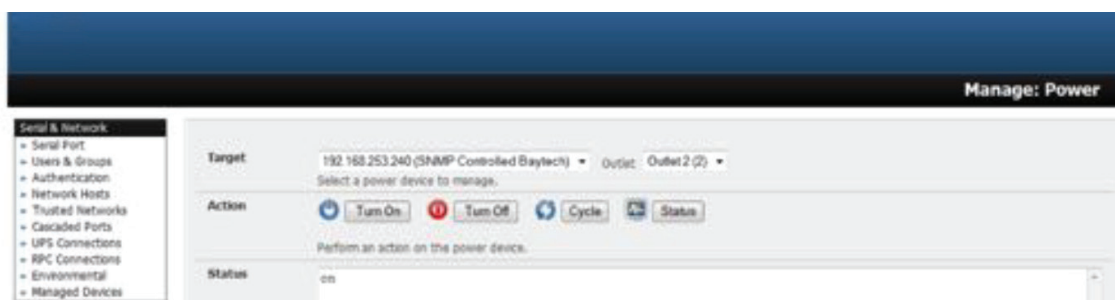


FIGURE 9-6.

- ◆ Select the Target power device to be controlled.
- ◆ If the RPC supports outlet level control, select the Outlet to be controlled.
- ◆ Initiate the desired Action by selecting the appropriate icon.

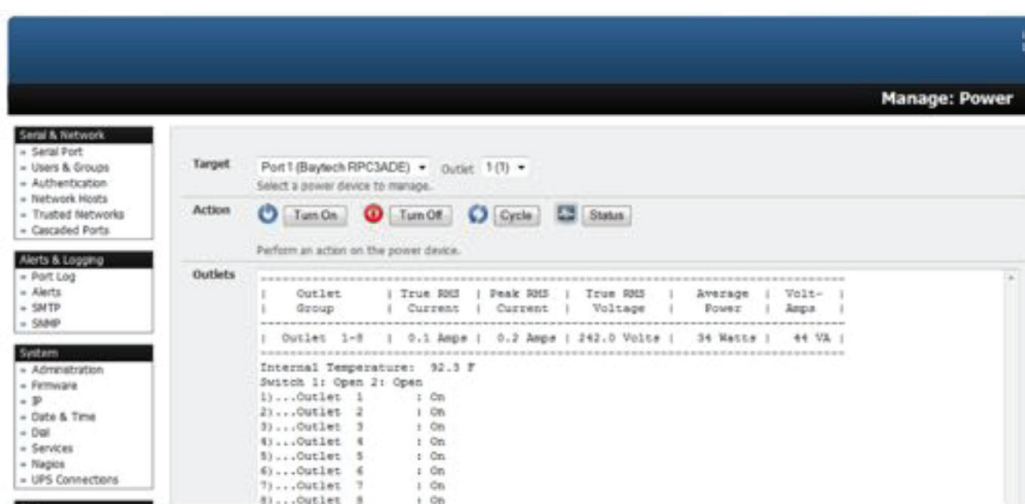


FIGURE 9-7.

CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O

NOTE: Icons will present only for operations that are supported by the Target you have selected.

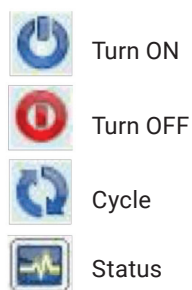


FIGURE 9-8.

9.1.4 RPC STATUS

You can monitor the current status of your network and serially connected PDUs and IPMI RPCs.

- ◆ Select Status > RPC Status. A table with the summary status of all connected RPC hardware will display.

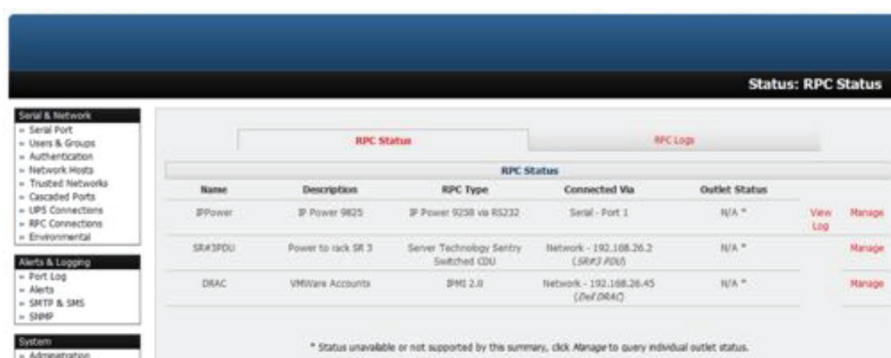


FIGURE 9-9.

- ◆ Click on View Log or select the RPCLogs tab. A table of the history and detailed graphical information on the selected RPC will present.

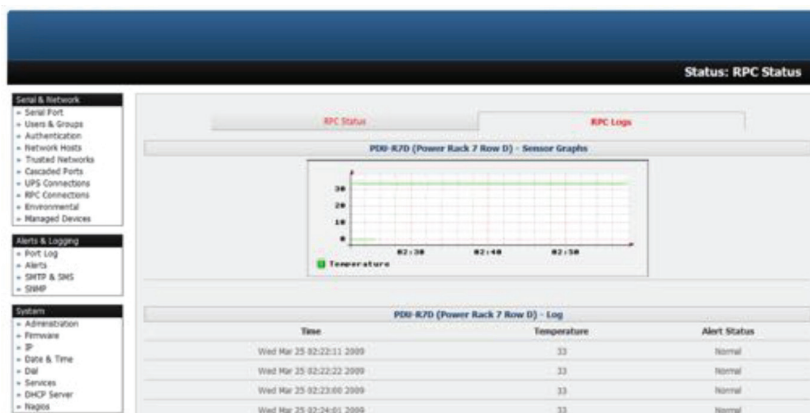


FIGURE 9-10.

CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O

- Click Manage to query or control the individual power outlet. This will take you to Manage > Power.

9.2 UNINTERRUPTIBLE POWER SUPPLY (UPS) CONTROL

Black Box console servers can be configured to manage locally and remotely connected UPS hardware using Network UPS Tools. Network UPS Tools (NUT) is a group of open source programs that provide a common interface for monitoring and administering UPS hardware and ensuring safe shutdowns of the systems that are connected. NUT is built on a networked model with a layered scheme of drivers, server and clients. It is covered in some detail in Section 9.2.6.

9.2.1 MANAGED UPS CONNECTIONS

A Managed UPS is a UPS that is directly connected as a Managed Device to the console server. It can be connected by serial or USB cable or by the network. The console server becomes the master of this UPS, and runs a upsd server to allow other computers that are drawing power through the UPS (slaves) to monitor the UPS status and take appropriate action, such as shutdown, in event of low UPS battery.

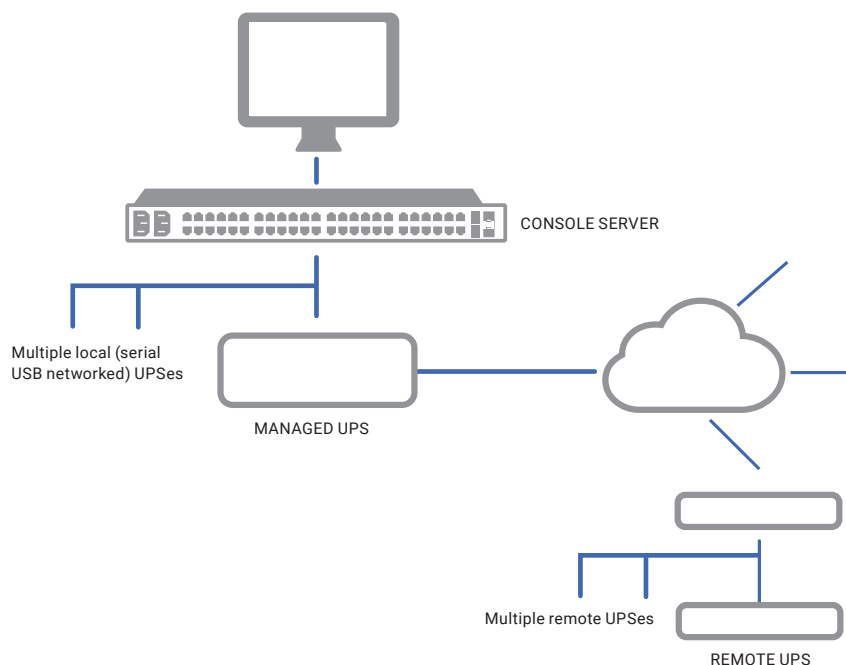


FIGURE 9-11.

The console server may or may not be drawing power itself through the Managed UPS. When the UPS's battery power reaches critical, the console server signals, waits for slaves to shut down, then powers off the UPS.

CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O

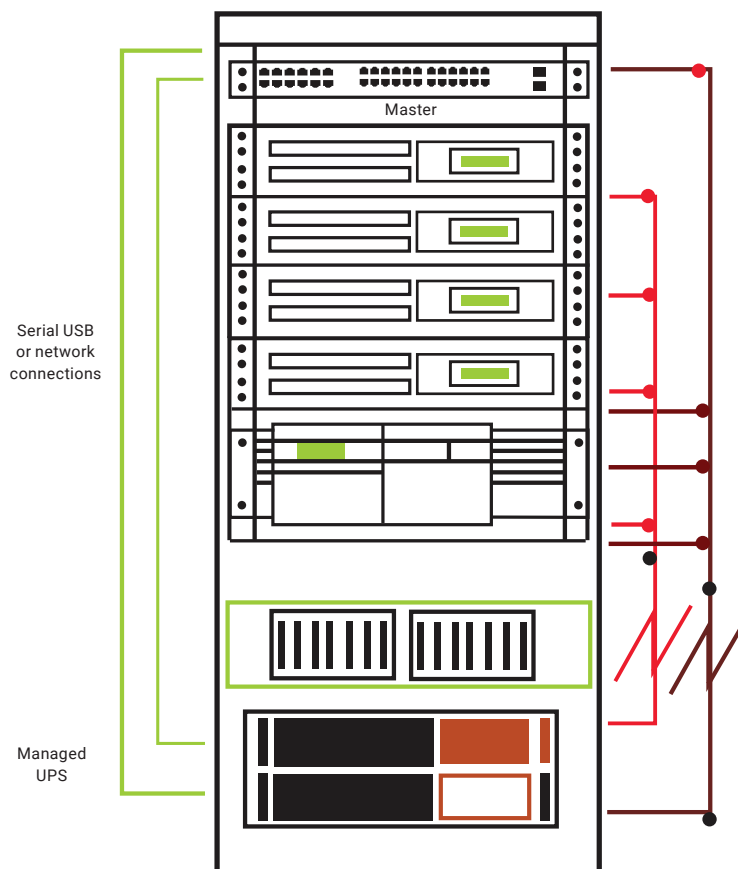


FIGURE 9-12.

Serial and network connected UPSes must first be connected to, and configured to communicate with the console server.

For serial UPSes attach the UPS to the selected serial port on the console server:

- ◆ Navigate to Serial and Network > Serial Port.
- ◆ Configure the Common Settings of that port with the properties (RS-232, etc.) required by the UPS (see Section 5.1.1).
- ◆ Select UPS as the Device Type.

The screenshot shows a 'Device Settings' form. The 'Device Type' dropdown menu is set to 'UPS'. Below the dropdown, the text reads 'Specify the device type.' At the bottom of the form, there is a note: 'Apply this setting, then use the [UPS Connections page](#) to configure the attached UPS.'

FIGURE 9-13.

CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O

For each network connected UPS:

- ◆ Navigate to Serial & Network > Network Hosts.
- ◆ Configure the UPS as a connected Host by specifying its Device Type as UPS.
- ◆ Click Apply.

NOTE: USB-connected UPS hardware requires no equivalent configuration.

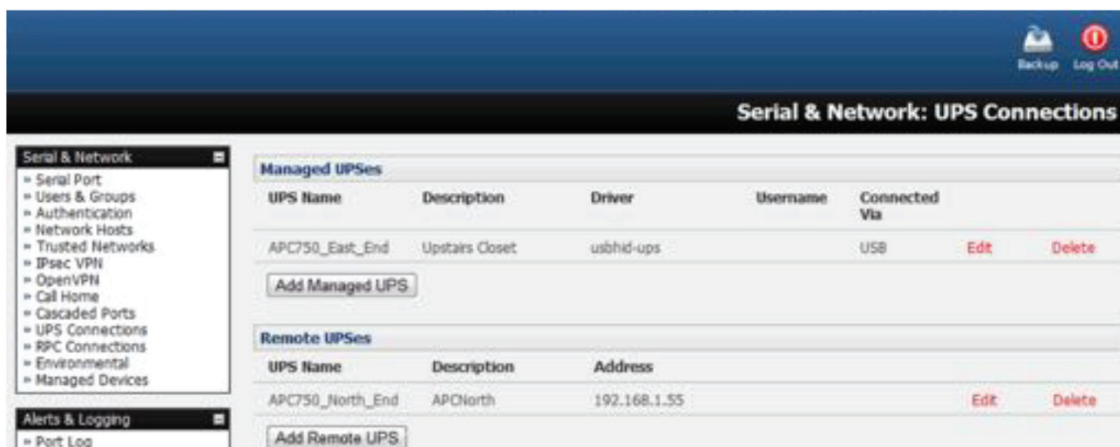


FIGURE 9-14.

- ◆ Navigate to Serial & Network > UPS Connections. The Managed UPSes section will display all UPS connections which have already been configured.
- ◆ Click Add Managed UPS.
- ◆ Select if the UPS will be Connected Via USB or over a pre-configured serial port or via SNMP/HTTP/HTTPS over the preconfigured network Host connection.

NOTE: When you select a network UPS connection, the corresponding Host Name/Description that you set up for that connection will be entered as the Name and Description for the power device. Alternatively, if you select to Connect Via a USB or serial connection, you will need to enter a Name and Description for the power device. These details will also be used to create a new Managed Device entry for the serial/USB connected UPS devices.

- ◆ Enter the login details. This Username and Password is used by slaves of this UPS (other computers that are drawing power through this UPS) to connect to the console server to monitor the UPS status so they can shut themselves down when battery power is low. Monitoring will typically be performed using the upsmon client running on the slave server (see Section 9.2.3).

NOTE: These login credentials are not related to the Users and access privileges configured in Serial & Networks > Users & Groups.

- ◆ Select the action to take when UPS battery power becomes critical: Shut down the UPS or Shut down all Managed UPSes or simply Run until failure.

CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O

FIGURE 9-15.

The shutdown script `/etc/scripts/ups-shutdown` can be customized so, in the event of a critical power failure (when the UPS battery runs out) you can program the console server to perform last gasp actions before power is lost. It is generally simpler, however, to perform such last gasp actions by triggering Auto-Response on the UPS pressing `batt` or `lowbatt`. See Chapter 8.

- ◆ If you have multiple UPSes and require them to be shut down in a specific order, specify the Shutdown Order for this UPS.

This is a whole positive number, a 0 or -1. 0s are shut down first, then 1s, 2s, 3s and so on. -1s are not shut down at all. The default value is 0.

- ◆ Select the Driver that will be used to communicate with the UPS

FIGURE 9-16.

- ◆ Click New Options in Driver Options if you need to set driver-specific options for your selected NUT driver and hardware combination.

FIGURE 9-17.

For more details see <http://www.networkupstools.org/doc>.

CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O

- Check Log Status and specify the Log Rate (minutes between samples) if you wish the status from this UPS to be logged. These logs can then be viewed at Status > UPS Status.

If you have enabled Nagios services you will be presented with an option for Nagios monitoring

FIGURE 9-18.

- Check Enable Nagios to enable this UPS to be monitored using Nagios central management.
- Check Enable Shutdown Script if this is the UPS providing power to the console server itself.

If there is a critical power failure, you can perform last gasp actions on the console server before power is lost.

This is achieved by placing a custom script in `/etc/config/scripts/ups-shutdown` (you may use the provided `/etc/scripts/ups-shutdown` as a template). This script is only run when the UPS reaches critical battery status.

- Click Apply.

NOTE: You can customize the `upsmon`, `upsd` and `upsc` settings for this UPS hardware directly from the command line.

9.2.2 REMOTE UPS MANAGEMENT

A Remote UPS is a UPS that is connected as a Managed Device to some remote console server that is being monitored (but not managed) by your console server.

The `upsc` and `upslog` clients in the console server can be configured to monitor remote servers that are running Network UPS Tools managing their locally connected UPSes. These remote servers might be other Black Box console servers or generic Linux servers running NUT. All these distributed UPSes (which may be spread in a row in a data center, or around a campus property or across the country) can be centrally monitored through the one central console server window.

An example where centrally monitoring remotely distributed UPSes is useful is a campus or large business complex where there's a multitude of computer and other equipment sites spread afar, each with their own UPS supply. Many of these (particularly the smaller sites) will be USB or serially connected.

Having a LES1200 or LES1508A at these remote sites allows the systems manager to centrally monitor the power supply status at all sites, centralize alarms, and, consequently, be warned to initiate a call-out or take shut down actions.

CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O

To add a Remote UPS:

- ◆ Navigate to Serial & Network > UPS. The Remote UPSes section displays all the remote UPS devices being monitored.

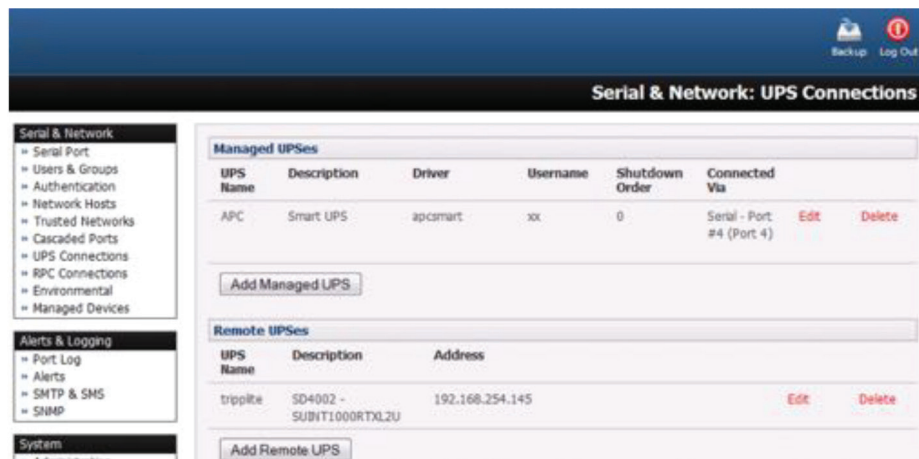


FIGURE 9-19.

- ◆ Click Add Remote UPS.

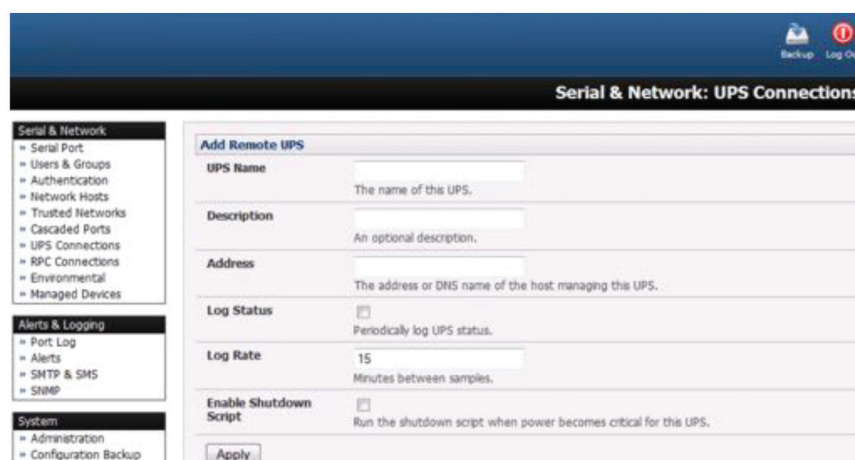


FIGURE 9-20.

- ◆ Enter the UPS Name of the remote UPS to be remotely monitored. This name must be the name that the remote UPS was configured with on the remote console server as the remote console server may itself have multiple UPSes attached that it is managing locally with NUT.
- ◆ Optionally enter a Description.
- ◆ Enter the IP Address or DNS name of the remote console server that is managing the remote UPS. This may be another Black Box console server or it may be a generic Linux server running Network UPS Tools.
- ◆ Check Log Status.
- ◆ Specify the Log Rate (minutes between samples) if you wish the status from this UPS to be logged. These logs can then be viewed at Status > UPS Status.

CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O

- ◆ Check Enable Shutdown Script if this remote UPS is the UPS providing power to the console server itself. If the UPS reaches critical battery status the custom script in `/etc/config/scripts/ups-shutdown` is run enabling you to perform any “last gasp” actions.
- ◆ Click Apply.

NOTE: The Remote UPS feature is supported on all console servers running firmware v2.8 and later. Earlier versions supported a single remote monitored UPS that could be set to trigger the console server shutdown script.

9.2.3 CONTROLLING UPS-POWERED COMPUTERS

One of the advantages of having a Managed UPS is that you can configure computers that draw power through that UPS to shut down gracefully in case of UPS problems.

For Linux computers, this can be done by setting up `upsmon` on each computer and directing them to monitor the console server that is managing their UPS.

This will set the specific conditions that will be used to initiate a power down of the computer. For example, non-critical servers may be powered down some seconds after the UPS starts running on battery where more critical servers may not be shut down until a low battery warning is received. Refer to the online NUT documentation for details on how this is done:

<http://eu1.networkupstools.org/doc/2.2.0/INSTALL.html>

<http://linux.die.net/man/5/upsmon.conf>

<http://linux.die.net/man/8/upsmon>

An example `upsmon.conf` entry might look like:

```
MONITOR managedups@192.168.0.1 1 username password slave
```

TABLE 9-1. UPSMON.CONF

| UPSMON.CONF PORTION | DESCRIPTION |
|--------------------------|--|
| <code>manageup</code> | The UPS Name of the managed UPS. |
| <code>192.168.0.1</code> | The IP address of the Black Box console server. |
| <code>1</code> | Indicates the server has a single power supply attached to this UPS. |
| <code>username</code> | The username of the managed UPS. |
| <code>password</code> | The password of the managed UPS.. |

There are NUT monitoring clients available for Windows computers (for example, WinNUT).

If you have an RPC (PDU) it is also possible to shut down UPS-powered computers and other equipment without them have a client running (for example, communications and surveillance gear). Set up a UPS alert and use this to trigger a script that controls a PDU to shut off the power (see Chapter 16).

9.2.4 UPS ALERTS

Set UPS alerts using Alerts & Logging > Alerts. See Chapter 8.



CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O

9.2.5 UPS STATUS

You can monitor the current status of your network-connected, serially-connected or USB-connected Managed UPSes and any configured Remote UPSes.

- ◆ Navigate to Status > UPS Status. A table with the summary status of all connected UPS hardware will display.



FIGURE 9-21.

- ◆ Click on any given UPS System name in the table. More detailed graphical information on the select UPS System will present.

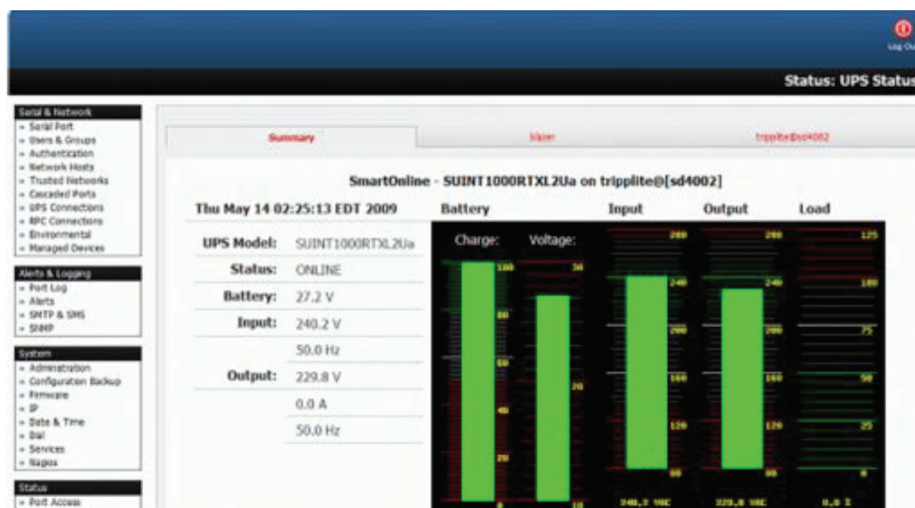


FIGURE 9-22.

- ◆ Click on any given UPS System's All Data link in the table. Status and configuration information on the selected UPS System presents.
- ◆ Select UPS Logs.

The log table of the load, battery charge level, temperature and other status information from all the managed and monitored UPS systems is presented.

CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O

This information is logged for all UPSes which were configured with Log Status checked. The information is also presented graphically.

9.2.6 OVERVIEW OF NETWORK UPS TOOLS (NUT)

Network UPS Tools (NUT) is built on a networked model with a layered scheme of drivers, server and clients. NUT can be configured using the Management Console as described above, or you can configure the tools and manage the UPSes directly from the command line. This section provides an overview of NUT.

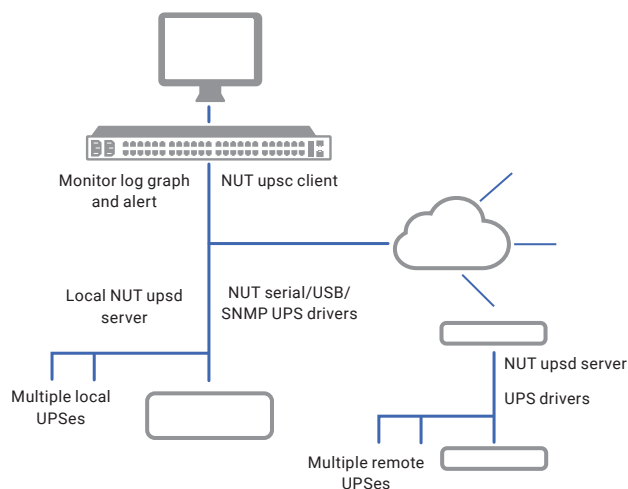


FIGURE 9-23.

The driver programs talk directly to the UPS equipment and run on the same host as the NUT network server (upsd). Drivers are provided for a wide assortment of equipment from most of the popular UPS vendors and understand the specific language of each UPS. They communicate to serial-, USB- and SNMP network- connected UPS hardware and map the communications back to a compatibility layer. This means both an expensive “smart” protocol UPS and a simple “power strip” model can be handled transparently.

The NUT network server program upsd is responsible for passing status data from the drivers to the client programs via the network. upsd can cache the status from multiple UPSes and then serve this status data to many clients. upsd also contains access control features to limit the abilities of the clients (for example, so only authorized hosts may monitor or control the UPS hardware).

There are a number of NUT clients that connect to upsd to check on the status of the UPS hardware and do things based on the status. These clients can run on the same host as the NUT server or they can communicate with the NUT server over the network (enabling them to monitor any UPS anywhere).

- The upsc client provides a quick way to poll the status of a UPS server. It can be used inside shell scripts and other programs that need UPS data but don't want to include the full interface.
- The upsmon client enables servers that draw power through the UPS to shutdown gracefully when the battery power reaches critical.
- There are also logging clients (upslog) and third party interface clients (Big Sister, Cacti, Nagios, Windows and more).

The latest release of NUT (2.7.4) also controls PDU systems. It can do this either natively using SNMP or through a binding to Powerman (open source software from Livermore Labs that is also embedded in Black Box console servers).

These NUT clients and servers are all embedded in each Black Box console server (with a Management Console presentation layer added). They also run remotely on distributed console servers and other remote NUT monitoring systems. This layered distributed NUT architecture enables:

- Multiple manufacturer support. NUT can monitor UPS models from 79 different manufacturers and PDUs from a growing number of vendors, all via a unified interface.

CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O

- Multiple architecture support. NUT can manage serial- and USB-connected UPS models with the same common interface. Network-connected USB and PDU equipment can also be monitored using SNMP.
- Multiple clients monitoring the one UPS. Multiple systems may monitor a single UPS using only their network connections. As well there is a wide selection of client programs that support monitoring UPS hardware via NUT (Big Sister, Cacti, Nagios and more).
- Central management of multiple NUT servers. A central NUT client can monitor multiple NUT servers that may be distributed throughout the data center, across a campus or around the world.

NUT supports the more complex power architectures found in data centers, communications centers and distributed office environments where UPSes from many vendors power many systems with many clients and larger UPSes power multiple devices and many of these UPSes are, in turn, dual powered.

9.3 DIGITAL I/O PORTS

LES1200 -I models and LES1508A -I models have four digital interface ports which present on a green connector block on the side of the unit.

DIO1 and DIO2 are two TTL level digital I/O ports: 5V max @ 20mA.

OUT1 and OUT2 are two High-Voltage digital output ports: >5V to <= 30V @100mA.

LES1600 models ship with a built-in, black, spring cage I/O connector block for attaching environmental sensors and digital I/O devices.

These I/O ports are configured via System > I/O Ports. Each port can be configured with a default direction and state.

- Navigate to System > I/O Ports.

9.3.1 DIGITAL I/O OUTPUT CONFIGURATION

Each of the two digital I/O ports (DIO1 and DIO2) can be configured as an Input or Output port. To use them as digital outputs, first configure the port direction on System > I/O Ports.

The DIO1 and DIO2 pins are current limited by the chip to 20 mA and accept 5 V levels, so they cannot, for example, drive a relay.

You can change the output states using the ioc command line utility. The following text is the ioc help text (also available by running `ioc --help`):

```
-p      pin_num pin number (1 to 4)
-d      pin_dir pin direction (0 = output 1 = input)
-v      pin_val pin electrical value in output mode \ (0 = low 1 = high)
-r      reset pins to all inputs and low
-g      displays the pin directions and current values
-l      load pin configuration
```

For example, to set pin 1 to a low output, type:

```
ioc-p 1 -d 0 -v 0
```

To pulse one of these outputs, use a script like the following:

```
ioc-p 1 -d 0 -v 1
sleep 1
ioc-p 1 -d 0 -v 0
```

This sets the output high for 1 second, then returns it to low (assuming the initial state is low).

CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O

9.3.2 DIGITAL I/O INPUT CONFIGURATION

When either of the two digital I/O (DIO1 & DIO2) outlets is configured as an Input on the System > I/O Ports, it can be used to monitor the current status of any attached sensor.

When configured as inputs (the factory default), these first two ports are attached to an internal EMD. To configure them as alarms, go to the Status > Environmental Status and edit and enable the Internal EMD.

NOTE: The low-voltage circuits in DIO1 and DIO2 should not be wired to voltages greater than 5 VDC.

Alternatively, these input ports can be monitored using the ioc command line utility (as detailed in Section 9.4.1).

9.3.3 HIGH-VOLTAGE OUTPUTS

OUT1 and OUT2 (internally, DIO3 & DIO4) outlets are wired as high-voltage outputs. The way these outputs are expected to be used is to pull a power connected line to ground (the OUT1 and OUT2 transistors are open collector).

The I/O port header includes a 12-V reference line (VIN) which can be used to detect the line state change.

For example, to light a 12-V LED using the high voltage outputs, connect the positive leg of the LED to the 12-V reference, and the negative leg to output pin 4. Due to the way that the I/O port is connected internally, the output has to be set high to pull the output to ground.

The following command will switch on the led:

```
ioc -p 4 -d 0 -v 1
```

OUT1 and OUT2 transistors can operate with a supply of >5V to <= 30V @100mA. This means to drive a relay circuit you must guarantee it doesn't provide more than 100mA when set to 1.

9.3.4 HIGH-VOLTAGE OUTPUTS

As of firmware v3.9, there is a SNMP status table that reports on the status of the digital IO ports.

The table's OID is OG-STATUSv2-MIB::ogEmdDioTable. Performing an snmpwalk on this table on a console server with DIO produces something like the following (the specifics will vary depending on device status):

```
$ snmpwalk -v2c -c public -M $MIBSDIR -m ALL t5:161 1.3.6.1.4.1.25049.16.5
```

```
OG-STATUS-MIB::ogDioStatusName.1 = STRING: DIO 1
```

```
OG-STATUS-MIB::ogDioStatusName.2 = STRING: DIO 2
```

```
OG-STATUS-MIB::ogDioStatusName.3 = STRING: DIO 3
```

```
OG-STATUS-MIB::ogDioStatusName.4 = STRING: DIO 4
```

```
OG-STATUS-MIB::ogDioStatusType.1 = INTEGER: ttlInputOutput(0)
```

```
OG-STATUS-MIB::ogDioStatusType.2 = INTEGER: ttlInputOutput(0)
```

```
OG-STATUS-MIB::ogDioStatusType.3 = INTEGER: highVoltageOutput(1)
```

```
OG-STATUS-MIB::ogDioStatusType.4 = INTEGER: highVoltageOutput(1)
```

```
OG-STATUS-MIB::ogDioStatusDirection.1 = INTEGER: input(1)
```

```
OG-STATUS-MIB::ogDioStatusDirection.2 = INTEGER: input(1)
```

```
OG-STATUS-MIB::ogDioStatusDirection.3 = INTEGER: input(1)
```

```
OG-STATUS-MIB::ogDioStatusDirection.4 = INTEGER: input(1)
```

```
OG-STATUS-MIB::ogDioStatusState.1 = INTEGER: low(0)
```

```
OG-STATUS-MIB::ogDioStatusState.2 = INTEGER: high(1)
```



CHAPTER 9: POWER, ENVIRONMENT AND DIGITAL I/O

OG-STATUS-MIB::ogDioStatusState.3 = INTEGER: high(1)
OG-STATUS-MIB::ogDioStatusState.4 = INTEGER: high(1)
OG-STATUS-MIB::ogDioStatusCounter.1 = Counter64: 0
OG-STATUS-MIB::ogDioStatusCounter.2 = Counter64: 0
OG-STATUS-MIB::ogDioStatusCounter.3 = Counter64: 0
OG-STATUS-MIB::ogDioStatusCounter.4 = Counter64: 0
OG-STATUS-MIB::ogDioStatusTriggerMode.1 = INTEGER: risingFallingEdge(3)
OG-STATUS-MIB::ogDioStatusTriggerMode.2 = INTEGER: risingFallingEdge(3)
OG-STATUS-MIB::ogDioStatusTriggerMode.3 = INTEGER: risingFallingEdge(3)
OG-STATUS-MIB::ogDioStatusTriggerMode.4 = INTEGER: risingFallingEdge(3)

CHAPTER 10: AUTHENTICATION

The console server platform is a dedicated Linux computer, and it embodies a myriad of popular and proven Linux software modules for networking, secure access (OpenSSH), secure communications (OpenSSL) and sophisticated user authentication (PAM, RADIUS, TACACS+, Kerberos and LDAP).

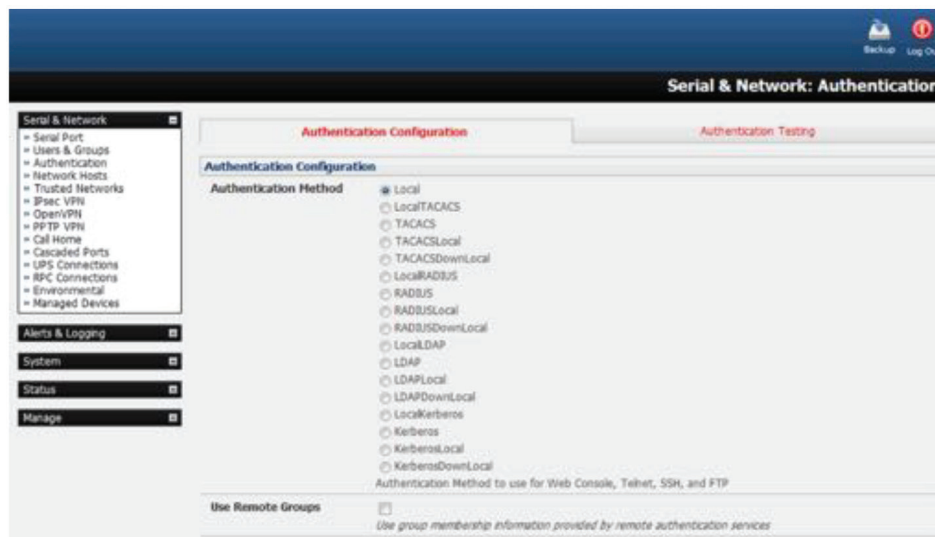


FIGURE 10-1.

This chapter details how the Administrator can use the Management Console to establish remote AAA authentication for all connections to the console server and attached serial and network host devices.

This chapter also covers establishing a secure link to the Management Console using HTTPS and using OpenSSL and OpenSSH for establishing secure Administration connection to the console server.

10.1 AUTHENTICATION CONFIGURATION

Authentication can be performed locally, or remotely using an LDAP, Radius, Kerberos or TACACS+ authentication server. The default authentication method for the console server is Local.

Any authentication method that is configured will be used for authentication of any user who attempts to log in through Telnet, SSH or the Web Manager to the console server and any connected serial port or network host devices.

The console server can be configured to the default (Local) or an alternate authentication method (TACACS, RADIUS, LDAP or Kerberos) with the option of a selected order in which local and remote authentication is to be used.

- ◆ Local/TACACS/RADIUS/LDAP/Kerberos
Tries local authentication first, falling back to remote if local fails.
- ◆ TACACS/RADIUS/LDAP/Kerberos Local
Tries remote authentication first, falling back to local if remote fails.
- ◆ TACACS/RADIUS/LDAP/Kerberos Down/Local
Tries remote authentication first, falling back to local if the remote authentication returns an error condition (e.g., the remote authentication server is down or inaccessible).

CHAPTER 10: AUTHENTICATION

10.1.1 LOCAL AUTHENTICATION

- ◆ Navigate to Serial and Network > Authentication.
- ◆ Check Local.
- ◆ Click Apply.

10.1.2 TACACS AUTHENTICATION

Perform the following procedure to configure the TACACS+ authentication method to be used whenever the console server or any of its serial ports or hosts is accessed.

- ◆ Select Serial and Network > Authentication.
- ◆ Check TACACS, LocalTACACS, TACACSLocal or TACACSDownLocal.
- ◆ Enter the Server Address (IP or host name) of the remote Authentication/Authorization server. Multiple remote servers may be specified in a comma separated list. Each server is tried in succession.
- ◆ Session accounting is on by default. If session accounting information is not wanted, check the Disable Accounting checkbox.

One reason for not wanting session accounting: if the authentication server does not respond to accounting requests, said request may introduce a delay when logging in.

| | |
|--|--|
| TACACS+ | |
| Authentication and Authorization Server Address | test-services.test.bnc.opengear.c Comma separated list of remote authentication and authorization servers. |
| Disable Accounting | <input type="checkbox"/> Do not send session accounting information. |
| Accounting Server Address | <input type="text"/> Comma separated list of accounting remote accounting servers. If unset, authentication and authorization server addresses will be used. |
| Server Password | ***** The shared secret allowing access to the authentication server |
| Confirm Password | ***** |
| TACACS Login Method | <input checked="" type="radio"/> PAP <input type="radio"/> CHAP <input type="radio"/> Login The method used to authenticate to the server. Defaults to PAP. To use DES encrypted passwords, select Login. |
| TACACS Group Membership Attribute | <input type="text"/> The TACACS attribute that is used to indicate group memberships. Defaults to: groupname# |
| TACACS Service | <input type="text"/> The service to authenticate with. This determines which set of attributes are returned by the server. Defaults to radius |
| Default Admin Privileges | <input type="checkbox"/> Enable to give all TACACS authenticated users admin privileges. Use Remote Groups must be ticked for the privileges to be granted |
| Ignore Privilege Level | <input type="checkbox"/> Leave disabled to give TACACS authenticated users with priv-lvl of 12 or greater admin privileges, and priv-lvl of 15 full serial port access. |

FIGURE 10-2.

- ◆ In addition to multiple remote servers, you can also enter separate lists of Authentication/Authorization servers and Accounting servers.
If no Accounting servers are specified, the Authentication/Authorization servers are used instead.
- ◆ Enter and confirm the Server Password.
- ◆ Select the method to be used to authenticate to the server (defaults to PAP).
To use DES encrypted passwords, select Login.

CHAPTER 10: AUTHENTICATION

- ◆ If required, enter the TACACS Group Membership Attribute to be used to indicate group memberships (defaults to groupname#n).
- ◆ If required, specify TACACS Service to authenticate with.

This determines which set of attributes are returned by the server (defaults to raccess).

- ◆ If required, check Default Admin Privileges to give all TACACS+ authenticated users admin privileges.
- ◆ Use Remote Groups must also be ticked for these privileges to be granted.
- ◆ The TACACS Privilege Level feature only applies to TACACS remote authentication.

When Ignore Privilege Level is enabled, the priv-lvl setting for all of the users defined on the TACACS AAA server will be ignored.

NOTE: A console server normally interprets a user with a TACACS priv-lvl of 12 or above as an admin user. There is a special case where a user with a priv-lvl of 15 is also given access to all configured serial ports. When the Ignore Privilege Level option is enabled (that is, it is checked in the UI) there are no escalations of privileges based on the priv-lvl value from the TACACS server. If the only thing configured for one or more TACACS users is the priv-lvl (for example, no specific port access or group memberships are set), then enabling this feature will revoke access to the console server for those users as they won't be a member of any groups, even if the Retrieve Remote groups option in the Authentication menu is enabled.

- ◆ Click Apply.

TACACS+ remote authentication will now be used for all user access to console server and serially or network attached devices.

The Terminal Access Controller Access Control System (TACACS+) security protocol is a protocol developed by Cisco. It provides detailed accounting information and flexible administrative control over the authentication and authorization processes.

TACACS+ allows for a single access control server (the TACACS+ daemon) to provide authentication, authorization, and accounting services independently. Each service can be tied into its own database to take advantage of other services available on that server or on the network, depending on the capabilities of the daemon.

10.1.3 RADIUS AUTHENTICATION

The Remote Authentication Dial-In User Service (RADIUS) protocol was developed by Livingston Enterprises as an access server authentication and accounting protocol.

The RADIUS server can support a variety of methods to authenticate a user.

When it is provided with the username and original password given by the user, it can support PPP, PAP or CHAP, UNIX login, and other authentication mechanisms.

More information on configuring remote RADIUS servers can be found <https://freeradius.org/> and <https://cisco.com/c/en/us/support/docs/security-vpn/remote-authentication-dial-user-service-radius/12433-32.html>.

Perform the following procedure to configure the RADIUS authentication method to be used whenever the console server or any of its serial ports or hosts is accessed:

- ◆ Select Serial & Network > Authentication and check RADIUS, LocalRADIUS, RADIUSLocal or RADIUSDownLocal.
- ◆ Enter the Server Address (IP or host name) of the remote Authentication and Authorization server. Multiple remote servers may be specified in a comma separated list. Each server is tried in succession.
- ◆ Session accounting is on by default. If session accounting information is not wanted, check the Disable Accounting checkbox.

One reason for not wanting session accounting: if the authentication server does not respond to accounting requests, said request may introduce a delay when logging in.



CHAPTER 10: AUTHENTICATION

| RADIUS | |
|--|--|
| Authentication and Authorization Server Address | autotest-services.test.bne.openg Comma separated list of remote authentication and authorization servers. Custom ports can be specified for each address (e.g. 192.168.0.1:5555). |
| Disable Accounting | <input type="checkbox"/> Do not send session accounting information. |
| Accounting Server Address | <input type="text"/> Comma separated list of remote accounting servers. If unset, authentication and authorization server addresses will be used. Custom ports can be specified for each address (e.g. 192.168.0.1:5555). |
| Server Password | ***** The shared secret allowing access to the authentication server |
| Confirm Password | ***** |

FIGURE 10-3.

In addition to multiple remote servers, you can also enter separate lists of Authentication and Authorization servers and Accounting servers.

If no Accounting servers are specified, the Authentication and Authorization servers are used instead.

- ◆ Enter the Server Password.
- ◆ Click Apply.

RADIUS remote authentication will now be used for all user access to console server and serially or network attached devices.

10.1.4 LDAP AUTHENTICATION

The Lightweight Directory Access Protocol (LDAP) is based on the X.500 standard, but is significantly simpler and more readily adapted to meet custom needs. The core LDAP specifications are all defined in RFCs. LDAP is a protocol used to access information stored in an LDAP server.

With firmware v3.11 and later, LDAP authentication now supports OpenLDAP servers, using the POSIX -style schema for user and group definitions.

Performing simple authentication against any LDAP server (AD or OpenLDAP) is straight forward, as they both follow the common LDAP standards and protocols. The harder part is configuring how to get the extra data about the users (for example, the groups they are in).

On an Black Box device, we may be configured to look at group information from an LDAP server for authentication and authorization. This group information is potentially stored in a number of different ways. Active Directory has one method; OpenLDAP has two others.

Active Directory method

Each entry for a user will have multiplememberOf attributes. EachmemberOf value is the full DN of the group they belong to. (The entry for the user will be of objectClass user.)

OpenLDAP/POSIX method 1

Each entry for a user must have a gidNumber attribute. This will be an integer value, which is the user's primary group (for example, mapping to the /etc/passwd file, with the group ID field).

To determine which group this is, search for an entry in the directory that has that group ID, which will give the group name. (The users are of objectClass posixAccount, and the groups are of objectClass posixGroup.)

CHAPTER 10: AUTHENTICATION

OpenLDAP/POSIX method 2

Each group entry in the group tree of objectClass posixGroup may have multiple memberUid attributes. These represent secondary groups (for example, mapping to the /etc/groups file). Each attribute would contain a username.

To cater for all these possibilities, the pam_ldap module has been modified to do group lookups for each of these three styles. This allows us to have a relatively generic configuration, and not be concerned with how the LDAP directory is set up.

There are only two parameters that need to be configured, based on what the user wishes to look up: the LDAP username and group membership attributes.

To clarify to the user what parameters to use, the descriptions for these fields have been updated to prompt the user for common or likely attributes. For example, the two configuration fields have descriptions as follows:

LDAP Username Attribute: the LDAP attribute that corresponds to the login name of the user (commonly 'sAMAccountName' for Active Directory, and 'uid' for OpenLDAP).

LDAP Group Membership Attribute: the LDAP attribute that indicates group membership in a user record (commonly 'memberOf' for Active Directory, and unused for OpenLDAP).

The screenshot shows a configuration window titled "LDAP" with the following fields and descriptions:

- Server Address:** openldap (with a note: "Comma separated list of servers")
- LDAP Base DN:** dc=opengear,dc=com (with a "Clear this field." checkbox and a note: "The distinguished name of the search base. For example: dc=my-company,dc=com")
- LDAP Bind DN:** cn=admin,dc=opengear,dc=com (with a "Clear this field." checkbox and a note: "The distinguished name to bind to the server with. The default is to bind anonymously.")
- Bind DN Password:** [masked] (with a note: "Password for the Bind DN user")
- Confirm Password:** [masked]
- LDAP Username Attribute:** uid (with a note: "The LDAP attribute that corresponds to the login name of the user (commonly 'sAMAccountName' for Active Directory, and 'uid' for OpenLDAP).")
- LDAP Group Membership Attribute:** [empty] (with a note: "The LDAP attribute that indicates group membership in a user record (commonly 'memberOf' for Active Directory, and unused for OpenLDAP).")
- LDAP Console Server Group DN:** cn=MyGroup,ou=Groups,dc=opengear,dc=com (with a "Clear this field." checkbox and a note: "The distinguished name of a group on the server which, if set, all users must belong to for any access the console server.")
- LDAP Basic Management Group DN:** (Currently empty) [empty] (with a note: "The distinguished name of a group on the server whose members will be given users group access.")
- LDAP Administration Group DN:** (Currently empty) [empty] (with a note: "The distinguished name of a group on the server whose members will be given admin group access.")

FIGURE 10-4.

NOTE: The libldap library is fussy about ensuring SSL connections are using certificates signed by a trusted CA. Consequently it is often not easy to set up a connection to an LDAP server using SSL.

Perform the following procedure to configure the LDAP authentication method to be used whenever the console server or any of its serial ports or hosts is accessed:

- ◆ Navigate to Serial & Network > Authentication.
- ◆ Check LDAP or LocalLDAP or LDAPLocal or LDAPDownLocal.

CHAPTER 10: AUTHENTICATION

- ◆ Enter the Server Address (IP or host name) of the remote Authentication server. Multiple remote servers may be specified in a comma separated list. Each server is tried in succession.
- ◆ Check the Server Protocol checkbox to select if SSL is to be used or enforced for communications with the LDAP server.
Console servers running firmware v3.11 and above offer three options for LDAPS (LDAP over SSL):
LDAP over SSL preferred will attempt to use SSL for authentication. If it fails, it will fall back to LDAP without SSL.
LDAP over SSL may fail due to certificate errors or the LDAP server not being contactable on the LDAPS port.
LDAP over SSL only. This setting will configure the console server to only accept LDAP over SSL. If LDAP over SSL fails, you will only be able to log into the console server as root.
LDAP (no SSL) only. This setting will configure the console server to only accept LDAP without SSL. If LDAP without SSL fails, you will only be able to log into the console server as root.
- ◆ Check the Ignore SSL Certificate Error check box if you wish to ignore SSL certificate errors, allowing LDAP over SSL to work regardless of these errors.

This allows you to use any certificate, self-signed or otherwise, on the LDAP server without having to install any certificates on the console server.

If this setting is not checked, you must install the CA (certificate authority) certificate with which the LDAP server's certificate was signed onto the console server. For example, the LDAP server is serving with a certificate signed using the certificate myCA.crt.

NOTE: The certificate must be in CRT format and myCA.crt must be installed onto the console server at /etc/config/ldaps_ca.crt.

The filename must be ldaps_ca.crt. Copy the file to this location and filename manually using scp or the like. For example:

```
scp /local/path/to/myCA.crt  
rt root@console_server:/etc/config/ldaps_ca.crt
```

- ◆ Enter the Server Password.
- ◆ Click Apply.

LDAP remote authentication will now be used for all user access to console server and serially or network attached devices

Further information on configuring remote RADIUS servers can be found at the following sites: http://ldapman.org/articles/intro_to_ldap.html, <http://ldapman.org/servers.html>, <http://linuxplanet.com/linuxplanet/tutorials/5050/1/>, and <http://linuxplanet.com/linuxplanet/tutorials/5074/4/>.

10.1.5 RADIUS AND TACACS USER CONFIGURATION

Users may be added to the local console server appliance. If they are not added and they log in via remote AAA, a user will be added for them. This user will not show up in the console server configurators unless they are specifically added, at which point they are transformed into a completely local user. The newly added user must authenticate off of the remote AAA server, and will have no access if it is down.

If a local user logs in, they may be authenticated or authorized from the remote AAA server, depending on the chosen priority of the remote AAA. A local user's authorization is the union of local and remote privileges.

EXAMPLE 1

User Tim is locally added, and has access to ports 1 and 2. He is also defined on a remote TACACS server, which says he has access to ports 3 and 4. Tim may log in with either his local or TACACS password, and will have access to ports 1 through 4. If TACACS is down, he will need to use his local password, and will only be able to access ports 1 and 2.

CHAPTER 10: AUTHENTICATION

EXAMPLE 2

User Ben is only defined on the TACACS server, which says he has access to ports 5 and 6. When he attempts to log in a new user will be created for him, and he will be able to access ports 5 and 6. If the TACACS server is down he will have no access.

EXAMPLE 3

User Paul is defined on a RADIUS server only. He has access to all serial ports and network hosts.

EXAMPLE 4

User Don is locally defined on an appliance using RADIUS for AAA. Even if Don is also defined on the RADIUS server he will only have access to those serial ports and network hosts he has been authorized to use on the appliance.

If a no local AAA option is selected, then root will still be authenticated locally.

Remote users may be added to the admin group via either RADIUS or TACACS. Users may have a set of authorizations set on the remote TACACS server. Users automatically added by RADIUS will have authorization for all resources, whereas those added locally will still need their authorizations specified.

LDAP has not been modified, and will still need locally defined users.

NOTE: To interact with RADIUS, TACACS+ and LDAP with console server firmware v2.4.2 and earlier, user accounts on the local console server must also be set up. All resource authorizations must be added to the local appliance. With this release, if remote AAA is selected, it is used for password checking only. Root is always authenticated locally. Changes to PAM configurations will be destroyed next time the authentication configurator is run.

10.1.6 GROUP SUPPORT WITH REMOTE AUTHENTICATION

All console servers allow remote authentication via RADIUS, LDAP and TACACS+. With firmware v3.2 and later, RADIUS and LDAP can provide additional restrictions on user access based on group information or membership. For example, with remote group support, users can belong to a local group that has been set up to have restricted access to serial ports, network hosts and managed devices.

Remote authentication with group support works by matching a local group name with a remote group name provided by the authentication service. If the list of remote group names returned by the authentication service matches any local group names, the user is given permissions as configured in the local groups.

To enable group support to be used by remote authentication services:

- ◆ Navigate to Serial & Network > Authentication.



CHAPTER 10: AUTHENTICATION

Serial & Network: Authentication

Authentication Method

- Local
- LocalTACACS
- TACACS
- TACACSLocal
- TACACSDownLocal
- LocalRADIUS
- RADIUS
- RADIUSLocal
- RADIUSDownLocal
- LocalLDAP
- LDAP
- LDAPLocal
- LDAPDownLocal

Use Remote Groups Use group membership information provided by remote authentication services

Session lifetime Session lifetime in minutes. The default setting is 20 minutes.

FIGURE 10-5.

- ◆ Select the relevant Authentication Method.
- ◆ Check the Use Remote Groups checkbox.

10.1.7 REMOTE GROUPS WITH RADIUS AUTHENTICATION

- ◆ Enter the RADIUS Authentication and Authorization Server Address and Server Password.
- ◆ Click Apply.
- ◆ Edit the Radius user's file to include group information and restart the Radius server.

When using RADIUS authentication, group names are provided to the console server using the Framed-Filter-Id attribute. This is a standard RADIUS attribute, and may be used by other devices that authenticate via RADIUS.

To interoperate with other devices using this field, the group names can be added to the end of any existing content in the attribute, in the following format:

```
:group_name=testgroup1,users:
```

This example sets the remote user as a member of testgroup1 and users, if these groups exist on the console server. Groups that do not exist on the console server are ignored.

CHAPTER 10: AUTHENTICATION

Add a New group

Groups
A group with predefined privileges the user will belong to.

Description
A brief description of the groups role.

Accessible Host(s)

ubuntu (ntp.ubuntu.com)
 baytech (192.168.254.245)

Accessible Port(s)

Select/Unselect all Ports.

Port 1 Port 2 Port 3

Accessible RPC Outlet(s)

baytech

Select/Unselect all outlets.

Outlet 1 Outlet 2 Outlet 3 Outlet 4
 Outlet 5 Outlet 6 Outlet 7 Outlet 8

FIGURE 10-6.

When setting the Framed-Filter-Id, the system may also remove the leading colon for an empty field. To work around this, add some dummy text to the start of the string. For example:

```
dummy:group_name=testgroup1,users:
```

If no group is specified for a user—for example AmandaJones—then the user will have limited console access, with no user interface or serial port access.

Default groups available on the console server include admin for administrator access and users for general user access.

```
TomFraser      Cleartext-Password := "FraTom70"
                Framed-Filter-Id=":group_name=admin:"
AmandaJones    Cleartext-Password := "JonAma83"
FredWhite      Cleartext-Password := "WhiFre62"
                Framed-Filter-Id=":group_name=testgroup1,users:"
JanetLong      Cleartext-Password := "LonJan57"
                Framed-Filter-Id=":group_name=admin:"
```

Additional local groups such as testgroup1 can be added via Users & Groups > Serial & Network.

10.1.8 REMOTE GROUPS WITH LDAP AUTHENTICATION

Unlike RADIUS, LDAP has built in support for group provisioning, which makes setting up remote groups easier. The console server will retrieve a list of all the remote groups that the user is a direct member of, and compare their names with local groups on the console server.

NOTE: Spaces in an LDAP group name will be converted to underscores.

CHAPTER 10: AUTHENTICATION

For example, in an existing Active Directory setup, a group of users may be part of the UPS Admin and Router Admin groups.

On the console server, these users will be required to have access to a group Router_Admin, with access to port 1 (connected to the router), and another group, UPS_Admin, with access to port 2 (connected to the UPS).

Once LDAP is setup, users that are members of each group will have the appropriate permissions to access the router and UPS.

Currently, the only LDAP directory service that supports group provisioning is Microsoft Active Directory. Support is planned for OpenLDAP at a later time.

To enable group information to be used with an LDAP server:

- Complete the fields for standard LDAP authentication including LDAP Server Address, Server Password, LDAP Base DN, LDAP Bind DN and LDAP User Name Attribute.
- Enter memberOf for LDAP Group Membership Attribute as group membership is currently only supported on Active Directory servers.
- If required, enter the group information for LDAP Console Server Group DN, LDAP Administration Group DN, or both.

A user must be a member of the LDAP Console Server Group DN group to gain access to the console and user interface. For example, the user must be a member of MyGroup on the Active Server to gain access to the console server.

Additionally, a user must be a member of the LDAP Administration Group DN to gain administrator access to the console server. For example, the user must be a member of AdminGroup on the Active Server to receive administration privileges on the console server.

| LDAP | |
|---------------------------------|--|
| Server Address | <input type="text" value="192.168.254.18"/> <small>Comma separated list of remote servers.</small> |
| Server Password | <input type="password" value="*****"/> <small>The shared secret allowing access to the authentication server.</small> |
| Confirm Password | <input type="password" value="*****"/> <small>Re-enter the above password for confirmation.</small> |
| LDAP Base DN | <input type="text" value="cn=Users,dc=opengear,dc=c"/> <small>The distinguished name of the search base. For example: dc=my-company,dc=com</small> |
| LDAP Bind DN | <input type="text" value="cn=Administrator,cn=Users,d"/> <small>The distinguished name to bind to the server with. The default is to bind anonymously.</small> |
| LDAP Username Attribute | <input type="text" value="sAMAccountName"/> <small>The LDAP attribute corresponding to the login name. On Active Directory servers, the attribute is sAMAccountName</small> |
| LDAP Group Membership Attribute | <input type="text" value="memberOf"/> <small>The LDAP attribute that is used to indicate group memberships. On Active Directory servers, the attribute is memberOf</small> |
| LDAP Console Server Group DN | <input type="text" value="cn=MyGroup,cn=Users,dc=o"/> <small>The distinguished name of a group existing on the server which all users with access to the console server must belong to.</small> |
| LDAP Administration Group DN | <input type="text" value="cn=AdminGroup,cn=Users,dc"/> <small>The distinguished name of a group existing on the server whose members will be given admin access</small> |

FIGURE 10-7.

- Click Apply.
- Ensure the LDAP service is operational and group names are correct within the Active Directory.

CHAPTER 10: AUTHENTICATION

NOTE: When you are using remote groups with LDAP remote auth, you need to have corresponding local groups on the console server. Where the LDAP group names can contain upper case and space characters, the local group name on the console server must be all lower case and the spaces replaced with underscores. For example, a remote group on the LDAP server may be My Ldap Access Group. The corresponding local group on the console server must be my_ldap_access_group. The local group on the console server must specify what the group member is granted access to for any group membership to be effective.

10.1.9 REMOTE GROUPS WITH TACACS+ AUTHENTICATION

When using TACACS+ authentication, there are two ways to grant a remotely authenticated user privileges. The first is to set the priv-lvl and port attributes of the raccess service to 12. See Section 10.2 for more information.

Additionally, or alternatively, group names can be provided to the console server using the groupname custom attribute of the raccess service.

An example Linux tac-plus config snippet might look like:

```
user = myuser {  
    service = raccess {  
        groupname="users"  
        groupname1="routers"  
        groupname2="dracs"  
    }  
}
```

You may also specify multiple groups in one comma-delimited. For example:

```
groupname="users,routers,dracs"
```

NOTE: The maximum length of the attribute value string is 255 characters.

To use an attribute name other than "groupname", set the Authentication > TACACS+ > TACACS Group Membership Attribute.

10.1.10 IDLE TIMEOUT

You can specify the time the console server waits before it terminates an idle ssh, pmsheel or web connection.

- ◆ Navigate to Serial & Network > Authentication.

| | | |
|---------------------------------------|----------------------|---|
| Web Management Session Timeout | <input type="text"/> | Web Management Console session idle timeout in minutes. The default setting is 20 minutes. |
| CLI Management Session Timeout | <input type="text"/> | CLI Management Console session idle timeout in minutes. The default setting is to never expire. |
| Console Server Session Timeout | <input type="text"/> | Serial console server session idle timeout in minutes. The default setting is to never expire. |

FIGURE 10-8.

- ◆ Set a Web Management Session Timeout in minutes. This specifies the browser console session idle timeout. The default setting is 20 minutes.

CHAPTER 10: AUTHENTICATION

- ◆ Set a CLI Management Session Timeout in minutes. This specifies the ssh console session idle timeout. The default setting is to never expire.
- ◆ Set a Console Server Session Timeout in minutes.

This specifies the pmshell serial console server session idle timeout. The default setting is to never expire.

10.1.11 KERBEROS AUTHENTICATION

Kerberos authentication can be used with UNIX and Windows (Active Directory) Kerberos servers. This form of authentication does not provide group information, so a local user with the same username must be created, and permissions set.

NOTE: Kerberos is sensitive to time differences between the Key Distribution Center (KDC) authentication server and the client device. Make sure that NTP is enabled, and the time zone is set correctly on the console server.



The screenshot shows a configuration form titled "Kerberos V". It contains the following fields and options:

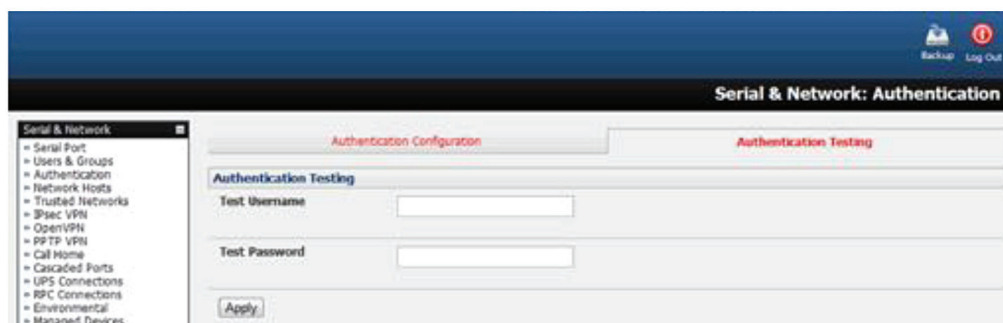
- Kerberos Realm:** A text input field with the description "The domain name of the realm users must authenticate against".
- Master KDC address:** A text input field with the description "The address of the Master KDC to authenticate against".
- Slave KDC Address:** A text input field with the description "The address of a Slave KDC to authenticate against if the Master is not available".
- Discover Slave KDCs using DNS:** A checkbox with the description "Use DNS to find slave KDCs. Only enable this if the DNS contains Kerberos information".

FIGURE 10-9.

When authenticating against Active Directory, the Kerberos Realm will be the domain name, and the Master KDC will be the address of the primary domain controller.

10.1.12 KERBEROS AUTHENTICATION

Console servers running firmware V3.5.2u3 or later include the Serial & Network > Authentication > Authentication Testing tab. This tab enables the connection to the remote authentication server to be tested.



The screenshot shows the "Serial & Network: Authentication" configuration page. The "Authentication Testing" tab is selected. The page includes the following elements:

- Navigation:** "Backup" and "Log Out" buttons in the top right corner.
- Left Sidebar:** A tree view showing the navigation menu with "Serial & Network" expanded.
- Page Title:** "Serial & Network: Authentication".
- Tabs:** "Authentication Configuration" and "Authentication Testing".
- Form Fields:** "Test Username" and "Test Password" text input fields.
- Buttons:** An "Apply" button at the bottom left.

FIGURE 10-10.

CHAPTER 10: AUTHENTICATION

10.2 PLUGGABLE AUTHENTICATION MODULES (PAM)

Console servers support RADIUS, TACACS+ and LDAP for two-factor authentication via PAM (Pluggable Authentication Modules). PAM is a flexible mechanism for authenticating users. A number of new ways of authenticating users have become popular. The challenge is that each time a new authentication scheme is developed; it requires all the necessary programs (login, ftpd etc.) to be rewritten to support it.

PAM provides a way to develop programs that are independent of authentication scheme. These programs need “authentication modules” attached to them at run-time to work. Which authentication module is attached depends on the local system setup and is at the discretion of the local Administrator.

The console server family supports PAM to which we have added the following modules for remote authentication:

TABLE 10-1. PAM MODULES

| MODULE | BINARY | SOURCE |
|---------|-----------------|---|
| RADIUS | pam_radius_auth | https://freeradius.org/pam_radius_auth/ |
| TACACS+ | pam_tacplus | https://github.com/jeroennijhof/pam_tacplus |
| LDAP | pam_ldap | http://padl.com/OSS/pam_ldap.html |

Further modules can be added as required.

Changes made to files in `/etc/config/pam.d/` will persist, even if the authentication configurator is run.

- Users added on demand. When a user attempts to log in, but does not already have an account on the console server, a new user account will be created. This account will have no rights, and no password set. They will not appear in the Black Box configuration tools. Automatically added accounts will not be able to log in if the remote servers are unavailable.
- Admin rights granted over AAA. Users may be granted Administrator rights via networked AAA.
For TACACS a `priv-lvl` of 12 or above indicates an administrator.
For RADIUS, administrators are indicated via the Framed Filter ID. See the example configuration files below for example.
- Authorization via TACACS, LDAP or RADIUS for using remote groups. See Section 10.1.6.
- Authorization via TACACS for both serial ports and host access.
Permission to access resources may be granted via TACACS by indicating a Black Box Appliance and a port or networked host the user may access. See the example configuration files below for example.

TACACS example

```
user = tim {
  service = raccess {
    priv-lvl = 11
    port1 = LES1604A/port02
  }
  global = cleartext mit
}
```

RADIUS example

```
paul Cleartext-Password: = "luap"
```



CHAPTER 10: AUTHENTICATION

```
Service-Type = Framed-User,  
Fall-Through = No,  
Framed-Filter-Id = ":group_name=admin:"
```

The list of groups may include any number of entries separated by a comma. If the admin group is included, the user will be made an Administrator.

If there is already a Framed-Filter-Id, add the list of group_names after the existing entries, including the separating colon .:

10.3 SSL CERTIFICATE

The console server uses the Secure Socket Layer (SSL) protocol for encrypted network traffic between itself and a connected user. During connection establishment, the console server has to expose its identity to the user's browser using a cryptographic certificate. The default certificate that comes with the console server device upon delivery is for testing purposes only and should not be relied on for secure global access.

NOTE: System administrators must not rely on the default certificate as the secured global access mechanism for use through Internet.

- ◆ Switch to your preferred browser.
- ◆ Enter `https://ip-address-or-hostname-of-console-server-here/`.
Your browser may respond with a message that verifies the security certificate is valid but notes that it is not necessarily verified by a certifying authority.
- ◆ To proceed, you need to click yes if you are using Internet Explorer or select accept this certificate permanently (or temporarily) if you are using Mozilla Firefox.
- ◆ The Management Console login will present.
- ◆ Enter an Administrator's username and password as normal.

NOTE: We recommend that you generate and install a new base64 X.509 certificate that is unique for each particular console server.

To generate a new base64 X.509 certificate, the console server must be enabled to generate a new cryptographic key and the associated Certificate Signing Request (CSR) that needs to be certified by a Certification Authority (CA).

A certification authority verifies that you are the person who you claim you are, and signs and issues a SSL certificate to you. To create and install a SSL certificate for the console server:

- ◆ Navigate to System > SSL Certificate.
- ◆ Fill out the presented fields.

Common name: the network name of the console server once it is installed in the network. Usually the fully qualified domain name. It is identical to the name used to access the console server with a web browser (without the "http://" prefix). If the name given here and the actual network name differ, the browser will pop up a security warning when the console server is accessed using https.

Organizational Unit: this field is used for specifying to which department within an organization the console server belongs.

Organization: the name of the organization to which the console server belongs.

Locality/City: the city where the organization is located.

State/Province: the state or province where the organization is located.

Country: the two-letter ISO code designating the country where the organization is located.

For example, DE for Germany and US for the the United States of America.

NOTE: The country code must be entered in ALL CAPS.

Email: the email address of the person responsible for the console server and its security.

Challenge Password: some certification authorities require a challenge password to authorize later changes on the certificate (for example, revocation of the certificate).

CHAPTER 10: AUTHENTICATION

Confirm Challenge Password: confirmation of the Challenge Password.

Key length: this is the length of the generated key in bits. 1024 Bits are supposed to be sufficient for most cases. Longer keys may result in slower response time of the console server during connection establishment.

- ◆ Click Generate CSR.

The Certificate Signing Request (CSR) generation is initiated.

- ◆ Click Download to copy the CSR to your administration machine.
- ◆ Send the saved CSR string to a Certification Authority (CA) for certification.

You will get the new certificate from the CA after a more or less complicated traditional authentication process (depending on the CA).

- ◆ Upload the certificate received from your CA to the console server using the Upload button.

After completing these steps the console server has its own certificate that is used for identifying the console server to its users.

NOTE: Information on issuing certificates and configuring HTTPS from the command line can be found in Chapter 16.



CHAPTER 11: NAGIOS INTEGRATION

Nagios is a powerful, highly extensible open source tool for monitoring network hosts and services. The core Nagios software package will typically be installed on a server or virtual server, the central Nagios server.

Console servers operate in conjunction with a central/upstream Nagios server to provide distributed monitoring of attached network hosts and serial devices. They embed the NSCA (Nagios Service Checks Acceptor) and NRPE (Nagios Remote Plug-in Executor) add-ons—this allows them to communicate with the central Nagios server, eliminating the need for a dedicated slave Nagios server at remote sites.

The console servers all support distributed monitoring. Even if distributed monitoring is not required, the Console servers can be deployed locally alongside the Nagios monitoring host server, to provide additional diagnostics and points of access to managed devices.

NOTE: If you have an existing Nagios deployment, you may wish to use the console server gateways in a distributed monitoring server capacity only. If this case and you are already familiar with Nagios, skip ahead to Section 11.3.

11.1 NAGIOS OVERVIEW

Nagios provides central monitoring of the hosts and services in your distributed network. Nagios is freely downloadable, open source software. This section offers a quick background of Nagios and its capabilities. A complete overview, FAQ and comprehensive documentation is available at <https://nagios.org/>.

Nagios forms the core of many leading commercial system management solutions such as GroundWork, <https://gwsos.com/>.

Nagios does take some time to install and configure. Once it is up and running, it provides an outstanding network monitoring system. With Nagios you can:

- ◆ Display tables showing the status of each monitored server and network service in real time.
- ◆ Use a wide range of freely available plug-ins to make detailed checks of specific services. For example, don't just check a database is accepting network connections, check that it can actually validate requests and return real data.
- ◆ Display warnings and send warning e-mails, pager or SMS alerts when a service failure or degradation is detected.
- ◆ Assign contact groups who are responsible for specific services in specific time frames.

11.2 CONFIGURING NAGIOS DISTRIBUTED MONITORING

To activate the console server Nagios distributed monitoring:

Nagios integration must be enabled and a path established to the central/upstream Nagios server.

If the console server is to periodically report on Nagios monitored services, then the NSCA client embedded in the console server must be configured. The NSCA program enables scheduled check-ins with the remote Nagios server and is used to send passive check results across the network to the remote server.

If the Nagios server is to actively request status updates from the console server, then the NRPE server embedded in the console server must be configured. The NRPE server is the Nagios daemon for executing plug-ins on remote hosts.

Each of the Serial Ports and each of the Hosts connected to the console server that are to be monitored must have Nagios enabled and any specific Nagios checks configured.

The central/upstream Nagios monitoring host must be configured.

CHAPTER 11: NAGIOS INTEGRATION

11.2.1 ENABLE NAGIOS ON THE CONSOLE SERVER

- ◆ Navigate to System > Nagios.

| | | |
|-------------------------------|--------------------------|--|
| Enabled | <input type="checkbox"/> | Switch on the Nagios service. |
| Nagios Host Name | <input type="text"/> | Name of this system in Nagios. Generated from System Name if unspecified. |
| Nagios Host Address | <input type="text"/> | Address for Nagios to find this device at. Defaults to Network 1 IP if set. |
| Nagios Server Address | <input type="text"/> | Address of the upstream server. |
| Disable SDT Nagios Extensions | <input type="checkbox"/> | Don't show sdt:// links in service status. |
| SDT Gateway Address | <input type="text"/> | External address of this system, shown in sdt:// links. Defaults to Nagios Host Address. |
| Prefer NRPE | <input type="checkbox"/> | Use NRPE instead of NSCA whenever possible. Defaults to prefer NSCA. |

FIGURE 11-1.

- ◆ Check Enabled.
- ◆ Enter the Nagios Host Name the console server will be referred to in the Nagios server. This is generated from the local System Name (System > Administration) if unspecified.
- ◆ In Nagios Host Address, enter the address or hostname the upstream Nagios server uses to reach the console server. This defaults to the 1st network port: Network (1) (System > IP).
- ◆ In Nagios Server Address, enter the IP address or DNS name that the console server will use to reach the upstream Nagios monitoring server.
- ◆ Check the Disable SDT Nagios Extensions option to disable SDT Connector integration with your Nagios server at the head end. Only check to run vanilla Nagios monitoring.
- ◆ If not, enter the IP address or DNS name the SDT Nagios clients will use to reach the console server in SDT Gateway Address.
- ◆ Check Prefer NRPE to use NRPE when possible (for all communication except alerts).
When NRPE and NSCA are both enabled, NSCA is the preferred method for communicating with the upstream Nagios server.

11.2.2 ENABLE NRPE MONITORING

Enabling NRPE allows you to execute plug-ins (such as `check_tcp` and `check_ping`) on the remote console server to monitor serial or network attached remote servers.

This will offload CPU load from the upstream Nagios monitoring machine that is especially valuable if you are monitoring hundreds or thousands of hosts.

To enable NRPE:

- ◆ Select System > Nagios.

CHAPTER 11: NAGIOS INTEGRATION

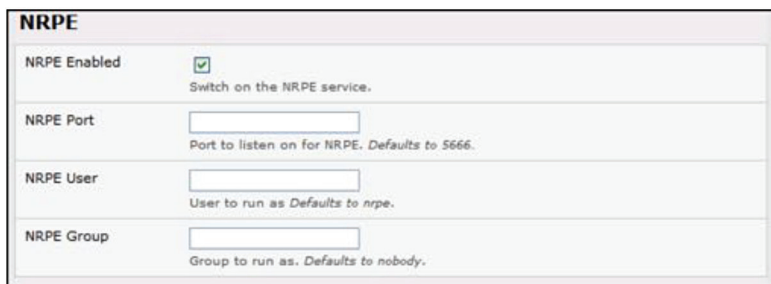


FIGURE 11-2.

- ◆ Check NRPE Enabled.
- ◆ Enter the details of the user connection to the upstream Nagios monitoring server.

Refer to the sample Nagios configuration example for details of configuring specific NRPE checks.

By default, the console server will accept a connection between the upstream Nagios monitoring server and the NRPE server with SSL encryption, without SSL, or tunneled through SSH. The security for the connection is configured at the Nagios server.

11.2.3 ENABLE NSCA MONITORING

NSCA is the mechanism that allows you to send passive check results from the remote console server to the Nagios daemon running on the monitoring server.

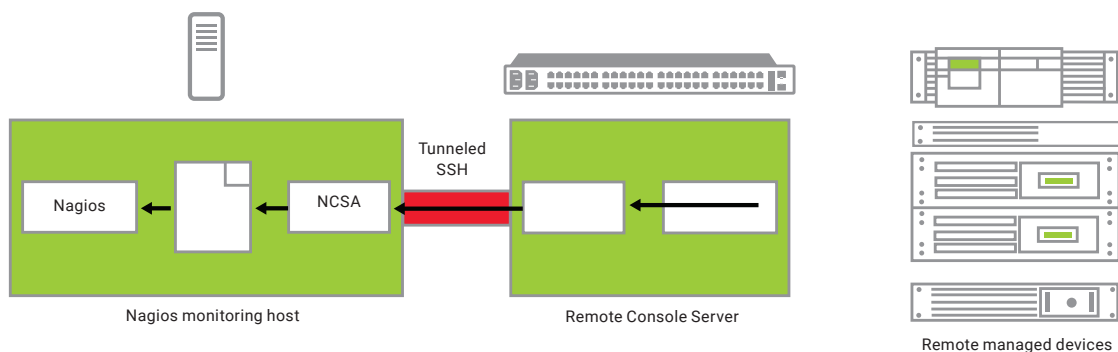


FIGURE 11-3.

To enable NSCA:

- ◆ Navigate to System > Nagios.
- ◆ Check the NSCA Enabled checkbox.
- ◆ Select the NSCA Encryption to be used from the drop-down menu.
- ◆ Enter an NSCA Secret password.
- ◆ Specify an NSCA Interval (in minutes).

CHAPTER 11: NAGIOS INTEGRATION

NSCA

NSCA Enabled Schedule check-ins with the NSCA server.

NSCA Encryption **None** Type of encryption.

NSCA Secret Password for NSCA.

NSCA Confirm Re-enter password for NSCA.

NSCA Interval **4354** Check-in frequency in minutes.

NSCA Port Port to connect to. Defaults to 5667.

NSCA User User to run as Defaults to nscs.

NSCA Group Group to run as. Defaults to nobody.

Apply

FIGURE 11-4.

For more on configuring specific NSCA checks, see the sample Nagios configuration described next.

11.2.4 CONFIGURE SELECTED SERIAL PORTS FOR NAGIOS MONITORING

The individual serial ports connected to the console server to be monitored must be configured for Nagios checks. See Section 5.4 for details on enabling Nagios monitoring for Hosts that are network connected to the console server.

To enable Nagios to monitor on a device connected to the console server serial port:

- ◆ Navigate to Serial & Network > Serial Port.

Nagios Settings

Enable Nagios Switch Nagios on for this port

Host Name Name of host in Nagios. Defaults to host name if unset

Port Log Switch on Nagios port logging

Serial Status Switch on Nagios serial status

Apply

FIGURE 11-5.

- ◆ Click Edit on the serial Port # to be monitored.
- ◆ Check the Enable Nagios checkbox.
- ◆ Specify the Host Name of the device on the upstream server.
- ◆ Check the checkboxes of the Nagios checks to be run on this port.

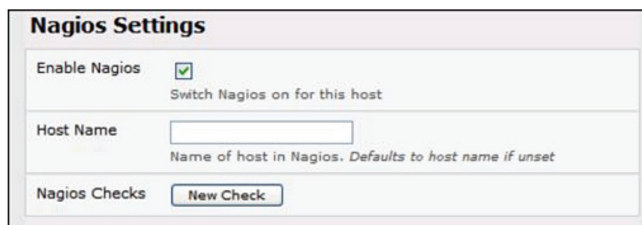
Serial Status monitors the handshaking lines on the serial port. Check Port monitors the data logged for the serial port.

CHAPTER 11: NAGIOS INTEGRATION

11.2.5 CONFIGURE SELECTED NETWORK PORTS FOR NAGIOS MONITORING

The individual network hosts connected to the console server to be monitored must also be configured for Nagios checks.

- ◆ Navigate to Serial & Network > Network Port.

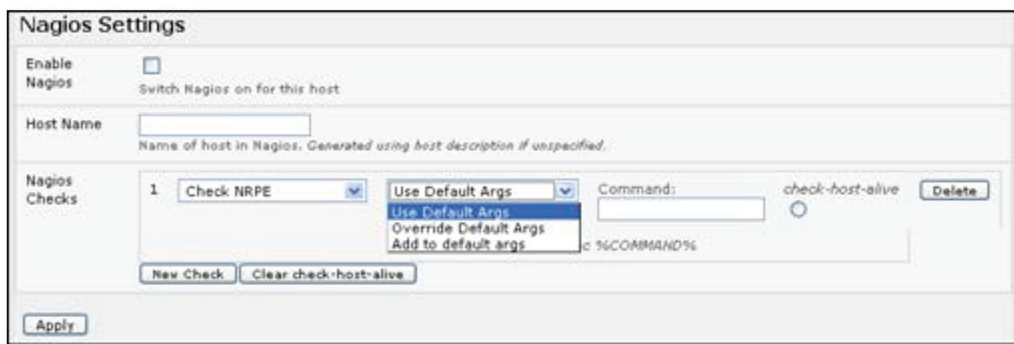


The screenshot shows a web form titled "Nagios Settings". It contains three main sections: "Enable Nagios" with a checked checkbox and the text "Switch Nagios on for this host"; "Host Name" with an empty text input field and the text "Name of host in Nagios. Defaults to host name if unset"; and "Nagios Checks" with a "New Check" button.

FIGURE 11-6.

- ◆ Click Edit on the Network Host to be monitored.
- ◆ Check the Enable Nagios checkbox.
- ◆ Specify the Host Name of the device as it will appear on the upstream Nagios server.
- ◆ Click New Check to add a specific check which will be run on this host.
- ◆ Select Check Permitted TCP or Check Permitted UDP to monitor a service that you have previously added as a permitted service.
- ◆ Alternatively, select Check TCP or Check UDP to specify a service port that you wish to monitor, but do not wish to allow external (SDT Connector) access to.
- ◆ The Nagios Check nominated as the check-host-alive check is the check used to determine whether the network host itself is up or down.

Typically, this will be Check Ping, although in some cases the host will be configured not to respond to pings.



The screenshot shows the "Nagios Settings" form with the "Enable Nagios" checkbox unchecked. The "Host Name" field is empty. The "Nagios Checks" section contains a table with one entry: "1" in the first column, "Check NRPE" in the second column, and "Use Default Args" in the third column. A dropdown menu is open over the "Use Default Args" dropdown, showing options: "Use Default Args", "Override Default Args", and "Add to default args". To the right of the dropdown is a "Commands:" field containing "check-host-alive" and a "Delete" button. Below the table are "New Check" and "Clear check-host-alive" buttons. At the bottom left is an "Apply" button.

FIGURE 11-7.

- ◆ You can deselect check-host-alive.
If check-host-alive check is de-selected, the host will always be assumed to be up.
- ◆ If required, customize the selected Nagios Checks to use custom arguments.
- ◆ Click Apply.

CHAPTER 11: NAGIOS INTEGRATION

11.2.6 CONFIGURE THE UPSTREAM NAGIOS MONITORING HOST

For configuring the upstream server refer to the Nagios documentation, at <https://nagios.org/documentation/>.

The section entitled Distributed Monitoring steps through what you need to do to configure NSCA on the upstream server (under Central Server Configuration).

NRPE Documentation has recently been added which steps through configuring NRPE on the upstream server <http://nagios.sourceforge.net/docs/nrpe/NRPE.pdf>

At this stage, Nagios at the upstream monitoring server has been configured, and individual serial port and network host connections on the console server configured for Nagios monitoring. If NSCA is enabled, each selected check will be executed once over the period of the check interval. If NRPE is enabled, then the upstream server will be able to request status updates under its own scheduling.

11.3 ADVANCED DISTRIBUTED MONITORING CONFIGURATION

11.3.1 SAMPLE NAGIOS CONFIGURATION

An example configuration for Nagios is listed below. It shows how to set up a remote console server to monitor a single host, with both network and serial connections.

For each check it has two configurations: one for NRPE and one for NSCA.

In practice, these would be combined into a single check which used NSCA as a primary method, falling back to NRPE if a check was late. For details, see the Nagios documentation —at <https://nagios.org/documentation/>—on Service and Host Freshness Checks.

```
; Host definitions
; Black Box console server
define host {
    use          generic-host
    host_name    Black Box
    alias        Console server
    address      192.168.254.147
}
; Managed Host
define host {
    use          generic-host
    host_name    server
    alias        server
    address      192.168.254.227
}
; NRPE daemon on gateway
define command {
    command_name    check_nrpe_daemon
```



CHAPTER 11: NAGIOS INTEGRATION

```
command_line      $USER1$/check_nrpe -H \
                  192.168.254.147 -p 5666
}
define service {
    service_description    NRPE Daemon
    host_name              Black Box
    use                    generic-service
    check_command          check_nrpe_daemon
}
; Serial Status
define command {
    command_name          check_serial_status
    command_line          $USER1$/check_nrpe -H \
                          192.168.254.147 -p 5666 -c \
                          check_serial_${HOSTNAME}$
}
define service {
    service_description    Serial Status
    host_name              server
    use                    generic-service
    check_command          check_serial_status
}
define service {
    service_description    serial-signals-server
    host_name              server
    use                    generic-service
    check_command          check_serial_status
    active_checks_enabled  0
    passive_checks_enabled 1
}
define servicedependency {
    name                  Black Box_nrpe_daemon_dep
    host_name              Black Box
    dependent_host_name    server
    dependent_service_description Serial Status
    service_description    NRPE Daemon
    execution_failure_criteria w,u,c
}
; Port Log
```

CHAPTER 11: NAGIOS INTEGRATION

```
define command {
    command_name      check_port_log
    command_line      $USER1$/check_nrpe -H \
                    192.168.254.147 -p 5666 -c \
                    port_log_$HOSTNAME$
}

define service {
    service_description    Port Log
    host_name              server
    use                    generic-service
    check_command          check_port_log
}

define service {
    service_description    port-log-server
    host_name              server
    use                    generic-service
    check_command          check_port_log
    active_checks_enabled  0
    passive_checks_enabled 1
}

define servicedependency {
    name                  Black Box_nrpe_daemon_dep
    host_name             Black Box
    dependent_host_name   server
    dependent_service_description Port Log
    service_description   NRPE Daemon
    execution_failure_criteria w,u,c
}

; Ping
define command {
    command_name      check_ping_via_Black Box
    command_line      $USER1$/check_nrpe -H \
                    192.168.254.147 -p 5666 -c \
                    host_ping_$HOSTNAME$
}

define service {
    service_description    Host Ping
    host_name              server
    use                    generic-service
```



CHAPTER 11: NAGIOS INTEGRATION

```
check_command      check_ping_via_Black Box
}
define service {
  service_description host-ping-server
  host_name          server
  use                generic-service
  check_command      check_ping_via_Black Box
  active_checks_enabled 0
  passive_checks_enabled 1
}
define servicedependency {
  name              Black Box_nrpe_daemon_dep
  host_name         Black Box
  dependent_host_name server
  dependent_service_description Host Ping
  service_description NRPE Daemon
  execution_failure_criteria w,u,c
}
; SSH Port
define command {
  command_name      check_conn_via_Black Box
  command_line      $USER1$/check_nrpe -H \
                    192.168.254.147 -p 5666 -c \
                    host_$HOSTNAME$_$ARG1$_$ARG2$
}
define service {
  service_description SSH Port
  host_name         server
  use                generic-service
  check_command      check_conn_via_Black Box!tcp!22
}
define service {
  service_description host-port-tcp-22-server
                    ; host-port-<protocol>-<port>-<host>
  host_name         server
  use                generic-service
  check_command      check_conn_via_Black Box!tcp!22
  active_checks_enabled 0
  passive_checks_enabled 1
```

CHAPTER 11: NAGIOS INTEGRATION

```
}  
define servicedependency {  
    name          Black Box_nrpe_daemon_dep  
    host_name     Black Box  
    dependent_host_name    server  
    dependent_service_description SSH Port  
    service_description    NRPE Daemon  
    execution_failure_criteria    w,u,c  
}
```

11.3.2 BASIC NAGIOS PLUG-INS

Plug-ins are compiled executables or scripts that can be scheduled to be run on the console server to status check a connected host or service. This status is communicated to the Nagios server, which uses the results to monitor the status of the network. Console servers are preconfigured with a selection of checks that are part of the Nagios plug-ins package.

TABLE 11-1. NAGIOS PLUG-INS

| PLUG-IN | DESCRIPTION |
|----------------------|--|
| check_tcp | Used to check open ports on network hosts. |
| check_udp | Used to check open ports on network hosts. |
| check_ping | Used to check network host availability. |
| check_nrpe | Used to execute arbitrary plug-ins in other devices. |
| check_serial_signals | Used to monitor handshaking lines on serial ports. Black Box-specific. |
| check_port_log | Used to monitor the data logged for a serial port. Black Box-specific. |



CHAPTER 11: NAGIOS INTEGRATION

11.3.3 ADDITIONAL PLUG-INS

Additional Nagios plug-ins (listed below) are available for all LES1516A, LES1532A, LES1548A-, LES1700- and LES1400-series devices.

TABLE 11-2. ADDITIONAL PLUG-INS

| PLUG-IN | PLUG-IN | PLUG-IN | PLUG-IN | PLUG-IN | PLUG-IN |
|--------------|----------------|--------------|--------------|--------------|-------------|
| check_apt | check_by_ssh | check_clamd | check_apt | check_by_ssh | check_clamd |
| check_dig | check_dns | check_dummy | check_fping | check_ftp | check_game |
| check_hpjd | check_http | check_imap | check_jabber | check_ldap | check_load |
| check_mrtg | check_mrtgtraf | check_nagios | check_nntp | check_nntp | check_nt |
| check_ntp | check_nwstat | check_overcr | check_ping | check_pop | check_procs |
| check_real | check_simap | check_smtp | check_snmp | check_spop | check_ssh |
| check_ssmtmp | check_swap | check_tcp | check_time | check_udp | check_ups |
| check_users | — | — | — | — | — |

To get these plug-ins from the Nagios plug-ins package, contact Black Box Technical Support at 877-877-2269 or info@blackbox.com

To configure additional checks, the downloaded plug-in program must be saved in the tftp addins directory on the USB flash drive and the downloaded text plug-in file saved in /etc/config/.

To enable these additional plug-ins:

- ◆ Navigate to Serial & Network > Network Port.
- ◆ Click Edit for the Network Host to be monitored.
- ◆ Select New Checks.

The additional check options will have been included in the updated Nagios Checks list, and you can again customize the arguments.

If you need other plug-ins to be loaded into the LES1516A, LES1532A, LES1548A or LES1700 firmware:

- ◆ If the plug-in is a Perl script, it must be rewritten. The console server does not support Perl at this point.
- ◆ Individual compiled programs may be generated using gcc for ARM.

CHAPTER 11: NAGIOS INTEGRATION

11.3.4 NUMBER OF SUPPORTED DEVICES

Ultimately the number of devices that can be supported by any particular console server is a function of the number of checks being made, and how often they are performed. Access method will also play a part. The table below shows the performance of three of the console server models (1/2-port, 8-port and 16/48 port):

TABLE 11-3. NCSA TESTS

| NCSA TESTS | NO ENCRYPTION | 3DES | SSH |
|---|----------------------|-------------|--------------------------|
| 1 check | ~ 0.5 sec | ~ 0.5 sec | ~ 0.5 sec |
| 100 sequential checks | 100.0 sec | 100.0 sec | 100.0 sec |
| 10 sequential checks, batched upload | 1.5 sec | 2.0 sec | 1.0 sec |
| 100 sequential checks, batched upload | 7.0 sec | 11.0 sec | 6.0 sec |
| NRPE TESTS | NO ENCRYPTION | 3DES | TUNNELED OVER SSH |
| 1 check | 0.1 sec | 0.3 sec | 0.1 sec |
| 10 simultaneous checks | 1.0 sec | 3.0 sec | 1.3 sec |
| MAX. SIMULTANEOUS CHECKS BEFORE TIMEOUTS | NO ENCRYPTION | 3DES | SSH TUNNEL |
| 1-port and 2-port | 30 | 20 | 25 |
| 8-port | 30 | 20 | 25 |
| 16-port and 48-port | 30 | 25 | 35 |

The results were from running tests 5 times in succession with no timeouts on any runs. However there are a number of ways to increase the number of checks you can do:

Usually when using NRPE checks, an individual request will need to set up and tear down an SSL connection. This overhead can be avoided by setting up an SSH session to the console server and tunneling the NRPE port. This allows the NRPE daemon to be run securely without SSL encryption, as SSH will take care of the security.

When the console server submits NSCA results it staggers them over a certain time period (e.g. 20 checks over 10 minutes will result in two check results every minute). Staggering the results like this means that in the event of a power failure or other incident that causes multiple problems, the individual freshness checks will be staggered too.

NSCA checks are also batched. So in the previous example the two checks per minute will be sent through in a single transaction.



CHAPTER 11: NAGIOS INTEGRATION

11.3.5 DISTRIBUTED MONITORING USAGE SCENARIOS

Below are a number of distributed Nagios monitoring scenarios.

LOCAL OFFICE

In this scenario, the console server is set up to monitor the console of each managed device. It can be configured to make a number of checks, either actively at the Nagios server's request, or passively at preset intervals, and submit the results to the Nagios server in a batch.

The console server may be augmented at the local office site by one or more Intelligent Power Distribution Units (IPDUs) to remotely control the power supply to the managed devices.

REMOTE SITE

In this scenario, the console server NRPE server or NSCA client can be configured to make active checks of configured services and upload to the Nagios server waiting passively. It can also be configured to service NRPE commands to perform checks on demand.

In this situation, the console server will perform checks based on both serial and network access.

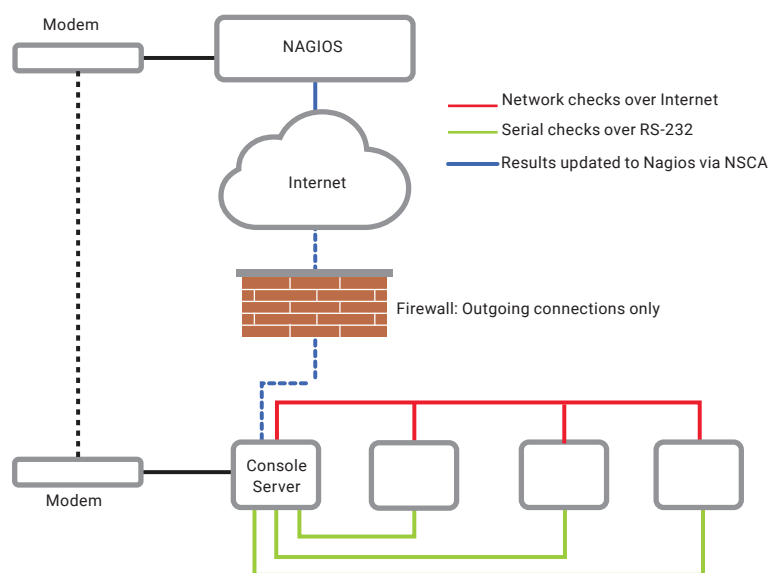


FIGURE 11-8.

CHAPTER 11: NAGIOS INTEGRATION

REMOTE SITE WITH RESTRICTIVE FIREWALL

In this scenario, the role of the console server will vary. One aspect may be to upload check results through NSCA.

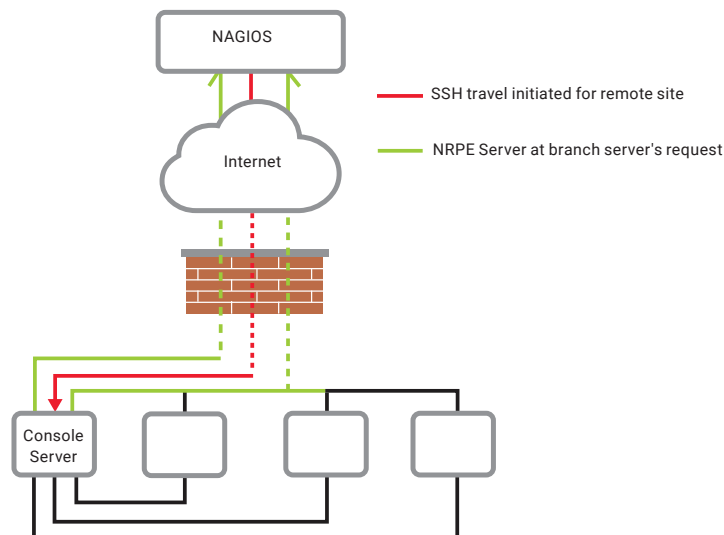


FIGURE 11-9.

Another may be to provide an SSH tunnel to allow the Nagios server to run NRPE commands.

REMOTE SITE WITH NO NETWORK ACCESS

In this scenario, the console server allows dial-in access for the Nagios server.

Periodically, the Nagios server will establish a connection to the console server and execute any NRPE commands, before dropping the connection.

CHAPTER 12: SYSTEM MANAGEMENT

This chapter documents how the Administrator can perform a range of general console server system administration and configuration tasks such as:

- ◆ Applying Soft and Hard Resets to the console server.
- ◆ Re-flashing the Firmware.
- ◆ Configuring the Date, Time and NTP.
- ◆ Setting up Backup of the configuration files.
- ◆ Delayed configuration commits.
- ◆ Configuring the console server in FIPS mode.

System administration and configuration tasks that are covered elsewhere include

- ◆ Section 4.2: Resetting the system.
- ◆ Section 4.3: Setting the console server's System IP Address.
- ◆ Section 4.4: Setting the Services permitted to access the console server.
- ◆ Chapter 6: Setting up OOB Dial-in.
- ◆ Chapter 13: Configuring the Dashboard.

12.1 SYSTEM ADMINISTRATION AND RESET

The Administrator can reboot or reset the gateway to default settings.

To effect a soft reset:

- ◆ Navigate to System > Administration
- ◆ Select Reboot.
- ◆ Click Apply.

The console server reboots with all settings (for example, the assigned network IP address) preserved. This soft reset disconnects all users and ends any SSH sessions that had been established.

A soft reset will also be effected when you switch OFF power from the console server, and then switch the power back ON.

NOTE: If you cycle the power and the unit is writing to flash you could corrupt or lose data. The software reboot is the safer option.

To effect a hard reset or hard erase:

- ◆ Push the Erase button on the rear panel gently twice within a few seconds period while the unit is powered on..

A ball point pen or bent paper clip is a suitable tool for performing this procedure. Do not use a graphite pencil.

This will reset the console server back to its factory default settings and clear the console server's stored configuration information (for example, the unit's IP address will be reset to 192.168.0.1).

You will be prompted to log in and must enter the default administration username and password:

Username: root

Password: default

CHAPTER 12: SYSTEM MANAGEMENT

12.2 FIRMWARE UPGRADES

Before upgrading, you should ascertain if you are already running the most current firmware in your console server. Your console server will not allow you to upgrade to the same or an earlier version.



FIGURE 12-1.

- ◆ The Firmware version is displayed in the header of each page.
- ◆ Alternately selecting Status > Support Report reports the Firmware Version.
- ◆ To upgrade, contact Black Box Technical Support at 877-877-2269 or info@blackbox.com to get the latest firmware.
 - For LES1600 family, you will need LES1600.flash.
 - For LES1500 family, you will need LES1516A, LES1532A, LES1548A.flash.
 - For LES1708A/16/32/48, you will need LES1700.flash.
- ◆ Save the firmware image file onto a system on the same subnet as the Black Box device.

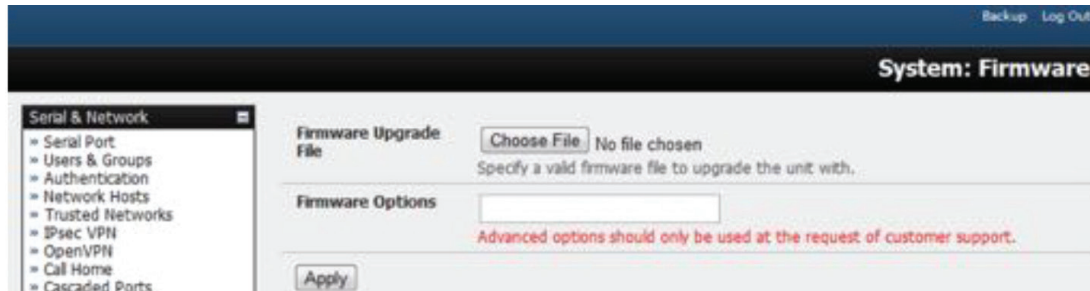


FIGURE 12-2.

- ◆ Select System > Firmware on the system to be upgraded.
- ◆ Specify the address and name of the downloaded firmware upgrade file, or browse the local subnet and locate the downloaded file.
- ◆ Click Apply.

The Black Box device will undertake a soft reboot and commence upgrading the firmware. This process will take several minutes.
- ◆ After the firmware upgrade has completed, click here to return to the Management Console. Your Black Box device will have retained all its pre-upgrade configuration information.

CHAPTER 12: SYSTEM MANAGEMENT

12.3 DATE AND TIME CONFIGURATION

Set the local Date and Time in your Black Box appliance as soon as it is configured. Features such as Syslog and NFS logging use the system time for time-stamping log entries, while certificate generation depends on a correct Timestamp to check the validity period of the certificate.

Your Black Box appliance can synchronize its system time with a remote Network Time Protocol (NTP) server. NTP uses Coordinated Universal Time (UCT) for all time synchronizations so it is not affected by different time zones. You do need to specify your local time zone so the system clock shows correct local time.

- ◆ Select System > Date & Time.
- ◆ Set your appropriate region in the Time Zone selection box and click Set Time.

NOTE: With firmware v3.2.0 and later the Time Zone can also be set to UTC, which replaced Greenwich Mean Time as the World standard for time in 1986.

Configuring NTP ensures the Black Box appliance clock is kept extremely accurate once an Internet connection has been established.

- ◆ Select the Enable NTP checkbox in the Network Time Protocol section of the System > Date & Time page.
- ◆ Enter the IP address of the remote NTP Server.
- ◆ If your external NTP server requires authentication, specify the NTP Authentication Key and the Key Index to use when authenticating with the NTP server.

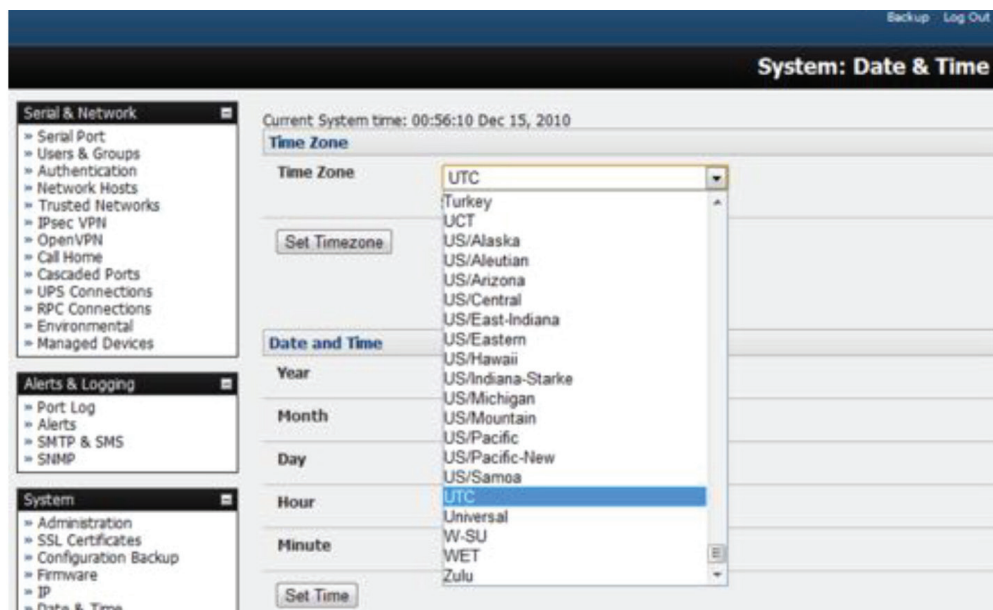


FIGURE 12-3.

- ◆ Click Apply NTP Settings.

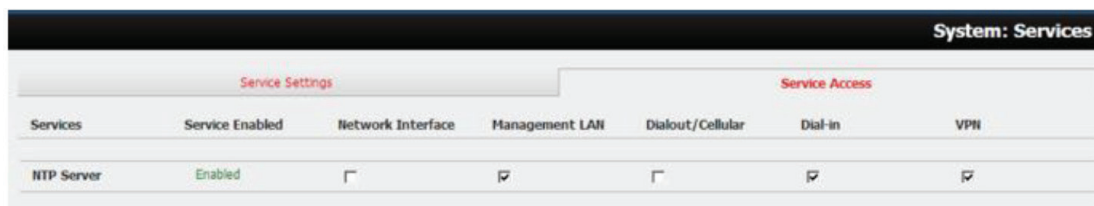
If remote NTP is not used, the time can be set manually:

- ◆ Enter the Year, Month, Day, Hour and Minute using the Date and Time selection boxes.
- ◆ Check Set Time.

Black Box appliances have an internal, battery-backed hardware clock. Whether set manually, or set by an NTP server, the hardware clock is automatically updated. The clock's battery maintains the time and date across reboots and when the appliance is powered down.

CHAPTER 12: SYSTEM MANAGEMENT

With the NTP peering model, console servers can share time information with other connected devices, so all devices can be time synchronized. To do this, tick Enable NTP on the Time and Date page, and ensure the appropriate networks are selected on the Service Access page.



| Service Settings | | Service Access | | | | |
|------------------|-----------------|--------------------------|-------------------------------------|--------------------------|-------------------------------------|-------------------------------------|
| Services | Service Enabled | Network Interface | Management LAN | Dialout/Cellular | Dial-in | VPN |
| NTP Server | Enabled | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |

FIGURE 12-4.

12.4 BACKUP CONFIGURATION

We recommend that you back up the console server configuration whenever you make significant changes (such as adding new Users or Managed Devices) or before performing a firmware upgrade.

- ◆ Select System > Configuration Backup or click the Backup icon.



FIGURE 12-5. BACKUP ICON

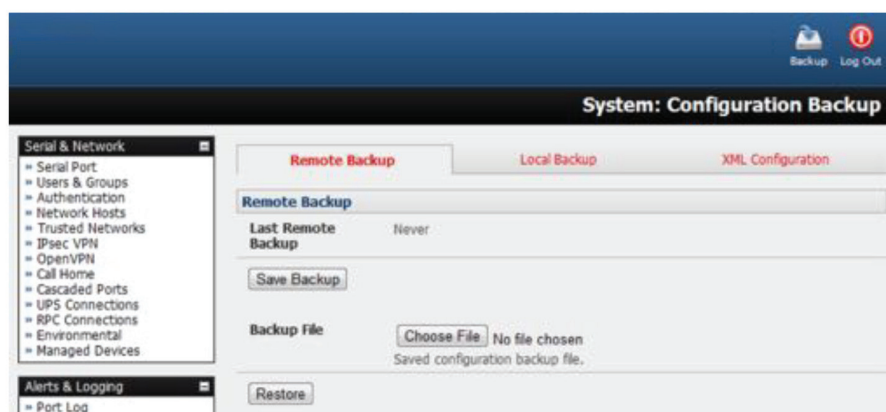


FIGURE 12-6. SYSTEM: CONFIGURATION BACKUP SCREEN

NOTE: Configuration files can also be backed up from the command line (see Chapter 15).

With all console servers, you can save the backup file remotely on your PC and you can restore configurations from remote locations:

- ◆ Navigate to System > Configuration Backup.
- ◆ Click the Remote Backup tab.

CHAPTER 12: SYSTEM MANAGEMENT

- ◆ Click Save Backup in the Remote Backup section.

The config backup file—system-name_date_config.opg—will be downloaded to your PC and saved in the location you select.

To restore a remote backup:

- ◆ Navigate to System > Configuration Backup.
- ◆ Click the Remote Backup tab.
- ◆ Click Browse in the Remote Backup section.
- ◆ Select the backup file you wish to restore.
- ◆ Click Restore.
- ◆ Click OK.

NOTE: This will overwrite all the current configuration settings in your console server.

With some console servers, you can save the backup file locally onto the USB storage. To do this, your console server must support USB and you must have an internal or external USB flash drive installed.

To backup and restore using USB:

- ◆ Ensure the USB flash drive is the only USB device attached to the console server.
- ◆ Navigate to System > Configuration Backup.
- ◆ Select the Local Backup tab.
- ◆ Click [click here to proceed](#).

This will set a Volume Label on the USB storage device.

This preparation step is only necessary the first time, and will not affect any other information you have saved onto the USB storage device. We recommend that you back up any critical data from the USB storage device before using it with your console server. If there are multiple USB devices installed, you will be warned to remove them.



FIGURE 12-7.

- ◆ To back up to the USB, enter a brief Description of the backup in the Local Backup menu and select Save Backup.
- ◆ The Local Backup menu will display all the configuration backup files you have stored onto the USB flash drive.
- ◆ To restore a backup from the drive, select Restore on the particular backup you wish to restore and click Apply.

After saving a local configuration backup, you may choose to use it as the alternate default configuration. When the console server is reset to factory defaults, it will then load your alternate default configuration instead of its factory settings.

CHAPTER 12: SYSTEM MANAGEMENT

To set an alternate default configuration:

- ◆ Check Load On Erase
- ◆ Click Apply.

NOTE: Before selecting Load On Erase, ensure you have tested your alternate default configuration by clicking Restore.

If your alternate default configuration causes the console server to become unbootable, recover your unit to factory settings.

If the configuration is stored on an external USB storage device, unplug the storage device and reset to factory defaults as per Section 12.1.

If the configuration is stored on an internal USB storage device, reset to factory defaults using a specially-prepared USB storage device.

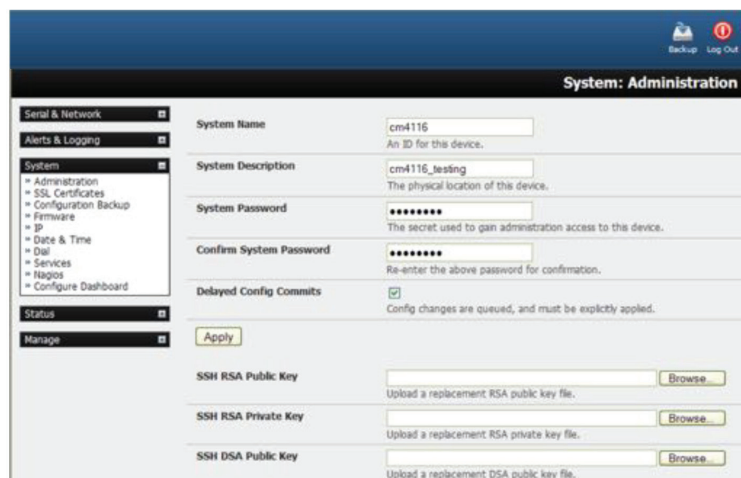
This specially-prepared USB storage device:

- ◆ Must be formatted with a Windows FAT32/VFAT file system on the first partition or the entire disk.
Most USB thumb drives are sold already formatted this way.
- ◆ The file system must have the volume label OPG_DEFAULT.
- ◆ Insert this USB storage device into an external USB port on the console server and reset to factory defaults as per Section 12.1.
- ◆ After recovering your console server, ensure the problematic configuration is no longer selected for Load On Erase.

12.5 DELAYED CONFIGURATION COMMIT

This mode allows the grouping or queuing of configuration changes and the simultaneous application of these changes to a specific device. For example, changes to authentication methods or user accounts may be grouped and run once to minimize system downtime. To enable:

- ◆ Navigate to System > Administration.
- ◆ Check the Delayed Config Commits checkbox.



The screenshot shows the 'System: Administration' configuration page. The 'Delayed Config Commits' checkbox is checked, indicating that configuration changes are queued and must be explicitly applied. Other fields include System Name (cm4116), System Description (cm4116_testing), System Password, and Confirm System Password. There are also fields for SSH RSA Public Key, SSH RSA Private Key, and SSH DSA Public Key, each with a 'Browse' button.

FIGURE 12-8.

- ◆ Click Apply.

CHAPTER 12: SYSTEM MANAGEMENT

The Commit Config icon will present in top right-hand corner of the screen between the Backup and Log Out icons.

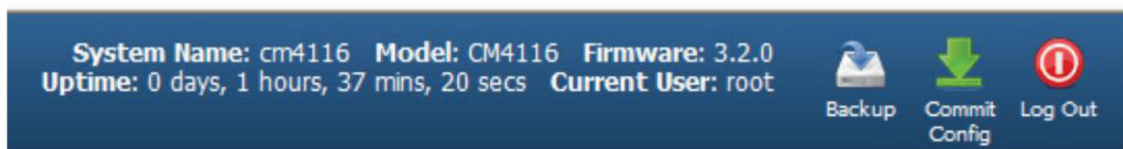


FIGURE 12-9.

To queue, then run, configuration changes:

- ◆ Apply all the required changes to the configuration.
For example, modify user accounts, amend authentication method, enable OpenVPN tunnel or modify system time.
- ◆ Click the Commit Config button.
This will generate the System > Commit Configuration screen displaying all the configurators to be run.

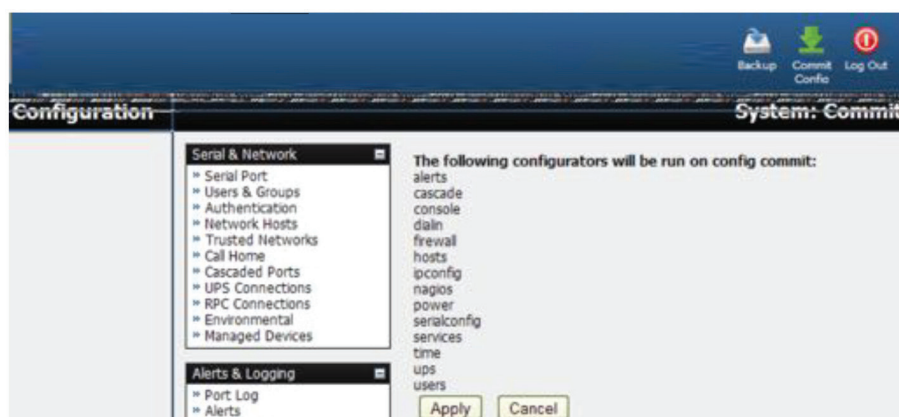


FIGURE 12-10.

- ◆ Click Apply.
All the configurators in the queue will run.
- ◆ Alternatively, click Cancel.
All the queued configuration changes will be lost.

To disable the Delayed Configuration Commits mode:

- ◆ Uncheck the Delayed Config Commits checkbox under System > Administration.
- ◆ Click Apply.
- ◆ Click the Commit Config button in top right-hand corner of the screen.
The System > Commit Configuration screen displays.
- ◆ Click Apply.
The systemsettings configurator runs

CHAPTER 12: SYSTEM MANAGEMENT

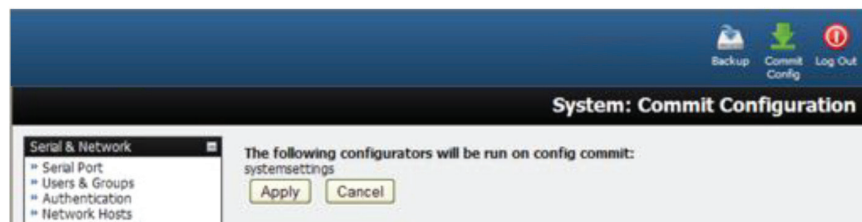


FIGURE 12-11.

The Commit Config button will no longer be displayed in the top right-hand corner of the screen and configurations will no longer be queued.

12.6 FIPS MODE

The LES1600, LES1508A, LES1200, LES1516A, LES1532A, LES1548A, LES1700 and LES1400 family of advanced console servers all use a FIPS 140-2 validated embedded cryptographic module.

NOTE: The US National Institute of Standards and Technology (NIST) publishes the FIPS (Federal Information Processing Standard) standards. FIPS 140-1 and FIPS 140-2 are both technical standards and worldwide de-facto standards for cryptographic module implementation. They are issued by NIST for use government-wide. NIST develops FIPS when there are government requirements, such as for security and interoperability, and no acceptable industry options. Black Box advanced console servers use an embedded OpenSSL crypto-graphic module validated to FIPS 140-2 standards and in receipt of Certificate #1051.

When configured in FIPs mode, all SSH, HTTPS and SDT Connector access to all services on the console server use the embedded FIPS-compliant module. To connect, your browser or client must also be using FIPs-approved cryptographic algorithms or the connection will fail.

- ◆ Select System > Administration.
- ◆ Check FIPS Mode

This will enable FIPS mode after a safe reboot.



FIGURE 12-12.

- ◆ Check Reboot to safely reboot the console server.
- ◆ Click Apply.

The console server reboots. It will take several minutes to reconnect as secure browser communications are validated.

When reconnected it will display FIPs mode: Enabled in the Management Console banner.

CHAPTER 12: SYSTEM MANAGEMENT

To enable FIPS mode from the command line, login and run these commands:

```
config -s config.system.fips=on  
touch /etc/config/FIPS  
chmod 444 /etc/config/FIPS  
flatfsd -b
```

The final command saves to flash and reboots the unit. The unit will take a few minutes to boot into FIPS mode.

To disable FIPS mode from the shell, run these commands:

```
config -d config.system.fips  
rm /etc/config/FIPS  
flatfsd -b
```

CHAPTER 13: STATUS REPORTS

This chapter documents the Dashboard feature and the status reports that are available:

- ◆ Port Access and Active Users
- ◆ Statistics.
- ◆ Support Reports.
- ◆ Syslog.
- ◆ Dashboard.

Other status reports that are covered elsewhere include:

- ◆ Section 9.1: RPC Status.
- ◆ Section 9.2: UPS Status.
- ◆ Section 9.3: Environmental Status.

13.1 PORT ACCESS AND ACTIVE USERS

The Administrator can see which Users have access privileges with which serial ports:

- ◆ Select Status > Port Access.

The Administrator can also see the current status of Users who have active sessions on those ports:

- ◆ Select Status > Active Users.

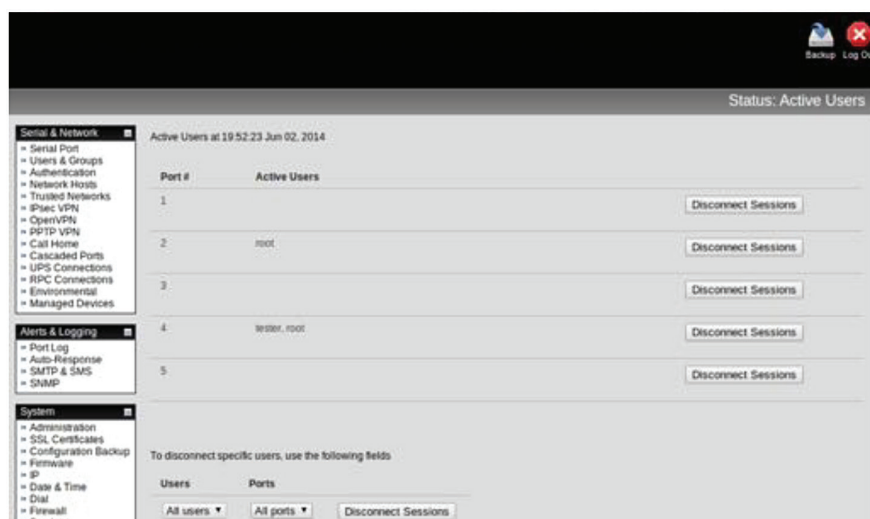


FIGURE 13-1.

With firmware v3.11 and later the Status > Active Users menu has been extended to enable Administrators to selectively terminate serial sessions. Connection types telnet, SSH, raw TCP and unauthenticated telnet can be disconnected. However you cannot disconnect an RFC2217 session.

The root user, or any user in the admin group, can access the Active Users page, which shows a snapshot of the connected sessions, at the time indicated by the timestamp displayed at the top of the page. Note that this page only shows the local console ports and does not include any cascaded ports.

There are Disconnect Sessions buttons along the right hand side of the table listing active users. These buttons disconnect all sessions from the Port they correspond to. If the port is not set up in Console Server mode, the user will see a pop up error informing them that they need to configure the port as Console Server mode before they can connect and disconnect.

CHAPTER 13: STATUS REPORTS

After the buttons have been pressed, the selected sessions will be disconnected, and the number of disconnect sessions will be displayed to the user.

To allow more detailed control of who to disconnect, there is a table at the bottom of the page with drop-down lists for all connected users and all connected ports that allow the user to choose who to disconnect. If you wish to disconnect the user tester from all ports, choose tester in the Users box, and All ports in the Ports box then click Disconnect Sessions.

NOTE: You can also disconnect serial sessions from the command line using the --disconnect option with the pmusers command.

13.2 STATISTICS

The Statistics report provides a snapshot of the status, current traffic and other activities and operations of your console server.

- ◆ Select Status > Statistics.

Detailed statistics reports can be found by selecting the various tabs.

For example, if you have an ACM5504-5-G-W-I configured with a wireless LAN connection the Wireless screen will display all the locally accessible wireless LANs.



FIGURE 13-2.

You can see the SSID and Encryption/Authentication settings for the desired access point.

| Channel | SSID | BSSID | Encryption | Authentication | Signal Strength | Mode | Type |
|---------|----------------|-------------------|--------------------------|----------------|-----------------|-------|----------------|
| 3 | OpengearDev | 00:1e:8c:01:08:20 | WPA2PSK/TKIP | 100 | 11b/g | NONE | Infrastructure |
| 6 | OpengearOffice | 00:13:46:5a:9d:d5 | WPA1PSK/WPA2PSK/TKIP/AES | 34 | 11b/g | NONE | Infrastructure |
| 6 | PVN-Wireless | 00:1b:11:ec:8a:c8 | WEP | 70 | 11b/g/n | BELOW | Infrastructure |
| 7 | BigPond8423 | 00:1fa3:06:35:49 | WPA2PSK/TKIP | 50 | 11b/g | NONE | Infrastructure |
| 8 | 877W-WLAN-AP | 00:22:90:23:b0:30 | WPA2PSK/TKIP | 60 | 11b/g | NONE | Infrastructure |
| 11 | CBD | 00:0f:85:d9:92:78 | WPA2PSK/TKIP | 39 | 11b/g | NONE | Infrastructure |

FIGURE 13-3.

CHAPTER 13: STATUS REPORTS

Also when you have successfully connected, the SSID of this access point will then be shown in the Wireless ESSID field of ra0 (shows above as "" which is not connected).

13.3 SUPPORT REPORTS

The Support Report provides status information that assists the Black Box technical support team to solve any problems you may experience with your console server. With email support requests, generate a Support Report when the issue is occurring, and attach it as text.

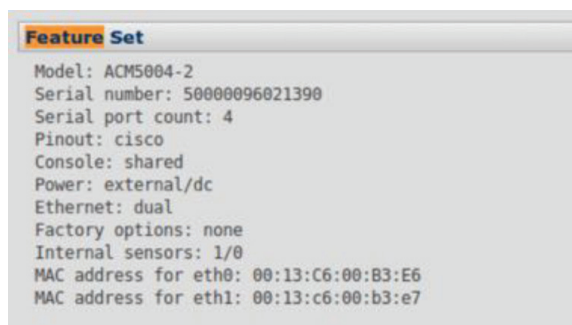
- ◆ Select Status > Support Report.

A status snapshot presents.

- ◆ Save the file as a text file and attach it to your support email.

NOTE: For console servers running firmware v3.11 and above, for devices where the serial number can be retrieved, there is now a Feature Set section displaying the serial number. LES1200, LES1508A, LES1600, LES1516A, LES1532A, LES1548A and LES1700 can display their serial number. For devices not supporting this feature, there is no change to the support report.

NOTE: There is also a new cli command on all devices called showserial that does nothing more than return the serial number if it is available or "No serial number information available." The command exists on all devices so VCMS bulk commands can be run on many console servers and obtain as many serial numbers as possible in one operation.



```
Feature Set
Model: ACM5004-2
Serial number: 50000096021390
Serial port count: 4
Pinout: cisco
Console: shared
Power: external/dc
Ethernet: dual
Factory options: none
Internal sensors: 1/0
MAC address for eth0: 00:13:C6:00:B3:E6
MAC address for eth1: 00:13:c6:00:b3:e7
```

FIGURE 13-4.

13.4 SYSLOG

The console server's Linux system logger maintains a record of all system messages and errors:

- ◆ Select Status > Syslog.

The syslog record can be redirected to a remote Syslog Server:

- ◆ Enter the remote Syslog Server Address and Syslog Server Port details.
- ◆ Click Apply.

The console also maintains a local Syslog. To view this local Syslog file:

- ◆ Select Status > Syslog.

CHAPTER 13: STATUS REPORTS

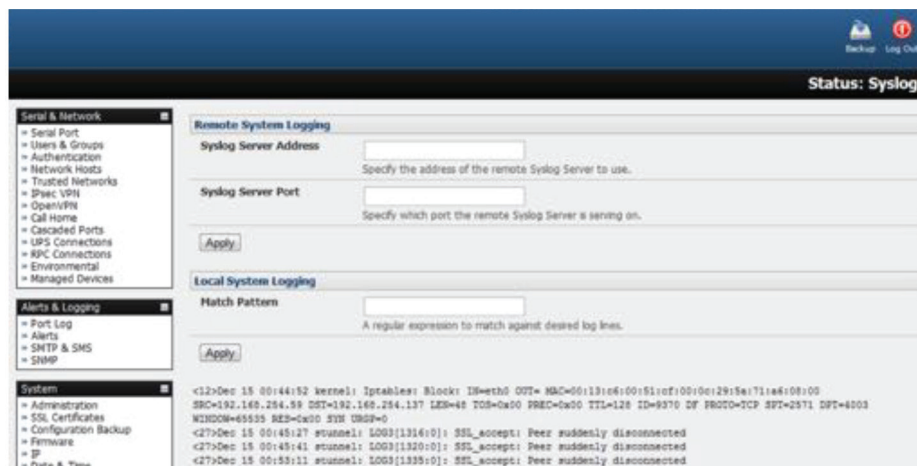


FIGURE 13-5.

To find specific information in the local Syslog file, a pattern matching filter tool is provided.

- ◆ Specify the Match Pattern that is to be searched for
- ◆ Click Apply.

The Syslog will present with only those entries that include the specified pattern.

13.5 DASHBOARD

The Dashboard provides the administrator with a summary of the status of the console server and its Managed Devices. Custom dashboards can be configured for each user group.

13.5.1 CONFIGURING THE DASHBOARD

Only the root user and users who are members of the admin group can configure and access the dashboard. To configure a custom dashboard:

- ◆ Select System > Configure Dashboard.
- ◆ Select the user (or group) you are configuring this custom dashboard layout for.

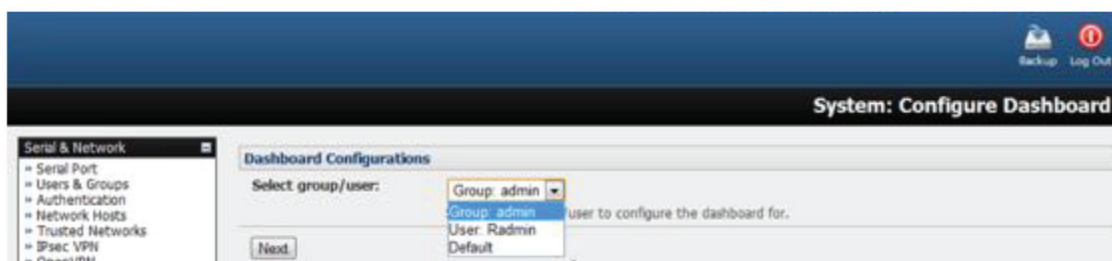


FIGURE 13-6

CHAPTER 13: STATUS REPORTS

You can configure a custom dashboard for any admin user or for the admin group or you can reconfigure the default dashboard.

The Status > Dashboard screen is the first screen displayed when admin users (other than root) log into the console manager.

If you log in as john, and john is member of the admin group and there is a dashboard layout configured for john, then you will see the dashboard for john on log-in and each time you click on the Status > Dashboard menu item.

If there is no dashboard layout configured for john but there is an admin group dashboard configured, then you will see the admin group dashboard instead. If there is no user-specific dashboard or admin group dashboard configured, the default dashboard is displayed.

NOTE: The root user does not have its own dashboard.

The Dashboard displays a configurable number of widgets. These widgets include status for major subsystems such as conma, Auto-Response, Managed Devices and cellular.

The admin user can configure which of these widgets is to be displayed where:

- ◆ Go to the Dashboard layout panel and select the widgets to display in each Widget Slot.
- ◆ Click Apply.

NOTE: Dashboard configuration is stored in /etc/config/config.xml. Each configured dashboard will increase the size of this file. If this file gets too big, you can run out of memory space on the console server.

13.5.2 CREATING CUSTOM WIDGETS FOR THE DASHBOARD

To run a custom script in a dashboard widget, create a file called widget-<name>.sh in the folder /etc/config/scripts/. You can have as many custom dashboard files as you want.

Put any code inside this file. When configuring the dashboard, choose widget-<name>.sh from the dropdown list. The dashboard runs and displays the script's output inside the widget.

The best way to format the output is to send HTML back to the browser using echo:

```
echo '<table>'
```

You can run any command and its output will be displayed in the widget window directly.

Below is an example script. It writes the current date to a file, and then echo's HTML code back to the browser. The HTML code gets an image from a URL and displays it in the widget.

```
#!/bin/sh
date >> /tmp/test
echo '<table>'
echo '<tr><td> This is my custom script running </td></tr>'
echo '<tr><td>'
echo ''
echo '</td></tr>'
echo '</table>'
exit 0
```

CHAPTER 14: MANAGEMENT

The console server has a small number of Manage reports and tools that are available to both Administrators and Users to:

- ◆ Access and control authorized devices.
- ◆ View serial port logs and host logs for those devices.
- ◆ Use SSH or the Web Terminal to access serially attached consoles.
- ◆ Control of power devices (where authorized).

All other Management Console menu items are available to Administrators only.


14.1 DEVICE MANAGEMENT

NOTE: The Manage Devices UI has been significantly updated as of firmware version 3.12.

To display Managed Devices and their grouped serial, network and power connections:

- ◆ Select Manage > Devices or click the Manage Devices icon in the top right of the UI.
- ◆ admin-group users are presented with a list of all configured Managed Devices and their constituent connections. user-group users only see the Managed Devices where, for each Related Connection, they have been explicitly permitted access.

The Status column displays the current most salient status for each Related Connection (for example, Active Users for serial connections, and power status for RPC outlet connections) with links to detailed status.



| Device Name | Description/Notes | Related Connections | Status | Actions |
|----------------|-----------------------|---|--|--|
| EPD | Demo Rack Environment | EPD (EPD) | No Alerts, View: Summary Logs | |
| PDU | CyberPower PDU | RPC (PDU) | View: Summary Logs | |
| UPS | APC UPS | UPS (UPS) | Online, View: Summary Logs | |
| Switch | Cisco Switch | Serial (Port 3 (Switch)) RPC (PDU Outlet 3 (Switch)) | No Active Users, View: Logs ● Off - 4 min ago | Connect: via SSH via Web Terminal Power: Turn On Turn Off Cycle |
| Router | Cisco Router | Serial (Port 2 (Router)) RPC (PDU Outlet 3 (Router)) | 1 Active User, View: Logs ● Off - 4 min ago | Connect: via SSH via Web Terminal Power: Turn On Turn Off Cycle |
| Windows Server | Windows Server 2012 | Network Host (Switch) | View: Logs | |
| Linux Server | Ubuntu 12.04 | Network Host (router) | View: Logs | |
| Office Switch | TP-Link Switch | Serial (Port 3 (Office Switch)) RPC (PDU Outlet 3 (Office Switch)) | No Active Users, View: Logs ● On - 4 min ago | Connect: via SSH via Web Terminal Power: Turn On Turn Off Cycle |
| Dell Server | Dell PowerEdge | Network Host (A 3.2.1) RPC (PDU Outlet 7 (Dell Server)) | View: Logs ● Off - 1 min ago | Power: Turn On Turn Off Cycle |

FIGURE 14-1.

- ◆ The links in the Actions column are used to control the Managed Device (for example, to connect to a console session or power cycle. Power actions are not performed until the action has been confirmed via pop-up message.)
- ◆ Alternatively, select the Serial tab for an ungrouped view of permitted serial port connections for the current user.
- ◆ An additional Signals column displays the current state of the serial pins.

CHAPTER 14: MANAGEMENT

| Port # | Port Label | Status | Signal | Actions |
|--------|---------------|----------------------------|--------------------------|-------------------------------------|
| 1 | Switch | No Active Users, View Logs | RTS DTR | Connect: via SSH via Web Terminal |
| 2 | Router | Active Users, View Logs | RTS DTR | Connect: via SSH via Web Terminal |
| 3 | UPS | | No signal data available | |
| 4 | PSU | No Active Users, View Logs | RTS DTR | Connect: via SSH via Web Terminal |
| 5 | Office Switch | No Active Users, View Logs | RTS DTR | Connect: via SSH via Web Terminal |
| 6 | Port 6 | No Active Users | No signal data available | |
| 7 | Port 7 | No Active Users | No signal data available | |
| 8 | SPD | | No signal data available | |
| 9 | Port 9 | No Active Users | No signal data available | |
| 10 | Port 10 | No Active Users | No signal data available | |
| 11 | Port 11 | No Active Users | No signal data available | |
| 12 | Port 12 | No Active Users | No signal data available | |
| 13 | Port 13 | No Active Users | No signal data available | |
| 14 | Port 14 | No Active Users | No signal data available | |
| 15 | Port 15 | No Active Users | No signal data available | |
| 16 | Port 16 | No Active Users | RTS DTR | Connect: via SSH |
| 17 | Port 17 | No Active Users | RTS DTR | |

FIGURE 14-2.

NOTE: To use the Connect > via SSH links, your computer's operating system must recognize the ssh:// URI scheme and have a protocol handler configured (for example, an SSH client like SecureCRT).

14.2 PORT AND HOST LOGS

Administrators and Users can view and download logs of data transferred to and from connected devices.

- ◆ Select Manage > Port Logs.
- ◆ Select the serial Port # to be displayed.

To display Host logs:

- ◆ Select Manage > Host Logs.
- ◆ Select the Host to be displayed.

14.3 TERMINAL CONNECTION

There are two methods for accessing the console server command line and devices attached to the console server serial ports from a web browser.

The Web Terminal service uses AJAX to enable the browser to connect to the console server using HTTP or HTTPS, as a terminal without additional client installation on the user's PC. Browser access is available to users who are a member of the admin or users groups.

The SDT Connector service launches a pre-installed SDT Connector client on the user's PC to establish SSH access, then uses pre-installed client software on the client PC to connect to the console server.

14.3.1 WEB TERMINAL

- ◆ The AJAX based Web Terminal service may be used to access the console server command line or attached serial devices.

NOTE: Any communication using the Web Terminal service using HTTP is unencrypted and not secure. The Web Terminal connects to the command line or serial device using the same protocol that is being used to browse to the Black Box Management Console. If you browse using an https:// URL (this is the default), the Web Terminal connects using HTTPS.

CHAPTER 14: MANAGEMENT

To enable the Web Terminal service for the console server:

- ◆ Select System > Firewall.
- ◆ Check Enable Web Terminal.

| | | |
|--|-------------------------------------|--|
| Enable Web Terminal | <input checked="" type="checkbox"/> | Allow web browser access to the system command line shell via Manage -> Terminal. |
| Alternate Telnet Base | <input type="text"/> | A secondary TCP port range for Telnet access to serial ports. This is in addition to the default port 2000 |
| Alternate SSH Base | <input type="text"/> | A secondary TCP port range for SSH access to serial ports. This is in addition to the default port 3000 |
| Alternate Raw TCP Base | <input type="text"/> | A secondary TCP port range for Raw TCP access to serial ports. This is in addition to the default port 4000 |
| Alternate RFC-2217 Base | <input type="text"/> | A secondary TCP port range for RFC-2217 access to serial ports. This is in addition to the default port 5000 |
| Alternate Unauthenticated Telnet Base | <input type="text"/> | A secondary TCP port range for Unauthenticated Telnet access to serial ports. This is in addition to the default port 6000 |

FIGURE 14-3.

- ◆ Click Apply.

Administrators can now communicate with the console server shell from their browser.

- ◆ Select Manage > Terminal to display the Web Terminal from which you can log in to the console server command line.

To enable the Web Terminal service for each serial port you want to access:

- ◆ Select Serial & Network > Serial Port.
- ◆ Click Edit.
- ◆ Ensure the serial port is in Console Server Mode.
- ◆ Check Web Terminal.
- ◆ Click Apply.

| Console Server Settings | |
|-------------------------------|--|
| Console Server Mode | <input checked="" type="checkbox"/> Enable remote network access to the console at this serial port. |
| Logging Level | level 3 -- input logging on ports + level 1 Specify the detail of data to log. |
| Telnet | <input checked="" type="checkbox"/> Enable Telnet access. |
| SSH | <input checked="" type="checkbox"/> Enable SSH access. |
| Raw TCP | <input type="checkbox"/> Enable raw TCP access. |
| RFC 2217 | <input type="checkbox"/> Enable RFC 2217 access. |
| Unauthenticated Telnet | <input type="checkbox"/> Enable Telnet access without requiring the user to provide credentials. |
| Web Terminal | <input checked="" type="checkbox"/> Enable web browser access via Manage -> Devices -> Serial. |

FIGURE 14-4.

CHAPTER 14: MANAGEMENT

Administrator and Users can communicate directly with serial port attached devices from their browser:

- ◆ Select Manage > Devices.
- ◆ Select the Serial tab.
- ◆ Under the Action column, click the Web Terminal icon to display the Web Terminal, connected directly to the attached serial device.

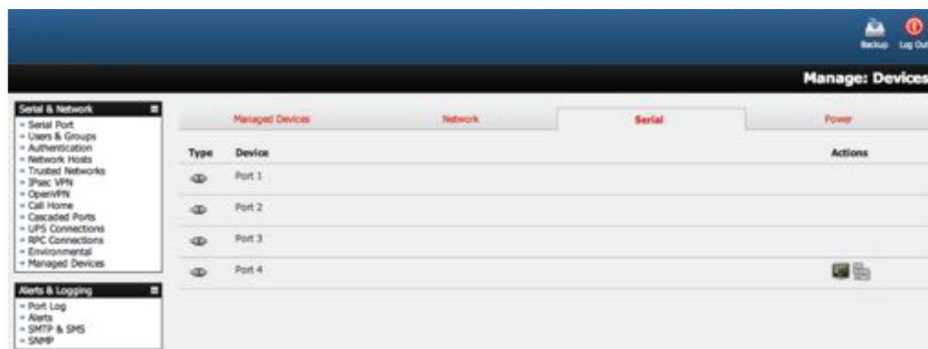


FIGURE 14-5.

NOTE: The Web Terminal feature was introduced in firmware v3.3. Earlier releases had an open source jcterm java terminal applet that could be downloaded into your browser to connect to the console server and attached serial port devices. jcterm had some JRE compatibility issues and is no longer supported.

14.3.2 SDT CONNECTOR ACCESS

Administrators and Users can communicate directly with the console server command line and with devices attached to the console server serial ports using SDT Connector and their local telnet client.

- ◆ Select Manage > Terminal.
- ◆ Click Connect to SDT Connector.

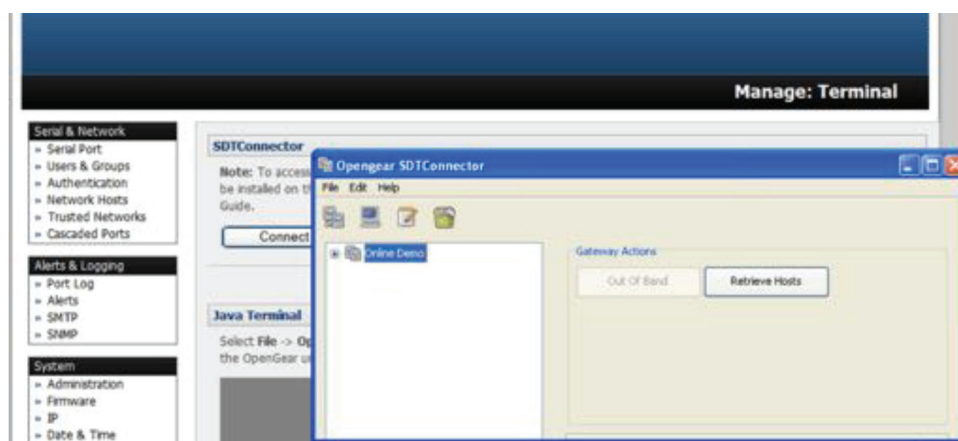


FIGURE 14-6.

CHAPTER 14: MANAGEMENT

This activates the SDT Connector client on the computer you are browsing and loads your local telnet client to connect to the command line or serial port using SSH.

NOTE: SDT Connector must be installed on the computer you are browsing from and the console server must be added as a gateway, as detailed in Chapter 7.

14.4 POWER MANAGEMENT

Administrators and Users can access and manage the connected power devices.

- ◆ Select Manage > Power.

This enables the user to Turn On, Turn Off, or Cycle the power on any power outlet on any PDU the user has been given access privileges to.

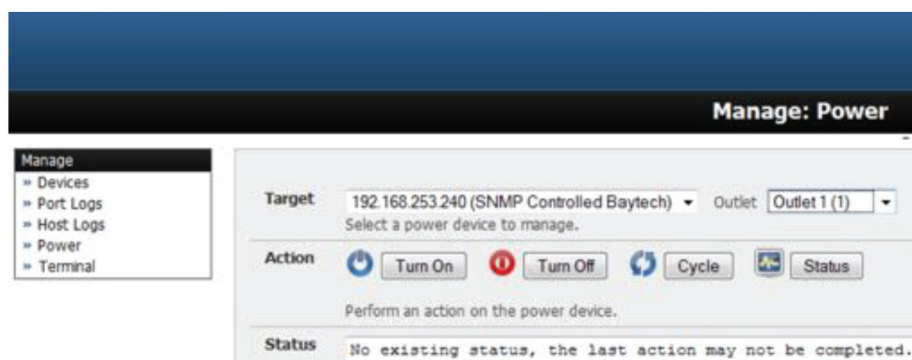


FIGURE 14-7.

See Chapter 9 for details.

CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

For those who prefer to configure their console server at the Linux command line level, rather than use a browser and the Management Console, this chapter describes using command line access and the config tool to manage the console server, configure the ports and so on.

This chapter walks through command line configuration to deliver the functions provided otherwise using the Management Console GUI.

For advanced and custom configurations and for details using other tools and commands, see Chapter 16.

When displaying a command, the convention used in the rest of this chapter is to use single quotes (") for user-defined values (for example, descriptions and names). Element values without single quotes should be typed exactly as shown.

After the initial section on accessing the config command the menu items in this document follow the same structure as the menu items in the web GUI.

15.1 ACCESSING CONFIG FROM THE COMMAND LINE

The console server runs a standard Linux kernel and embeds a suite of open source applications. If you do not want to use a browser and the Management Console tools, you are free to configure the console server and to manage connected devices from the command line using standard Linux and Busybox commands and applications such as ifconfig, gettyd, stty, powerman, nut etc. Without care, these configurations may not withstand a power-cycle-reset or reconfigure.

Black Box provides a number of custom command line utilities and scripts to make it simple to configure the console server and ensure the changes are stored in the console server's flash memory etc.

In particular, the config utility allows manipulation of the system configuration from the command line. With config, a new configuration can be activated by running the relevant configurator, which performs the action necessary to make the configuration changes live.

To access config from the command line:

- ◆ Power up the console server and connect the "terminal" device.

If you are connecting using the serial line, plug a serial cable between the console server's local DB9 console port and terminal device. Configure the serial connection of the terminal device you are using to 115200 bps, 8 data bits, no parity and one stop bit.

If you are connecting over the LAN, interconnect the Ethernet ports and direct your terminal emulator program to the IP address of the console server (192.168.0.1 by default).

- ◆ Log on to the console server by pressing Return a few times.

The console server will request a username and password.

- ◆ Enter the username root and the password default.

The command line prompt appears:

```
#
```

NOTE: This chapter is not intended to teach you Linux. We assume you already have a certain level of understanding before you execute kernel-level Linux commands.

THE CONFIG TOOL

```
config [-ahv] [-d id] [-g id] [-p path] [-r configurator] [-s id=value] [-P id]
```

The config tool is designed to perform multiple actions from one command if need be, so if necessary, options can be chained together.

The config tool allows manipulation and querying of the system configuration from the command line. Using config, the new configuration can be activated by running the relevant configurator that performs the action necessary to make the configuration changes live.



CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

The custom user configuration is saved in the `/etc/config/config.xml` file. This file is transparently accessed and edited when configuring the device using the Management Console browser GUI. Only the root user can configure from the shell.

By default, the config elements are separated by a `.` character (a full-stop or period). The root of the config tree is called `<config>`. To address a specific element, place a `.` between each node or branch. For example, to access and display the description of user1 type:

```
# config -g config.users.user1.description
```

The root node of the config tree is `<config>`. To display the entire config tree, type:

```
# config -g config
```

To display the help text for the config command, type:

```
# config -h
```

The config application resides in the `/bin` directory. The environmental variable called `PATH` contains a route to the `/bin` directory. This allows a user to simply type `config` at the command prompt instead of the full `/bin/config` path.

TABLE 15-1. CONFIG OPTIONS

| OPTION | DESCRIPTION |
|------------------------------------|--|
| <code>-a --run-all</code> | Run all registered configurators. This performs every configuration synchronization action pushing all changes to the live system. |
| <code>-h --help</code> | Display a brief usage message. |
| <code>-v --verbose</code> | Log extra debug information. |
| <code>-d --del=id</code> | Remove the given configuration element specified by a <code>.</code> separated identifier. |
| <code>-g --get=id</code> | Display the value of a configuration element |
| <code>-p --path=file</code> | Specify an alternate configuration file to use. The default file is located at <code>/etc/config/config.xml</code> . |
| <code>-r --run=configurator</code> | Run the specified registered configurator. Registered configurators are listed below. |
| <code>-s --set=id=value</code> | Change the value of configuration element specified by a <code>.</code> separated identifier. |
| <code>-e --export=file</code> | Save active configuration to file. |
| <code>-i --import=file</code> | Load configuration from file. |
| <code>-t --test-import=file</code> | Pretend to load configuration from file. |
| <code>-S --separator=char</code> | The pattern to separate fields with. The default is <code>.</code> |
| <code>-P --password=id</code> | Prompt user for a value. Hash the value, then save it in id. |

The registered configurators are:

```
alerts      ipconfig
auth        nagios
cascade     power
console     serialconfig
dhcp        services
dialin      slave
eventlog    systemsettings
hosts       time
ipaccess    ups
            users
```

CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

There are three ways to delete a config element value. The simplest way is use the delete-node script detailed later in Chapter 16. You can also assign the config element to "" (null), or delete the entire config node using -d:

```
# /bin/config -d 'element name'
```

Passwords are saved as plaintext, except the user passwords and the system passwords, which are encrypted. As of firmware 3.16.6u1, however, password obfuscation is supported.

The config command does not verify whether the nodes edited/added by the user are valid. This means that any node may be added to the tree. If a user were to run the following command:

```
# /bin/config -s config.fruit.apple=sweet
```

the configurator will not complain, but this command is clearly useless. When the configurators are run (to turn the config.xml file into live config) they will simply ignore this <fruit> node. Administrators must make sure of the spelling when typing config commands. Incorrect spelling for a node will not be flagged.

Most configurations made to the XML file will be immediately active. To make sure that all configuration changes are active, especially when editing user passwords, run all the configurators:

```
# /bin/config -a
```

For information on backing up and restoring the configuration file see Chapter 16.

15.1.1 SERIAL PORT CONFIGURATION

The first set of configurations that needs to be made to any serial port are the RS-232 common settings. For example, you can set up serial port 5 to use the following properties:

| | |
|--------------|--------|
| Baud Rate | 9600 |
| Parity | None |
| Data Bits | 8 |
| Stop Bits | 1 |
| Label | Myport |
| Log level | 0 |
| Protocol | RS232 |
| Flow control | None |

To do this, use the following commands:

```
# config -s config.ports.port5.speed=9600
# config -s config.ports.port5.parity=None
# config -s config.ports.port5.charsize=8
# config -s config.ports.port5.stop=1
# config -s config.ports.port5.label=myport
# config -s config.ports.port5.loglevel=0
# config -s config.ports.port5.protocol=RS232
# config -s config.ports.port5.flowcontrol=None
```

The following command will synchronize the live system with the new configuration:

```
# config -r serialconfig
```



CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

TABLE 15-2. SUPPORTED PROPERTIES

| PROPERTY | SUPPORTED VALUES |
|---------------|--|
| baud rate | 50, 75, 110, 124, 200, 300, 600, 1200, 1800, 2400, 4800, 9600, 19200, 38400, 57600, 115200, 230400 |
| parity values | None, Odd, Even, Mark, Space |
| data bits | 8, 7, 6, 5 |
| stop bits | 1, 1.5, 2 |
| flow control | Hardware, Software, None |

Additionally, before any port can function properly, the mode of the port needs to be set. Any port can be set to run in one of the five possible modes (see Chapter 5 for details):

- ◆ Console Server mode
- ◆ Device mode
- ◆ SDT mode
- ◆ Terminal server mode
- ◆ Serial bridge mode

All these modes are mutually exclusive.

CONSOLE SERVER MODE

The command to set the port in portmanager mode:

```
# config -s config.ports.port5.mode=portmanager
```

To set the following optional config elements for this mode:

| | | |
|----------------------------|----------|----------------|
| Data accumulation period | 1 | 00 ms |
| Escape character | % | (default is ~) |
| Log level | 2 | (default is 0) |
| Shell power command menu | Enabled | |
| RFC2217 access | Enabled | |
| Limit port to 1 connection | Enabled | |
| SSH access | Enabled | |
| TCP access | Enabled | |
| telnet access | Disabled | |
| Unauthorized telnet access | Disabled | |

Run the following commands.

```
# config -s config.ports.port5.delay=100
# config -s config.ports.port5.escapechar=%
# config -s config.ports.port5.loglevel=2
# config -s config.ports.port5.powermenu=on
# config -s config.ports.port5.rfc2217=on
# config -s config.ports.port5.singleconn=on
```



CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

```
# config -s config.ports.port5.ssh=on
# config -s config.ports.port5.tcp=on
# config -d config.ports.port5.telnet
# config -d config.ports.port5.unauthtel
```

DEVICE MODE

For a device mode port, set the port type to either ups, rpc, or enviro:

```
# config -s config.ports.port5.device.type=[ups | rpc | enviro]
```

For port 5 as a UPS port:

```
# config -s config.ports.port5.mode=reserved
```

For port 5 as an RPC port:

```
# config -s config.ports.port5.mode=powerman
```

For port 5 as an Environmental port:

```
# config -s config.ports.port5.mode=reserved
```

SDT MODE

To enable access over SSH to a host connected to serial port 5:

```
# config -s config.ports.port5.mode=sdt
# config -s config.ports.port5.sdt.ssh=on
```

To configure a username and password when accessing this port with Username = user1 and Password = secret:

```
# config -s config.ports.port#.sdt.username=user1
# config -s config.ports.port#.sdt.password=secret
```

TERMINAL SERVER MODE

Enable a TTY login for a local terminal attached to serial port 5:

```
# config -s config.ports.port5.mode=terminal
# config -s config.ports.port5.terminal=\
[vt220 | vt102 | vt100 | linux | ansi]
```

The default terminal is vt220.

SERIAL BRIDGE MODE

Create a network connection to a remote serial port via RFC-2217 on port 5:

```
# config -s config.ports.port5.mode=bridge
```

Optional configurations for the network address of RFC-2217 server of 192.168.3.3 and TCP port used by the RFC-2217 service = 2500:

```
# config -s config.ports.port5.bridge.address=192.168.3.3
# config -s config.ports.port5.bridge.port=2500
```



CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

To enable RFC-2217 access:

```
# config -s config.ports.port5.bridge.rfc2217=on
```

To redirect the serial bridge over an SSH tunnel to the server:

```
#config -s config.ports.port5.bridge.ssh.enabled=on
```

SYSLOG SETTINGS

Additionally, the global system log settings can be set for any specific port, in any mode:

```
# config -s config.ports.port#.syslog.facility='facility'
```

```
# config -s config.ports.port#.syslog.priority='priority'
```

TABLE 15-3. GLOBAL SYSTEM SETTINGS

| ARGUMENT | SUPPORTED VALUES |
|----------|---|
| facility | Default, local 0–7, auth, authpriv, cron, daemon, ftp, kern, lpr, mail, news, user, uucp, |
| priority | Default, warning, notice, info, error, emergency, debug, critical, alert |

15.1.2 ADDING AND REMOVING USERS

First, determine the total number of existing Users:

```
# config -g config.users.total
```

This command should display

```
config.users.total 1.
```

NOTE: If you see config.users.total, this means you have 0 Users configured.

Your new User will be the existing total plus 1. So if the previous command gave you 0 then you start with user number 1, if you already have 1 user your new user will be number 2, etc.

Assuming the previous command did return config.users.total 1., to add a user with Username=John, Password=secret and Description=mySecondUser issue the commands:

```
# config -s config.users.total=2
```

```
# config -s config.users.user2.username=John
```

```
# config -s config.users.user2.description=mySecondUser
```

```
# config -P config.users.user2.password
```

NOTE: The -P parameter will prompt the user for a password, and encrypt it. The value of any config element can be encrypted using the -P parameter, but only encrypted user passwords and system passwords are supported. If any other element value were to be encrypted, the value will become inaccessible and will have to be reset.

To add this user to specific groups (admin/users):

```
# config -s config.users.user2.groups.group1='groupname'
```

```
# config -s config.users.user2.groups.group2='groupname2'
```

```
# [etc...]
```



CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

To give this user access to a specific port:

```
# config -s config.users.user2.port1=on
# config -s config.users.user2.port2=on
# config -s config.users.user2.port5=on
# [etc...]
```

To remove port access:

```
# config -s config.users.user2.port1=""
```

NOTE: The port1 value is left blank.

or simply:

```
# config -d config.users.user2.port1
```

The port number can be anything from 1 to 48, depending on the available ports on the specific console server.

For example, assume we have an RPC device connected to port 1 on the console server and the RPC is configured. To give this user access to RPC outlet number 3 on the RPC device, run the 2 commands below:

```
# config -s config.ports.port1.power.outlet3.users.user2=John
# config -s config.ports.port1.power.outlet3.users.total=2
```

The last command sets the total number of users with access to this outlet. If more users are given access, increment config.ports.port1.power.outlet3.users.total accordingly.

To give this user access to network host 5 (assuming the host is configured):

```
# config -s config.sdt.hosts.host5.users.user1=John
# config -s config.sdt.hosts.host5.users.total=1
```

The last command sets the total number of users having access to host.

To give another user called Peter access to the same host:

```
# config -s config.sdt.hosts.host5.users.user2=Peter
# config -s config.sdt.hosts.host5.users.total=2
```

The last command sets the total number of users having access to host.

To edit any of the user element values, use the same approach as when adding user elements. That is, use the -s parameter. If any of the config elements do not exist, they will automatically be created.

To delete the user called John, use the delete-node script:

```
# /etc/scripts/delete-node config.users.user2
```

The following command will synchronize the live system with the new configuration:

```
# config -r users
```

15.1.3 ADDING AND REMOVING USER GROUPS

The console server is configured with a few default user groups (only two of these groups are visible in the Management Console GUI). To find out how many groups are already present:

```
# config -g config.groups.total
```

Assume this value is six. Make sure to number any new groups you create from seven onwards.

To add a custom group to the configuration with Group name=Group7, Group description=MyGroup and Port access= 1,5 issue the commands:

```
# config -s config.groups.group7.name=Group7
```



CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

```
# config -s config.groups.group7.description=MyGroup
# config -s config.groups.total=7
# config -s config.groups.group7.port1=on
# config -s config.groups.group7.port5=on
```

Assume we have an RPC device connected to port 1 on the console server, and the RPC is configured. To give this group access to RPC outlet number 3 on the RPC device, run the two commands below:

```
# config -s config.ports.port1.power.outlet3.groups.group1=Group7
# config -s config.ports.port1.power.outlet3.groups.total=1
```

The second command sets the total number of groups that have access to this outlet. If more groups are given access to this power outlet, then increment the `config.ports.port1.power.outlet3.groups.total` element accordingly.

To give this group access to network host 5:

```
# config -s config.sdt.hosts.host5.groups.group1=Group7
# config -s config.sdt.hosts.host5.groups.total=1
```

The second command sets the total number of groups with access to host.

To give another group called Group8 access to the same host:

```
# config -s config.sdt.hosts.host5.groups.group2=Group8
# config -s config.sdt.hosts.host5.groups.total=2
```

The second command sets the total number of groups with access to host.

To delete the group called Group7, use the following command:

```
# rmuser Group7
```

NOTE: The `rmuser` script is a generic script to remove any config element from `config.xml` correctly. Any dependencies or references to this group will not be affected. Only the group details are deleted. The administrator is responsible for going through `config.xml` and removing group dependencies and references manually, specifically if the group had access to a host or RPC device.

The following command will synchronize the live system with the new configuration:

```
# config -a
```

15.1.4 AUTHENTICATION

To change the type of authentication for the console server:

```
# config -s config.auth.type='authtype'
```

'authtype' can be:

```
Local
LocalTACACS
TACACS
TACACSLocal
TACACSDownLocal
LocalRADIUS
RADIUS
RADIUSLocal
```

CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

```
RADIUSDownLocal
```

```
LocalLDAP
```

```
LDAP
```

```
LDAPLocal
```

```
LDAPDownLocal
```

To configure TACACS authentication:

```
# config -s config.auth.tacacs.auth_server='comma-separated-list'
```

comma-separated-list is a list of remote authentication and authorization servers.

```
# config -s config.auth.tacacs.acct_server='comma-separated-list'
```

```
# config -s config.auth.tacacs.password='password'
```

comma-separated-list is a list of remote accounting servers. If unset, the Authentication and Authorization Server Address will be used.

To configure RADIUS authentication:

```
# config -s config.auth.radius.auth_server='comma-separated-list'
```

```
# config -s config.auth.radius.acct_server='comma-separated-list'
```

```
# config -s config.auth.radius.password='password'
```

In the first command, comma-separated-list is a list of remote authentication and authorization servers.

In the second command, comma-separated-list is a list of remote accounting servers. If unset, Authentication and Authorization Server Address will be used.

To configure LDAP authentication:

```
# config -s config.auth.ldap.server='comma separated list'
```

```
# config -s config.auth.ldap.basedn='name'
```

```
# config -s config.auth.ldap.binddn='name'
```

```
# config -s config.auth.radius.password='password'
```

In the first command, comma-separated-list is a list of remote servers,

In the second command, name is the distinguished name of the search base. For example: dc=my-company,dc=com.

In the third command, name is the distinguished name to bind to the server with. The default is to bind anonymously.

The following command will synchronize the live system with the new configuration:

```
# config -r auth
```

15.1.5 NETWORK HOSTS

To determine the total number of currently configured hosts:

```
# config -g config.sdt.hosts.total
```

Assume the value returned is 3. If you add another host, increment the total number of hosts from 3 to 4:

```
# config -s config.sdt.hosts.total=4
```

If the output is config.sdt.hosts.total, 0 hosts are configured.



CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

ADD POWER DEVICE HOST

To add a UPS/RPC network host with the following details:

TABLE 15-4. UPS/RPC NETWORK HOST DETAILS

| SETTING | VALUE |
|------------------------|--------------------------------|
| IP address or DNS name | 192.168.2.5 |
| Host name | remoteUPS |
| Description | UPSroom3 |
| Type | UPS |
| Allowed services | ssh port 22 and https port 443 |
| Log level for services | 0 |

Issue the following commands:

```
# config -s config.sdt.hosts.host4.address=192.168.2.5
# config -s config.sdt.hosts.host4.name=remoteUPS
# config -s config.sdt.hosts.host4.description=UPSroom3
# config -s config.sdt.hosts.host4.device.type=ups
# config -s config.sdt.hosts.host4.tcpports.tcpport1=22
# config -s config.sdt.hosts.host4.tcpports.tcpport1.loglevel=0
# config -s config.sdt.hosts.host4.udpports.udpport2=443
# config -s config.sdt.hosts.host4.udpports.udpport2.loglevel=0
```

loglevel can have a value of 0 or 1.

The default services that should be configured are: 22/tcp (ssh), 23/tcp (telnet), 80/tcp (http), 443/tcp (https), 1494/tcp (ica), 3389/tcp (rdp), 5900/tcp (vnc).

ADD OTHER NETWORK HOST

To add any other type of network host with the following details:

TABLE 15-5. OTHER HOST DETAILS

| SETTING | VALUE |
|------------------------|--------------------------------|
| IP address or DNS name | 192.168.3.10 |
| Host name | OfficePC |
| Description | MyPC |
| Allowed services | ssh port 22 and https port 443 |
| Log level for services | 1 |

CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

Issue the commands below. If the Host is not a PDU or UPS power device or a server with IPMI power control then leave the device type blank:

```
# config -s config.sdt.hosts.host4.address=192.168.3.10
# config -s config.sdt.hosts.host4.description=MyPC
# config -s config.sdt.hosts.host4.name=OfficePC
# config -s config.sdt.hosts.host4.device.type=""
# config -s config.sdt.hosts.host4.tcpports.tcpport1=22
# config -s config.sdt.hosts.host4.tcpports.tcpport1.loglevel=1
# config -s config.sdt.hosts.host4.udpports.tcpport2=443
# config -s config.sdt.hosts.host4.udpports.tcpport2.loglevel=1
```

NOTE: Type should be left blank.

If you want to add the new host as a managed device, make sure to use the current total number of managed devices + 1, for the new device number.

To get the current number of managed devices:

```
# config -g config.devices.total
```

Assuming we already have one managed device, our new device will be device 2. Issue the following commands:

```
# config -s config.devices.device2.connections.connection1.name=192.168.3.10
# config -s config.devices.device2.connections.connection1.type=Host
# config -s config.devices.device2.name=OfficePC
# config -s config.devices.device2.description=MyPC
# config -s config.devices.total=2
```

The following command will synchronize the live system with the new configuration:

```
# config -r hosts
```

15.1.6 TRUSTED NETWORKS

You can further restrict remote access to serial ports based on the source IP address. To configure this via the command line you need to do the following:

Determine the total number of existing trusted network rules (if you have no existing rules) you can assume this is 0

```
# config -g config.portaccess.total
```

This command should display

```
config.portaccess.total 1
```

If you see config.portaccess.total you have 0 rules configured.

Your new rule will be the existing total plus 1. If the previous command gave you 0 start with rule number 1. If you already have 1 rule your new rule will be number 2. And so on.

Assuming you have a previous rule in place, if you want to restrict access to serial port 5 to computers from a single class C network (for example, 192.168.5.0) issue the following commands to add a trusted network:

```
# config -s config.portaccess.rule2.address=192.168.5.0
# config -s "config.portaccess.rule2.description=foo bar"
```



CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

```
# config -s config.portaccess.rule2.netmask=255.255.255.0
# config -s config.portaccess.rule2.port5=on
# config -s config.portaccess.total=2
```

The following command will synchronize the live system with the new configuration:

```
# config -r serialconfig
```

15.1.7 CASCADED PORTS

To add a new slave device with the following settings:

TABLE 15-6. SLAVE DEVICE SETTINGS

| SETTING | VALUE |
|------------------------|---------------|
| IP address or DNS name | 192.168.0.153 |
| Description | Office 42 |
| Label | LES1716A |
| Number of ports | 16 |

Issue the following commands:

```
# config -s config.cascade.slaves.slave1.address=192.168.0.153
# config -s "config.cascade.slaves.slave1.description=Office 42"
# config -s config.cascade.slaves.slave1.label=cm7116-5
# config -s config.cascade.slaves.slave1.ports=16
```

The total number of slaves must also be incremented. If this is the first slave being added, type:

```
# config -s config.cascade.slaves.total=1
```

Increment this value when adding more slaves.

NOTE: If a slave is added using the CLI, the master SSH public key will need to be manually copied to every slave device before cascaded ports will work (see Chapter 5).

The following command will synchronize the live system with the new configuration:

```
# config -r cascade
```

15.1.8 UPS CONNECTIONS

MANAGED UPSES

Before adding a managed UPS, make sure that at least 1 port has been configured to run in “device mode,” and that the device is set “ups.”

CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

To add a managed UPS with the following values:

TABLE 15-7. MANAGED UPSES

| SETTING | VALUE |
|-----------------------------------|------------------------|
| Connected via | Port 1 |
| UPS name | My UPS |
| Description | Room 5 UPS |
| Username to connect to UPS | user2 |
| Password to connect to UPS | A-secret-for-2. |
| shutdown order | 2 (0 shuts down first) |
| Driver | genericups |
| Driver option | option |
| Driver argument | argument |
| Logging | Enabled |
| Log interval | 2 minutes |
| Run script when power is critical | Enabled |

Run the following commands:

```
# config -s config.ups.monitors.monitor1.port=/dev/port01
# config -s "config.ups.monitors.monitor1.name=My UPS"
# config -s "config.ups.monitors.monitor1.description=Room 5 UPS"
# config -s config.ups.monitors.monitor1.username=user2
# config -s config.ups.monitors.monitor1.password=A-secret-for-2.
# config -s config.ups.monitors.monitor1.sdorder=2
# config -s config.ups.monitors.monitor1.driver=genericups
# config -s \
config.ups.monitors.monitor1.options.option1.opt=option
# config -s \
config.ups.monitors.monitor1.options.option1.arg=argument
# config -s config.ups.monitors.monitor1.options.total=1
# config -s config.ups.monitors.monitor1.log.enabled=on
# config -s config.ups.monitors.monitor1.log.interval=2
# config -s config.ups.monitors.monitor1.script.enabled=on
```

With regards the first command above, if the port number is higher than 9 (eg port 13) enter the command as follows:

```
# config -s config.ups.monitors.monitor1.port=/dev/port13
```

Also, make sure to increment the total monitors:

```
# config -s config.ups.monitors.total=1
```



CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

Assuming there are already 2 managed devices configured, the 5 commands below will add the UPS to Managed Devices.

```
# config -s \  
"config.devices.device3.connections.connection1.name=My UPS"  
# config -s \  
"config.devices.device3.connections.connection1.type=UPS Unit"  
# config -s "config.devices.device3.name=My UPS"  
# config -s "config.devices.device3.description=Room 5 UPS"  
# config -s config.devices.total=3
```

To delete this managed UPS:

```
# config -d config.ups.monitors.monitor1
```

NOTE: Decrement monitors.total when deleting a managed UPS.

REMOTE UPSES

To add a remote UPS with the following details (assuming this is our first remote UPS):

TABLE 15-8. REMOTE UPSES

| SETTING | VALUE |
|---------------------|---------------|
| UPS name | oldUPS |
| Description | Room 2 UPS |
| Address | 192.168.50.50 |
| Log status | Disabled |
| Log rate | 240 seconds |
| Run shutdown script | Enabled |

```
# config -s config.ups.remotes.remote1.name=oldUPS  
# config -s "config.ups.remotes.remote1.description=Room 2 UPS"  
# config -s config.ups.remotes.remote1.address=192.168.50.50  
# config -d config.ups.remotes.remote1.log.enabled  
# config -s config.ups.remotes.remote1.log.interval=240  
# config -s config.ups.remotes.remote1.script.enabled=on  
# config -s config.ups.remotes.total=1
```

The following command will synchronize the live system with the new configuration:

```
# config -a
```

CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

15.1.9 RPC CONNECTIONS

You can add an RPC connection from the command line but it is not recommended because of dependency issues.

Before adding an RPC, the Management Console GUI code makes sure that at least 1 port has been configured to run in device mode, and that the device is set to rpc. The CLI-based approach does not do this.

To add an RPC with the following values:

TABLE 15-9. RPC CONNECTIONS

| SETTING | VALUE |
|---------------------------|-----------------|
| RPC type | APC 7900 |
| Connected via | Port 2 |
| UPS name | MyRPC |
| Description | Room 5 RPC |
| Login name for device | rpclogin |
| Login password for device | A-secret-for-2. |
| SNMP community | v1 or v2c |
| Logging | option |
| Driver argument | argument |
| Logging | enabled |
| Log interval | 600 seconds |
| Number of power outlets | 4 |

Run the following commands:

```
# config -s config.ports.port2.power.type=APC 7900
# config -s config.ports.port2.power.name=MyRPC
# config -s "config.ports.port2.power.description=Room 5 RPC"
# config -s config.ports.port2.power.username=rpclogin
# config -s config.ports.port2.power.password=A-secret-for-2.
# config -s config.ports.port2.power.snmp.community=v1
# config -s config.ports.port2.power.log.enabled=on
# config -s config.ports.port2.power.log.interval=600
# config -s config.ports.port2.power.outlets=4
```

The following five commands are used by the Management Console to add the RPC to Managed Devices:

```
# config -s \
config.devices.device3.connections.connection1.name=myRPC
# config -s \
"config.devices.device3.connections.connection1.type=RPC Unit"
# config -s config.devices.device3.name=myRPC
```



CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

```
# config -s "config.devices.device3.description=Room 5 RPC"  
# config -s config.devices.total=3
```

The following command will synchronize the live system with the new configuration:

```
# config -a
```

15.1.10 MANAGED DEVICES

To add a managed device: (see Chapter 9 for more information):

```
# config -s "config.devices.device8.name=8"  
# config -s "config.devices.device8.description=the-8th-device"  
# config -s \  
"config.devices.device8.connections.connection1.name=8"  
# config -s \  
config.devices.device8.connections.connection1.type=type  
# config -s config.devices.total=8
```

type can be serial, Host, UPS, or RPC.

To delete the above managed device:

```
# config -d config.devices.device8
```

NOTE: The config.devices.total total must also be decremented when deleting a managed device.

The following command will synchronize the live system with the new configuration:

```
# config -a
```

15.1.11 PORT LOG

To configure serial/network port logging:

```
# config -s config.eventlog.server.address=remote-server-ip  
# config -s config.eventlog.server.logfacility=facility  
# config -s config.eventlog.server.logpriority=priority
```

facility and priority can take a specific range of values:

TABLE 15-10. PORT LOG

| VARIABLE | ALLOWED VALUES |
|----------|---|
| facility | Daemon, Local 0–7, Authenticaiton, Kernel, User, Syslog, Mail, News, UUCP |
| priority | Info, Alert, Critical, Debug, Emergency, Error, Notice, Warning |

CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

Assume the remote log server needs a username name1 and password A-secret-for-2.

```
# config -s config.eventlog.server.username=name1
# config -s config.eventlog.server.password=A-secret-for-2.
```

To set the remote path as /Black Box/logs to save logged data:

```
# config -s config.eventlog.server.path=/Black Box/logs
# config -s config.eventlog.server.type=[none|syslog|nfs|cifs|usb]
```

If the server type is set to usb, none of the other values need to be set. The mount point for storing on a remote USB device is /var/run/portmanager/logdir.

The following command will synchronize the live system with the new configuration:

```
# config -a
```

15.1.12 ALERTS

You can add an email, SNMP or NAGIOS alert by following the steps below.

THE GENERAL SETTING FOR ALL ALERTS

Assume this is our second alert, and we want to send email alerts to john@Black Box.com and sms alerts to peter@Black Box.com:

```
# config -s config.alerts.alert2.description=MySecondAlert
# config -s config.alerts.alert2.email=john@Black Box.com
# config -s config.alerts.alert2.email2=peter@Black Box.com
```

To use NAGIOS to notify of this alert

```
# config -s config.alerts.alert2.nasca.enabled=on
```

To use SNMP to notify of this alert

```
# config -s config.alerts.alert2.snmp.enabled=on
```

To increment the total alerts:

```
# config -s config.alerts.total=2
```

Below are the specific settings depending on the type of alert required.

CONNECTION ALERT

To trigger an alert when a user connects to serial port 5 or network host 3:

```
# config -s config.alerts.alert2.host3=hostname
# config -s config.alerts.alert2.port5=on
# config -s config.alerts.alert2.sensor=temp
# config -s config.alerts.alert2.signal=DSR
# config -s config.alerts.alert2.type=login
```

CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

SIGNAL ALERT

To trigger an alert when a signal changes state on port 1:

```
# config -s config.alerts.alert2.port1=on
# config -s config.alerts.alert2.sensor=temp
# config -s config.alerts.alert2.signal=[DSR | DCD | CTS]
# config -s config.alerts.alert2.type=signal
```

PATTERN MATCH ALERT

To trigger an alert if the regular expression .*0.0% id is found in serial port 10's character stream.

```
# config -s "config.alerts.alert2.pattern=.*0.0% id"
# config -s config.alerts.alert2.port10=on
# config -s config.alerts.alert2.sensor=temp
# config -s config.alerts.alert2.signal=DSR
# config -s config.alerts.alert2.type=pattern
```

UPS POWER STATUS ALERT

To trigger an alert when myUPS (on localhost) or thatUPS (on remote host 192.168.0.50) power status changes between on line, on battery and low battery.

```
# config -s config.alerts.alert2.sensor=temp
# config -s config.alerts.alert2.signal=DSR
# config -s config.alerts.alert2.type=ups
# config -s config.alerts.alert2.ups1=myUPS@localhost
# config -s config.alerts.alert2.ups2=thatUPS@192.168.0.50
```

CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

ALARM SENSOR ALERT

The commands below set an alert for doorAlarm and windowAlarm, two alarms connected to an environmental sensor called SensorInRoom3. Both alarms are disabled on Mondays from 08:15 to 14:30.

```
# config -s \  
config.alerts.alert2.alarm1=SensorInRoom3.alarm1 (doorAlarm)  
# config -s \  
config.alerts.alert2.alarm1=SensorInRoom3.alarm2 (windowAlarm)  
# config -s config.alerts.alert2.alarmrange.mon.from.hour=8  
# config -s config.alerts.alert2.alarmrange.mon.from.min=15  
# config -s config.alerts.alert2.alarmrange.mon.until.hour=14  
# config -s config.alerts.alert2.alarmrange.mon.until.min=30  
# config -s config.alerts.alert2.description='description'  
# config -s config.alerts.alert2.sensor=temp  
# config -s config.alerts.alert2.signal=DSR  
# config -s config.alerts.alert2.type=alarm
```

To enable an alarm for the entire day:

```
# config -s config.alerts.alert2.alarmrange.mon.from.hour=0  
# config -s config.alerts.alert2.alarmrange.mon.from.min=0  
# config -s config.alerts.alert2.alarmrange.mon.until.hour=0  
# config -s config.alerts.alert2.alarmrange.mon.until.min=0
```

The following command will synchronize the live system with the new configuration:

```
# config -r alerts
```

15.1.13 SMTP AND SMS

To set-up an SMTP mail or SMS server with the following details:

TABLE 15-11. SMTP OR SMS SETTINGS

| SMTP OR SMS SERVER SETTING | VALUE |
|----------------------------|------------------------|
| Outgoing server address | mail.Black Box.com |
| Secure connection type | SSL |
| Sender | john@Black Box.com |
| Server username | john |
| Server password | A-little-secret-for-2. |
| Subject line | SMTP alerts. |

CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

Run the following commands:

```
# config -s config.system.smtp.server=mail.Black Box.com
# config -s config.system.smtp.encryption=SSL
# config -s config.system.smtp.sender=John@Black Box.com
# config -s config.system.smtp.username=john
# config -s config.system.smtp.password=A-little-secret-for-2.
# config -s config.system.smtp.subject=SMTP alerts
```

To set-up an SMTP SMS server with the same details as above:

```
# config -s config.system.smtp.server2=mail.Black Box.com
# config -s config.system.smtp.encryption2=SSL
# config -s config.system.smtp.sender2=john@Black Box.com
# config -s config.system.smtp.username2=john
# config -s config.system.smtp.password2=A-little-secret-for-2.
# config -s config.system.smtp.subject2=SMTP alerts
```

In both setups, the value for encryption can be SSL, TLS or None.

The following command will synchronize the live system with the new configuration:

```
# config -a
```

15.1.14 SNMP

To set up the SNMP agent on the device:

```
# config -s config.system.snmp.protocol=[UDP | TCP]
# config -s config.system.snmp.trapport=port-number
# config -s config.system.snmp.address=NMS-IP-network-address
# config -s config.system.snmp.community=community-name
# config -s config.system.snmp.engineid=ID
# config -s config.system.snmp.username=username
# config -s config.system.snmp.password=password
# config -s config.system.snmp.version=[1 | 2c | 3]
```

The default port number is 162.

The community value can only be set on v1 and v2c.

The engineid, username, and password values can only be set on v3.

The following command will synchronize the live system with the new configuration:

```
# config -r auth
```

CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

15.1.15 ADMINISTRATION

To change the administration settings to:

TABLE 15-12. ADMINISTRATION SETTINGS

| SYSTEM SETTING | VALUE |
|---|-------------------------------|
| System name | og.example.com |
| System password (root account password) | A-simple-little-secret-for-2. |
| Description | Device in office 2 |

Run the following commands:

```
# config -s config.system.name=og.example.com:
# config -P config.users.user1.password
# config -s "config.system.location="Device in office 2"
```

The second command has an interactive aspect. The -P parameter will prompt the user for a password. Enter the desired string and press Return: config will accept and encrypt the string.

NOTE: Any config element value can be encrypted using the -P parameter. Only encrypted user passwords and system passwords are supported, however. If any other element value is encrypted, the value becomes inaccessible and will have to be re-set.

An alternative to the second command above is:

```
# /etc/scripts/user-mod -P root
```

The following command will synchronize the live system with the new configuration:

```
# config -r auth
```

15.1.16 IP SETTINGS

To configure the primary network interface with the following static settings:

TABLE 15-13. IP SETTINGS

| NETWORK INTERFACE SETTING | VALUE |
|---------------------------|---------------|
| IP address | 192.168.0.23 |
| Netmask | 255.255.255.0 |
| Default gateway | 192.168.0.1 |
| DNS server 1 | 192.168.0.1 |
| DNS server 2 | 192.168.0.2 |



CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

```
# config -s config.interfaces.wan.address=192.168.0.23
# config -s config.interfaces.wan.netmask=255.255.255.0
# config -s config.interfaces.wan.gateway=192.168.0.1
# config -s config.interfaces.wan.dns1=192.168.0.1
# config -s config.interfaces.wan.dns2=192.168.0.2
# config -s config.interfaces.wan.mode=static
# config -s config.interfaces.wan.media=<value>
```

In the last command, the available options for <value> are: Auto, 100baseTx-FD, 100baseTx-HD, 10baseT-HD, and 10baseT-FD.

To configure the management LAN interface, use the same commands as above but replace config.interfaces.wan with config.interfaces.lan.

To enable bridging between all interfaces:

```
# config -s config.system.bridge.enabled=on
```

To enable IPv6 for all interfaces:

```
# config -s config.system.ipv6.enabled=on
```

To enable the management LAN interface run the following command:

```
# config -d config.interfaces.lan.disabled
# config -r ipconfig
```

NOTE: Not all devices have a management LAN interface.

To configure a failover device in case of an outage:

```
# config -s config.interfaces.wan.failover.address1=ip-address
# config -s config.interfaces.wan.failover.address2=ip-address
# config -s config.interfaces.wan.failover.interface=<interface>
```

In the last command, the available options for <interface> are: eth1, console, modem

Network interfaces can also be configured automatically:

```
# config -s config.interfaces.wan.mode=dhcp
# config -s config.interfaces.lan.mode=dhcp
```

Either of the following commands will synchronize the live system with the new configuration:

```
# /bin/config --run=ipconfig
# config -r ipconfig
```

15.1.17 DATE AND TIME SETTINGS

To enable NTP using a server at pool.ntp.org, issue the following commands:

```
# config -s config.ntp.enabled=on
# config -s config.ntp.server=pool.ntp.org
```

Alternatively, you can manually change the clock settings.

To change running system time:

```
# date MMDDhhmm[CC]YY.ss
# /bin/hwclock --systohc
```

CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

The first command sets a new system time.

NOTE: The date command uses a US-style order with month (MM) listed before day (DD). Also, although the thousands and hundreds column in the Gregorian Year are theoretically optional, it is strongly recommended that these values be set explicitly.

The second command saves this new system time to the hardware clock.

Alternatively, to first change the hardware clock and then set the system time to the newly set hardware time :

```
# /bin/hwclock --set --date=MMDDhhmm[CC]YY.ss
```

```
# /bin/hwclock --hctosys
```

To change the timezone:

```
# config -s config.system.timezone=US/Eastern
```

The following command will synchronize the live system with the new configuration:

```
# config -r time
```



CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

15.1.18 DIAL-IN SETTINGS

To enable dial-in access on the DB9 serial port from the command line with the following attributes:

TABLE 15-14. DIAL-IN SETTINGS

| SETTING | VALUE |
|-----------------------------|------------------------|
| Local IP address | 172.24.1.1 |
| Remote IP address | 172.24.1.2 |
| Authentication type | MSCHAPv2 |
| Serial port baud rate | 115200 |
| Serial port flow control | Hardware |
| Custom modem initialization | ATQ0V1H0 |
| Callback phone number | 0800223665 |
| User to dial as | user1 |
| Password for user | A-little-secret-for-2. |

Run the following commands:

```
# config -s config.console.ppp.localip=172.24.1.1
# config -s config.console.ppp.remoteip=172.24.1.2
# config -s config.console.ppp.auth=MSCHAPv2
# config -s config.console.speed=115200
# config -s config.console.flow=Hardware
# config -s config.console.initstring=ATQ0V1H0
# config -s config.console.ppp.enabled=on
# config -s config.console.ppp.callback.enabled=on
# config -s config.console.ppp.callback.phone1=0800223665
# config -s config.console.ppp.username=user1
# config -s config.console.ppp.password=A-little-secret-for-2.
```

To make the dialed connection the default route:

```
# config -s config.console.ppp.defaultroute=on
```

CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

Supported values for settings that are not fixed or user-created are as follows:

TABLE 15-15. SUPPORTED VALUES

| SETTING | SUPPORTED VALUE |
|--------------------------|---|
| Authentication type | None, PAP, CHAP, and MSCHAPv2. |
| Serial port baud rate | 9600, 19200, 38400, 57600, 115200, and 230400 |
| Parity values | None, Odd, Even, Mark, and Space |
| Data bits values | 5, 6, 7, and 8 |
| Stop-bit values | 1, 1.5, and 2 |
| Serial port flow control | Hardware, Software, and None |

If you do not wish to use out-of-band dial-in access the procedure for enabling start-up messages on the console port is documented in chapter 14.3.2.

The following command will synchronize the live system with the new configuration:

```
# config -a
```

15.1.19 DHCP SERVER

To enable the DHCP server on the console management LAN with the following settings:

TABLE 15-16. DHCP SERVER SETTINGS

| DHCP SERVER SETTING | VALUE |
|----------------------------|-------------------|
| Default lease time | 200000 seconds. |
| Maximum lease time | 300000 seconds |
| DNS server 1 | 192.168.2.3 |
| DNS server 2 | 192.168.2.4 |
| Domain name | company.com |
| Default gateway | 192.168.0.1 |
| IP pool 1 start address | 192.168.0.20 |
| IP pool 1 end address | 192.168.0.100 |
| Reserved IP address | 192.168.0.50 |
| MAC to reserve IP for | 00:1e:67:82:72:d9 |
| Name to identify this host | John-PC |



CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

Run the following commands:

```
# config -s config.interfaces.lan.dhcpd.enabled=on
# config -s config.interfaces.lan.dhcpd.defaultlease=200000
# config -s config.interfaces.lan.dhcpd.maxlease=300000
# config -s config.interfaces.lan.dhcpd.dns1=192.168.2.3
# config -s config.interfaces.lan.dhcpd.dns2=192.168.2.4
# config -s config.interfaces.lan.dhcpd.domain=company.com
# config -s config.interfaces.lan.dhcpd.gateway=192.168.0.1
# config -s \
config.interfaces.lan.dhcpd.pools.pool1.start=192.168.0.20
# config -s \
config.interfaces.lan.dhcpd.pools.pool1.end=192.168.0.100
# config -s config.interfaces.lan.dhcpd.pools.total=1
# config -s \
config.interfaces.lan.dhcpd.staticips.staticip1.ip=192.168.0.50
# config -s \
config.interfaces.lan.dhcpd.staticips.staticip1.mac=00:1e:67:82:72:d9
# config -s \
config.interfaces.lan.dhcpd.staticips.staticip1.host=John-PC
# config -s config.interfaces.lan.dhcpd.staticips.total=1
```

The following command will synchronize the live system with the new configuration:

```
# config -r auth
```

15.1.20 SERVICES

You can manually enable or disable network servers from the command line. For example, if you wanted to guarantee the following server configuration:

TABLE 15-17. SERVER CONFIGURATION

| SERVER | STATE |
|--|----------|
| HTTP server | enabled |
| HTTPS server | disabled |
| Telnet server | disabled |
| SSH server | enabled |
| SNMP server | disabled |
| Respond to ICMP echo requests (Ping replies) | disabled |
| TFTP server | enabled |

CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

Run the following commands:

```
# config -s config.services.http.enabled=on
# config -d config.services.https.enabled
# config -d config.services.telnet.enabled
# config -s config.services.ssh.enabled=on
# config -d config.services.snmp.enabled
# config -d config.services.pingreply.enabled
# config -s config.services.tftp.enabled=on
```

These services run on default port numbers as follows:

TABLE 15-18. DEFAULT PORT NUMBERS

| SERVICE | DEFAULT PORT NUMBER |
|---------------------------------|---------------------|
| Telnet | 2000 |
| SSH | 3000 |
| TCP | 4000 |
| RFC2217 | 5000 |
| unauthtel (Unauthorized Telnet) | 6000 |

To set secondary port ranges for any service the following syntax applies:

```
# config -s config.services.<service>.portbase=<number>
```

For example: to set all these services to run on a port number that is ten higher than their default, run the following commands:

```
# config -s config.services.telnet.portbase=2010
# config -s config.services.ssh.portbase=3010
# config -s config.services.tcp.portbase=4010
# config -s config.services.rfc2217.portbase=5010
# config -s config.services.unauthtel.portbase=6010
```

The following command will synchronize the live system with the new configuration:

```
# config -r auth
```



CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

15.1.21 NAGIOS

To configure NAGIOS with the following settings:

TABLE 15-19. NAGIOS SETTINGS

| SETTING | VALUE | NOTES |
|---------------------------|--------------|-----------------------------------|
| NAGIOS host name | LES1716A | Name of this system |
| NAGIOS host address | 192.168.0.1 | Address of this system |
| NAGIOS server address | 192.168.0.10 | Address of upstream NAGIOS server |
| Enable SDT for NAGIOS ext | Enabled | — |
| SDT gateway address | 192.168.0.1 | Defaults to host address |
| Prefer NRPE over NSCA | Disabled | Defaults to disabled |

Run the following commands:

```
# config -s config.system.nagios.enabled=on
# config -s config.system.nagios.name=cm7116
# config -s config.system.nagios.address=192.168.0.1
# config -s config.system.nagios.server.address=192.168.0.10
# config -s config.system.nagios.sdt.disabled=on
# config -s config.system.nagios.sdt.address=192.168.0.1
# config -s config.system.nagios.nrpe.prefer=""
```

The fifth command disables SDT for Nagios extensions.

To configure NRPE with following settings:

TABLE 15-20. NRPE SETTINGS

| SETTING | VALUE | NOTES |
|-------------------------|---------|---|
| NRPE port | 5600 | Port to listen on for nrpe. Defaults to 5666. |
| NRPE user | user1 | User to run as. Defaults to nrpe. |
| NRPE group | group1 | Group to run as. Defaults to nobody. |
| Allow command arguments | Enabled | — |

Run the following commands:

```
# config -s config.system.nagios.nrpe.enabled=on
# config -s config.system.nagios.nrpe.port=5600
# config -s config.system.nagios.user=user1
# config -s config.system.nagios.nrpe.group=group1
# config -s config.system.nagios.nrpe.cmdargs=on
```

CHAPTER 15: CONFIGURATION FROM THE COMMAND LINE

To configure NSCA with the following settings:

TABLE 15-21. NCSA SETTINGS

| SETTING | VALUE | NOTES |
|------------------------|-----------|--|
| NSCA encryption | BLOWFISH | can be None, XOR, DES, TRIPLEDES, CAST-256, BLOWFISH, TWOFISH, RIJNDAEL-256, SERPENT, GOST |
| NSCA password | secret | — |
| NSCA check-in interval | 2 minutes | — |
| NSCA port | 5650 | Defaults to 5667 |
| User to run as | user1 | Defaults to nsca |
| Group to run as | group1 | Defaults to nobody |

Run the following commands

```
# config -s config.system.nagios.nasca.enabled=on
# config -s config.system.nagios.nasca.encryption=BLOWFISH
# config -s config.system.nagios.nasca.secret=secret
# config -s config.system.nagios.nasca.interval=2
# config -s config.system.nagios.nasca.port=5650
# config -s config.system.nagios.nasca.user=user1
# config -s config.system.nagios.nasca.group=group1
```

The following command will synchronize the live system with the new configuration:

```
# config -r auth
```



CHAPTER 16: ADVANCED CONFIGURATION

Black Box console servers run the embedded Linux operating system. Administrator class users can configure the console server and monitor and manage attached serial console and host devices from the command line using Linux commands and the config utility (as described in Chapter 15).

The Linux kernel in the console server also supports GNU bash shell scripts, enabling the Administrator to run custom scripts. This chapter presents a number of useful scripts and scripting tools including

- ♦ delete-node, which is a general script for deleting users, groups, hosts, UPS's etc.
- ♦ ping-detect, which will run specified commands when a specific host stops responding to ping requests.

This chapter then details how to perform advanced and custom management tasks using Black Box commands, Linux commands and the open source tools embedded in the console server:

- ♦ portmanager serial port management.
- ♦ raw data access to the ports and modems.
- ♦ iptables modifications and updating IP filtering rules.
- ♦ retrieving status information using SNMP and modifying SNMP with net-snmpd.
- ♦ public key authenticated SSH communications.
- ♦ SSL, configuring HTTPS and issuing certificates.
- ♦ using pmpower for NUT and PowerMan power device management.
- ♦ using IPMItools.
- ♦ CDK custom development kit.
- ♦ sms server tools.
- ♦ disabling multicasting.

16.1 CUSTOM SCRIPTING

The console server supports GNU bash shell commands (see Appendix A), enabling the Administrator to run custom scripts.

16.1.1 CUSTOM SCRIPT TO RUN WHEN BOOTING

The `/etc/config/rc.local` script runs whenever the system boots. By default, this script file is empty. You can add any commands to this file if you want them to be run at boot time. For example, if you want to display hello world, add the following to `rc.local`:

```
#!/bin/sh
echo "Hello World!"
```

If this script has been copied from a Windows machine, you may need to run the following command on the script before bash can run it successfully:

```
# dos2unix /etc/config/rc.local
```

Another scenario would be to call another custom script from the `/etc/config/rc.local` file, ensuring that your custom script will run whenever the system is booted.

CHAPTER 16: ADVANCED CONFIGURATION

16.1.2 RUNNING CUSTOM SCRIPTS WHEN ALERTS ARE TRIGGERED

Whenever an alert gets triggered, specific scripts get called. These scripts all reside in `/etc/scripts/`. Below is a list of the default scripts that get run for each applicable alert.

- ◆ For a connection alert (when a user connects or disconnects from a port or network host):
 - `/etc/scripts/portmanager-user-alert` (for port connections).
 - `/etc/scripts/sdt-user-alert` (for host connections).
- ◆ For a signal alert (when a signal on a port changes state):
 - `/etc/scripts/portmanager-signal-alert`
- ◆ For a pattern match alert (when a specific regular expression is found in the serial ports character stream):
 - `/etc/scripts/portmanager-pattern-alert`
- ◆ For a UPS status alert (when the UPS power status changes between on line, on battery, and low battery):
 - `/etc/scripts/ups-status-alert`
- ◆ For an environmental, power and alarm sensor alerts (temperature, humidity, power load and battery charge alerts):
 - `/etc/scripts/environmental-alert`
- ◆ For an interface failover alert:
 - `/etc/scripts/interface-failover-alert`

All these scripts do a check to see whether you have created a custom script to run instead. The code that does this check is shown below (an extract from the file `/etc/scripts/portmanager-pattern-alert`):

```
# If there's a user-configured script, run it instead
scripts[0]="/etc/config/scripts/pattern-alert.${ALERT_PORTNAME}"
scripts[1]="/etc/config/scripts/portmanager-pattern-alert"
for (( i=0 ; i < ${#scripts[@]} ; i++ )); do
    if [ -f "${scripts[$i]}" ]; then
        exec /bin/sh "${scripts[$i]}"
    fi
done
```

This code shows that there are two alternative scripts that can be run instead of the default one. This code first checks whether a file — `/etc/config/scripts/pattern-alert.${ALERT_PORTNAME}` — exists.

NOTE: The variable `${ALERT_PORTNAME}` must be replaced with `port01` or `port13` or whichever port the alert should run for.

If this file cannot be found, the script checks whether the file `/etc/config/scripts/portmanager-pattern-alert` exists.

If either of these files exists, the script calls the `exec` command on the first file that it finds and runs that custom file/script instead.

As an example, you can copy the `/etc/scripts/portmanager-pattern-alert` script file to `/etc/config/scripts/portmanager-pattern-alert`:

```
# cd /
# mkdir /etc/config/scripts
```

NOTE: This command assumes the directory created does not already exist.

```
# cp /etc/scripts/portmanager-pattern-alert \
/etc/config/scripts/portmanager-pattern-alert
```



CHAPTER 16: ADVANCED CONFIGURATION

The next step is to edit the new script file.

- ♦ Open the file `/etc/config/scripts/portmanager-pattern-alert` using `vi` (or other text editor).
- ♦ Remove the lines that check for a custom script (the code from above).

This will prevent the new custom script from repeatedly calling itself.

After these lines have been removed, edit the file, or add any additional scripting to the file.

16.1.3 EXAMPLE SCRIPT: POWER CYCLING ON PATTERN MATCH

If, for example, we had an RPC (PDU) connected to port 1 on a console server and also have some telecommunications device connected to port 2 that is powered by the RPC outlet 3. Now assume the telecom device transmits a character stream `Emergency` out on its serial console port every time that it encounters some specific error, and the only way to fix this error is to power cycle the telecom device.

The first step is to setup a pattern-match alert on port 2 to check for the pattern `Emergency`.

Next, we need to create a custom script to deal with this alert:

```
# cd /  
# mkdir /etc/config/scripts  
/* if the directory does not already exist */  
# cp /etc/scripts/portmanager-pattern-alert \  
/etc/config/scripts/portmanager-pattern-alert
```

NOTE: Make sure to remove the `if` statement (which checks for a custom script) from the new script, to prevent an infinite loop.

The `pmpower` utility is used to send power commands to RPC device in order to power cycle our telecom device:

```
# pmpower -l port01 -o 3 cycle
```

The RPC is on serial port 1. The telecom device is powered by RPC outlet 3.

We can now append this command to our custom script. This will guarantee that our telecom device will be power cycled every time the console reads the `Emergency` character stream on port 2.

16.1.4 EXAMPLE SCRIPT: MULTIPLE E-MAIL NOTIFICATIONS ON EACH ALERT

If you desire to send more than one email when an alert triggers, you have to create a replacement script using the method described above and add the appropriate lines to your new script.

Currently, there is a script `/etc/scripts/alert-email` that runs from within all the alert scripts (for example `portmanager-user-alert` or `environmental-alert`). The `alert-email` script is responsible for sending the email. The line which invokes the email script looks as follows:

```
/bin/sh /etc/scripts/alert-email $suffix &
```

If you wish to send another email to a single address or the same email to many recipients, edit the custom script appropriately. You can follow the examples in any of the seven alert scripts listed above. Consider the `portmanager-user-alert` script. If you need to send the same alert email to more than one email address, find the lines in the script responsible for invoking the `alert-email` script, then add the following lines below the existing lines:

```
export TOADDR="emailaddress@domain.com"  
/bin/sh /etc/scripts/alert-email $suffix &
```

CHAPTER 16: ADVANCED CONFIGURATION

These two lines assign a new email address to TOADDR and invoke the alert-email script in the background.

16.1.5 DELETING CONFIGURATION VALUES FROM THE CLI

The delete-node script is provided to help with deleting nodes from the command line. The delete-node script takes one argument, the node name you want to delete (for example config.users.user1 or config.sdt.hosts.host1).

delete-node is a general script for deleting any node you desire (users, groups, hosts, UPS's, etc.) from the command line. The script deletes the specified node and shuffles the remainder of the node values.

For example, if we have five users configured and we use the script to delete user 3, then user 4 will become user 3, and user 5 will become user 4.

This creates an obvious complication as this script does not check for any other dependencies that the node being deleted may have had. So you are responsible for making sure that any references and dependencies connected to the deleted node are removed or corrected in the config.xml file.

The script treats all nodes the same. The syntax to run the script is

```
# ./delete-node {node name}
```

so to remove, for example, user 3:

```
# ./delete-node config.users.user3
```

The delete-note script

```
#!/bin/bash
# User must provide the node to be removed. eg "config.users.user1"
# Usage: delete-node {full node path}
if [ $# != 1 ]
then
    echo "Wrong number of arguments"
    echo "Usage: delnode {full '.' delimited node path}"
    exit 2
fi
# test for spaces
TEMP=`echo "$1" | sed 's/.* */N/'`
if [ "$TEMP" = "N" ]
then
    echo "Wrong input format"
    echo "Usage: delnode {full '.' delimited node path}"
    exit 2
fi
# testing if node exists
TEMP=`config -g config | grep "$1"`
if [ -z "$TEMP" ]
then
    echo "Node $1 not found"
```



CHAPTER 16: ADVANCED CONFIGURATION

```
        exit 0
    fi
    # LASTFIELD: last field in the node path. eg "user1"
    # ROOTNODE: upper level of the node. eg "config.users"
    # NUMBER: integer value extracted from LASTFIELD e.g. "1"
    # TOTALNODE: node name for the total e.g. "config.users.total"
    # TOTAL: value of the total number of items before deleting eg "3"
    # NEWTOTAL: modified total i.e. TOTAL-1
    # CHECKTOTAL checks if TOTAL is the actual total items in .xml
    LASTFIELD=${1##*.}
    ROOTNODE=${1%.*}
    NUMBER=`echo $LASTFIELD | sed 's/^[a-zA-Z]*//g`
    TOTALNODE=`echo ${1%.*} | sed 's/\(.*\)\/\1.total/'`
    TOTAL=`config -g $TOTALNODE | sed 's/*//`
    NEWTOTAL=$(( $TOTAL - 1 )
    # Make backup copy of config file
    cp /etc/config/config.xml /etc/config/config.bak
    echo "backup of /etc/config/config.xml saved in /etc/config/config.bak"
    if [ -z $NUMBER ] # test whether a singular node is being \
        # deleted e.g. config.sdt.hosts
    then
        echo "Deleting $1"
        config -d "$1"
        echo Done
        exit 0
    elif [ $NUMBER = $TOTAL ] # Test if only one item exists
    then
        echo "only one item exists"
        # Deleting node
        echo "Deleting $1"
        config -d "$1"
        # Modifying item total.
        config -s "$TOTALNODE=0"
        echo Done
        exit 0
    elif [ $NUMBER -lt $TOTAL ] # more than one item exists
    then
        # Modify the users list so user numbers are sequential
```

CHAPTER 16: ADVANCED CONFIGURATION

```
# by shifting the users into the gap one at a time...
echo "Deleting $1"
LASTFIELDTEXT=`echo $LASTFIELD | sed 's/[0-9]//g`
CHECKTOTAL=`config -g $ROOTNODE.$LASTFIELDTEXT$TOTAL`
if [ -z "$CHECKTOTAL" ]
then
    echo "WARNING: "$TOTALNODE" greater than number of items"
fi
COUNTER=1
while [ $COUNTER != $((TOTAL-NUMBER+1)) ]
do
    config -g $ROOTNODE.$LASTFIELDTEXT$((NUMBER+COUNTER)) \
    | while read LINE
    do
        config -s \
        "`echo "$LINE" | sed -e "s/$LASTFIELDTEXT$((NUMBER+ \
        COUNTER))/$LASTFIELDTEXT$((NUMBER+COUNTER-1))/" \
        -e 's / /=/'`"
    done
    let COUNTER++
done
# deleting last user
config -d $ROOTNODE.$LASTFIELDTEXT$TOTAL
# Modifying item total.
config -s "$TOTALNODE=$NEWTOTAL"
echo Done
exit 0
else
    echo "error: item being deleted has an index greater than total items. Increase the total count variable."
    exit 0
fi
```



CHAPTER 16: ADVANCED CONFIGURATION

16.1.6 POWER CYCLE ANY DEVICE UPON A PING REQUEST FAILURE

The ping-detect script is designed to run specified commands when a monitored host stops responding to ping requests.

The first parameter taken by the ping-detect script is the hostname or IP address of the device to ping. Any other parameters are then regarded as a command to run whenever the ping to the host fails. ping-detect can run any number of commands.

Below is an example using ping-detect to power cycle an RPC (PDU) outlet whenever a specific host fails to respond to a ping request. ping-detect is run from /etc/config/rc.local to make sure that the monitoring starts whenever the system boots.

We assume we have a serially controlled RPC connected to port01 on a console server and have a router powered by outlet 3 on the RPC and the router has an internal IP address of 192.168.22.2. The following instructions will show you how to continuously ping the router and, when the router fails, to respond to a series of pings, the console server will send a command to RPC outlet 3 to power cycle the router, and write the current date/time to a file.

- Copy the ping-detect script to /etc/config/scripts/ on the console server.
- Open /etc/config/rc.local using vi (or another text editor).
- Add the following line to rc.local:

```
/etc/config/scripts/ping-detect 192.168.22.2 /bin/bash -c \  
"pmpower -l port01 -o 3 cycle && date" > /tmp/output.log &
```

The above command will cause the ping-detect script to continuously ping the host at 192.168.22.2, which is the router. If the router crashes it will no longer respond to ping requests. If this happens, the two commands pmpower and date will run. The output from these commands is sent to the file /tmp/output.log so that we have some kind of record. The ping-detect is also run in the background using the &.

The rc.local script is only run by default when the system boots. You can manually run the rc.local script or the ping-detect script if desired.

The above is just one example of using the ping-detect script. The idea of the script is to run any number of commands when a specific host stops responding to ping requests. Here are details of the ping-detect script itself.

The ping-detect script

```
#!/bin/sh  
# Usage: ping-detect HOST [COMMANDS...]  
# This script takes 2 types of arguments: hostname/IPaddress  
# to ping, and the commands to run if the ping fails 5 times  
# in a row. This script can only take one host/IPaddress per  
# instance. Multiple independent commands can be sent to the  
# script. The commands will be run one after the other.  
#  
# PINGREP is the entire reply from the ping command  
# LOSS is the percentage loss from the ping command  
# $1 must be the hostname/IPaddress of device to ping  
# $2... must be the commands to run when the pings fail.  
COUNTER=0  
TARGET="$1"  
shift
```

CHAPTER 16: ADVANCED CONFIGURATION

```
# loop indefinitely:
while true
do
    # ping the device 10 times
    PINGREP=`ping -c 10 -i 1 "$TARGET" `
    # get the packet loss percentage
    LOSS=`echo "$PINGREP" | grep "%" | \
    sed -e 's/.*\([0-9]*\)%.*/\1/'`
    if [ "$LOSS" -eq "100" ]
    then
        COUNTER=`expr $COUNTER + 1`
    else
        COUNTER=0
        sleep 30s
    fi
    if [ "$COUNTER" -eq 5 ]
    then
        COUNTER=0
        "$@"
        sleep 2s
    fi
done
```

16.1.7 RUNNING CUSTOM SCRIPTS WHEN A CONFIGURATOR IS INVOKED

A configurator is responsible for reading the values in `/etc/config/config.xml` and making the appropriate changes live. Some changes made by the configurators are part of the Linux configuration itself, such as user passwords or `ipconfig`.

Currently there are nineteen configurators, each one responsible for a specific group of config. For example, the users configurator makes the user configurations in the `config.xml` file live. To see all the available configurators, type the following from a command line prompt:

```
# config
```

When a change is made using the Management Console web GUI, the appropriate configurator is automatically run. This can be problematic. If another user or administrator makes a change using the Management Console, the configurator could possibly overwrite any custom CLI/linux configurations you may have set.

The solution is to create a custom script that runs after each configurator has run. So after each configurator runs, it will check whether that appropriate custom script exists. You can then add any commands to the custom script and they will be invoked after the configurator runs.

The custom scripts must be in the correct location:

```
/etc/config/scripts/config-post-
```



CHAPTER 16: ADVANCED CONFIGURATION

To create an alerts custom script:

```
# cd /etc/config/scripts
# touch config-post-alerts
# vi config-post-alerts
```

This script could be used to recover a specific backup config or overwrite a config or make copies of config files etc.

16.1.8 BACKING-UP THE CONFIGURATION AND RESTORING USING A LOCAL USB STICK

The `/etc/scripts/backup-usb` script has been written to save and load custom configuration using a USB flash disk. Before saving a configuration locally, you must prepare the USB storage device for use. To do this, disconnect all USB storage devices except for the storage device you wish to use.

Usage:

```
/etc/scripts/backup-usb COMMAND [FILE]
```

TABLE 16-1. USB BACKUP COMMANDS

| OPTION | DESCRIPTION |
|------------------|---|
| check-magic | Check volume label |
| set-magic | Set volume label |
| save file | Save configuration to USB |
| delete file | Delete a configuration tarball from USB |
| list | List available config backups on USB |
| load file | Load a specific config from USB |
| load-default | Load the default configuration |
| set-default file | Set which file becomes the default |

The first thing to do is to check if the USB disk has a label:

```
# /etc/scripts/backup-usb check-magic
```

If this command returns Magic volume not found, then run the following command:

```
# /etc/scripts/backup-usb set-magic
```

To save the configuration:

```
# /etc/scripts/backup-usb save config-20May
```

To check if the backup was saved correctly:

```
# /etc/scripts/backup-usb list
```

If this command does not display `* config-20May` then there was an error saving the configuration.

The `set-default` command takes an input file as an argument and renames it to `default.opg`. This default configuration remains stored on the USB disk. The next time you want to load the default config, it will be sourced from the new `default.opg` file. To set a config file as the default:

```
# /etc/scripts/backup-usb set-default config-20May
```

CHAPTER 16: ADVANCED CONFIGURATION

To load this default:

```
# /etc/scripts/backup-usb load-default
```

To load any other config file:

```
# /etc/scripts/backup-usb load {filename}
```

The `/etc/scripts/backup-usb` script can be executed directly with various commands or called from other custom scripts you may create. However it is recommended that you do not customize the `/etc/scripts/backup-usb` script itself.

16.1.9 BACKING-UP THE CONFIGURATION OFF-BOX

If you do not have a USB port on your console server, you can back up the configuration to an off-box file. Before backing up, you need to arrange a way to transfer the backup off-box. This could be via an NFS share, a Samba (Windows) share to USB storage or copied off-box via the network. If backing up directly to off-box storage, make sure it is mounted.

`/tmp` is not a good location for the backup except as a temporary location before transferring it off-box. The `/tmp` directory will not survive a reboot. The `/etc/config` directory is not a good place either: it will not survive a restore.

Backup and restore should be done by the root user to ensure correct file permissions are set. The `config` command is used to create a backup tarball:

```
# config -e <Output File>
```

The tarball will be saved to the indicated location. It will contain the contents of the `/etc/config/` directory in an uncompressed and unencrypted form.

Example nfs storage:

```
# mount -t nfs 192.168.0.2:/backups /mnt # config -e /mnt/ \
les1716a.config
# umount /mnt/
```

Example transfer off-box via scp:

```
# config -e /tmp/cm7116.config
# scp /tmp/cm7116.config username@192.168.0.2:/backups
```

The `config` command is also used to restore a backup:

```
# config -i <Input File>
```

This will extract the contents of the previously created backup to `/tmp`, and then synchronize the `/etc/config` directory with the copy in `/tmp`.

One problem that can crop up here is that there is not enough room in `/tmp` to extract files to. The following command will temporarily increase the size of `/tmp`:

```
# mount -t tmpfs -o remount,size=2048k tmpfs /var
```

If restoring to either a new unit or one that has been factory defaulted, it is important to make sure that the process generating SSH keys is either stopped or completed before restoring configuration. If this is not done, then a mix of old and new keys may be put in place.

SSH uses these keys to avoid man-in-the-middle attacks, logging in may be disrupted.



CHAPTER 16: ADVANCED CONFIGURATION

16.2 ADVANCED PORTMANAGER

Black Box's portmanager manages console server serial ports. It routes network connections to serial ports, checks permissions, and monitors and logs all data flowing to and from ports.

16.2.1 PORTMANAGER COMMANDS

pmshell

The pmshell command behaves similarly to standard tip or cu commands, but all serial port access is directed via the portmanager.

For example, to connect to port 8 via the portmanager:

```
# pmshell -l port08
```

pmshell commands

Once connected, the pmshell command supports a subset of the ~ escape commands that tip and cu support. For SSH you must prefix the escape with an additional ~ character. That is, over SSH use the ~~ escape sequence.

Firmware v3.5.2 and later includes the pmshell chooser escape command. You can now use ~m (or ~~m over SSH) from connected serial port to drop back to pmshell.

For console servers running firmware v3.11.0 and later, pmshell has a set of key sequences built in to access things like the power menu, return to the serial port selection menu and so on.

TABLE 16-2. PMSHELL KEY SEQUENCES

| COMMAND | SSH | NOTES |
|----------|-----------|---|
| ~b | ~~b | Generates a BREAK on the connected-to serial port. |
| ~h | ~~h | Generates a history on the connected-to serial port. Depends on port logging being enabled. |
| ~p | ~~p | Opens the power menu for the connected-to serial port. Said port must be configured for an RPC. |
| ~m | ~~m | Connect to the port menu. Goes back to the serial port selection menu. |
| ~? | ~~? | Shows the pmshell help message. |
| ~ | ~~ | Quits pmshell. |
| ~? | ~~? | Sets RTS to [x]. |
| ~signals | ~~signals | Shows all signals: 3DSR=1, DTR=1, CTS=1, RTS=1, DCD=0. |
| ~getline | ~~getline | Reads a line of text from the serial port. |

Extra controls (key sequences) can be added to the built in set of key sequences and can be configured per serial port. You can have all ports behave the same or selectively add control sequences to ports. The controls can be different from port to port for the same function.

For example, you could configure pmshell such that when you are using serial port 2, pressing Ctrl+p would take you straight to the power menu for that port.

The pmshell control commands are configurable only via the command line.

NOTE: The pmshell help message is not updated with information about any custom control command keys that are configured.

There is a helper script which will configure a control command on a range of serial ports to eliminate the cumbersome task of entering the configuration command for every port. You will still need to use this script once per control function (see below), but there are only six of these.

CHAPTER 16: ADVANCED CONFIGURATION

TABLE 16-3. HELPER SCRIPT

| PER PORT CONTROL COMMAND CONFIG PARAMETERS | NOTES |
|--|----------------------|
| config.ports.portX.ctrlcode.break | Generates a BREAK. |
| config.ports.portX.ctrlcode.portlog | View history |
| config.ports.portX.ctrlcode.power | open power menu |
| config.ports.portX.ctrlcode.chooser | connect to port menu |
| config.ports.portX.ctrlcode.quit | exit pmsHELL |
| config.ports.portX.ctrlcode.help | show help message |

As an example, to configure Ctrl+p to open the power menu when using serial port 3, enter the following in the console server's command shell:

```
config -s config.ports.port3.ctrlcode.power=16
killall -HUP portmanager
```

The first command sets the power menu command to listen for Ctrl+p. Decimal 16 is the character code sent when you press Ctrl+p in the serial port session (see the control codes table immediately below).

The second command — `killall -HUP portmanager` — tells portmanager to reload the configuration so that the new control code will take effect. Rebooting the device would also work.

There is a script to set serial control codes on a range of ports so that bulk port configuration can be performed more easily. For example to set the power menu control code to CTRL-P (keycode 16) on ports 4 to 10 inclusive, enter the following at the command line:

```
/etc/scripts/set-serial-control-codes 4 10 power 16
```

This sets the power menu control key to Ctrl+p.

NOTE: If you've not configured anything on a particular serial port in the included range, configuration for that port will be skipped.

TABLE 16-4. POWER MENU CONTROL KEYS

| CONTROL CODE | DECIMAL | CONTROL CODE | DECIMAL | CONTROL CODE | DECIMAL |
|--------------|---------|--------------|---------|--------------|---------|
| ctrl+a | 1 | ctrl+j | 10 | ctrl+s | 19 |
| ctrl+b | 2 | ctrl+k | 11 | ctrl+t | 20 |
| ctrl+c | 3 | ctrl+l | 12 | ctrl+u | 21 |
| ctrl+d | 4 | ctrl+m | 13 | ctrl+v | 22 |
| ctrl+e | 5 | ctrl+n | 14 | ctrl+w | 23 |
| ctrl+f | 6 | ctrl+o | 15 | ctrl+x | 24 |
| ctrl+g | 7 | ctrl+p | 16 | ctrl+y | 25 |
| ctrl+h | 8 | ctrl+q | 17 | ctrl+z | 26 |
| ctrl+i | 9 | ctrl+r | 18 | — | — |



CHAPTER 16: ADVANCED CONFIGURATION

pmchat

The pmchat command is similar to the standard chat command, but all serial port access is directed via the portmanager.

For example, to run a chat script via the portmanager:

```
# pmchat -v -f /etc/config/scripts/port08.chat < /dev/port08
```

For more information on using chat and pmchat, you should consult the utility's manual page, via the man chat command on any Linux or UNIX (including macOS) system, or via the web, including at <https://linux.die.net/man/8/chat>.

pmusers

The pmusers command is used to query the portmanager for active user sessions.

For example, to detect which users are currently active on which serial ports:

```
# pmusers
```

This will output nothing if there are no active users currently connected to any ports. If users are connected, it will respond with a sorted list of usernames per active port. For example:

```
Port 1:
    user1
    user2
Port 2:
    user1
Port 8:
    user2
```

The above output indicates that a user named user1 is actively connected to ports 1 and 2, while user2 is connected to both ports 1 and 8.

With firmware v3.11 and later the pmusers command is extended with the --disconnect option. This allows an administrator or root to disconnect console server sessions from the command line. The following connection types can be disconnected:

```
telnet
SSH
Raw TCP
Unauthorized Telnet
```

The --disconnect option cannot disconnect an RFC2217 session.

If the --disconnect option is specified, the pmusers command goes into disconnect mode where you can specify users with -u and ports with -l (by label) or -n (by name).

By default, the command will prompt the user before actually disconnecting the matching sessions. This can be overridden with the --no-prompt argument.

Some example pmuser sessions:

```
# pmusers --disconnect
Disconnect all users from all ports? (y/n)
y
5 sessions were disconnected
```

CHAPTER 16: ADVANCED CONFIGURATION

```
# pmusers --disconnect -u robertw
Disconnect user robertw from all ports? (y/n)
y
1 session was disconnected

# pmusers --disconnect -u robertw -n 5
Disconnect user robertw from port 5 (BranchRouter01)? (y/n)
y
No sessions were disconnected

# pmusers --disconnect -n 5
Disconnect all users from port 5 (BranchRouter01)? (y/n)
y
2 sessions were disconnected

# pmusers --disconnect -u robertw -u pchunt -n 4 -n 6
Disconnect users robertw, pchunt from ports 4, 6? (y/n)
y
10 sessions were disconnected

# pmusers --disconnect -u tester --no-prompt
No sessions were disconnected
```

portmanager dæmon

There is normally no need to stop and restart the dæmon. To restart the dæmon normally, just run the command:

```
# portmanager
```

Supported command line options are:

TABLE 16-5. SUPPORTED COMMAND OPTIONS

| OPTION | PURPOSE |
|--|--|
| -nodaemon | Force portmanager to run in the foreground |
| --loglevel={debug info warn error alert} | Set the level of debug logging |
| -c /etc/config/portmanager.conf | Change which configuration file it uses |

signals

Sending a SIGHUP signal to the portmanager will cause it to re-read its configuration file.



CHAPTER 16: ADVANCED CONFIGURATION

16.2.2 EXTERNAL SCRIPTS AND ALERTS

The portmanager has the ability to execute external scripts on certain events.

When a port is opened by the portmanager

When portmanager opens a port, it attempts to execute `/etc/config/scripts/portXX.init` (where XX is the number of the port, for example 08). The script is run with STDIN and STDOUT both connected to the serial port.

If the script cannot be executed, portmanager executes `/etc/config/scripts/portXX.chat` via the chat command on the serial port.

When an alert occurs on a port

When an alert occurs on a port, portmanager attempts to execute `/etc/config/scripts/portXX.alert` (where XX is the port number, for example 08).

The script is run with STDIN containing the data which triggered the alert, and STDOUT redirected to `/dev/null`, not to the serial port.

If you wish to communicate with the port, use `pmshell` or `pmchat` from within the script.

If the script cannot be executed, the alert will be mailed to the address configured in the system administration section.

When a user connects to any port

If a file called `/etc/config/pmshell-start.sh` exists it is run when a user connects to a port. It is provided 2 arguments, the Port number and the Username. Here is a simple example:

```
</etc/config/pmshell-start.sh>
#!/bin/sh
PORT="$1"
USER="$2"
echo "Welcome to port $PORT $USER"
</etc/config/pmshell-start.sh>
```

The return value from the script controls whether the user is accepted or not, if 0 is returned (or nothing is done on exit as in the above script) the user is permitted, otherwise the user is denied access.

Here is a more complex script which reads from configuration to display the port label, if available, and denies access to the root user:

```
</etc/config/pmshell-start.sh>
#!/bin/sh
PORT="$1"
USER="$2"
LABEL=$(config -g config.ports.port$PORT.label | cut -f2 -d' ')
if [ "$USER" == "root" ]; then
    echo "Permission denied for Super User"
    exit 1
fi
if [ -z "$LABEL" ]; then
    echo "Welcome $USER, you are connected to Port $PORT"
```

CHAPTER 16: ADVANCED CONFIGURATION

```
else
    echo "Welcome $USER, you are connected to Port $PORT ($LABEL)"
fi
</etc/config/pmshell-start.sh>
```

16.3 RAW ACCESS TO SERIAL PORTS

16.3.1 ACCESS TO SERIAL PORTS

You can use `tip` and `stty` to completely bypass the portmanager and have raw access to the serial ports.

When you run `tip` on a portmanager-controlled port, portmanager closes that port, and stops monitoring it until `tip` releases control of it.

With `stty`, the changes made to the port only persist until that port is closed and opened again. Using `stty` for more than initial debugging of a serial connection is not recommended.

If you want to use `stty` to configure a port, you can put `stty` commands in `/etc/config/scripts/portXX.init` which gets run whenever portmanager opens the port. Otherwise, any setup you do with `stty` will be lost when portmanager opens the port.

NOTE: portmanager sets things back to its config rather than using whatever is on the port, so the port is in a known good state, and will work, no matter what things are done to the serial port outside of portmanager.

16.3.2 ACCESSING THE CONSOLE MODEM PORT

Console dial-in is handled by `mgetty`, with automatic PPP login extensions. `mgetty` is a smart `getty` replacement, designed for Hayes-compatible data and data/fax modems.

`mgetty` knows about modem initialization, manual modem answering (so your modem doesn't answer if the machine isn't ready), and UUCP locking (so you can use the same device for dial-in and dial-out). `mgetty` provides extensive logging facilities. All standard `mgetty` options are supported.

Modem initialization strings

To override the standard modem initialization string either use the Management Console (see chapter 4) or the command line `config` tool (see chapter 14).

Enabling boot messages on the console

If you are not using a modem on the DB9 console port and instead wish to connect to it directly via a Null Modem cable you may want to enable verbose mode allowing you to see the standard linux start-up messages. This can be achieved with the following commands:

```
# /bin/config --set=config.console.debug=on # /bin/config \
--run=console # reboot
```

If at some point in the future you chose to connect a modem for dial-in out-of-band access the procedure can be reversed with the following commands:

```
# /bin/config --del=config.console.debug
# /bin/config --run=console # reboot
```



CHAPTER 16: ADVANCED CONFIGURATION

16.4 IP FILTERING

The console server uses the iptables utility to provide a stateful firewall of LAN traffic.

By default, rules are automatically inserted to allow access to enabled services, and serial port access via enabled protocols. The commands which add these rules are in configuration files:

```
/etc/config/fw.rules
```

This is an executable shell script which is run whenever the LAN interface is brought up and whenever modifications are made to the iptables configuration as a result of CGI actions or the config command line tool.

The basic steps performed are as follows:

- ♦ the running iptables configuration is erased, per-interface.
- ♦ other standard system chains are installed.
- ♦ fall-through Block rules (default deny) are installed.
- ♦ Serial & Network > Services policies are installed in per-interface chains.
- ♦ Custom Serial & Network > Firewall rules are inserted at the top of the rule sets, taking priority over any other configuration

For further firewall customization, extra rules can be persisted by creating a file at `/etc/config/scripts/firewall-post` containing iptables commands to amend the firewall policy.

Thorough documentation regarding iptables is available at the Linux netfilter website, at <https://netfilter.org/documentation/>.

16.5 SNMP STATUS REPORTING

Console servers contain an SNMP Service — `snmpd` — which can provide status information on demand. `snmpd` is an SNMP agent which binds to a port and awaits requests from SNMP management software. Upon receiving a request, it processes the request(s), collects the requested information and/or performs the requested operation(s) and returns the information to the sender.

NOTE: Initially, only advanced console server models were equipped with an SNMP Service. With firmware v3.0 and later this support was extended to all console servers. Also the MIBs were extended (and renamed for compliance) with this firmware release.

Console servers can also be configured to send SNMP traps or messages to multiple remote SNMP Network Managers on defined trigger events. See chapter 8 for configuration details.

16.5.1 RETRIEVING STATUS INFORMATION USING SNMP

Console servers can provide serial and device status information through SNMP. This includes

- ♦ Serial port status
- ♦ Active users
- ♦ Remote Power Control (RPC) and Power Distribution Unit (PDU) status
- ♦ Environmental Monitoring Device (EMD) status
- ♦ Signal alert status
- ♦ Environmental alert status and
- ♦ UPS alert status

CHAPTER 16: ADVANCED CONFIGURATION

The MIBs in your console server are located in `/etc/snmp/mibs`. They include:

TABLE 16-6. MIBS

| MIB | NOTES |
|-----------------|---|
| OG-STATUS-MIB | Contains serial and connected device status information for <code>snmpstatusd</code> and <code>snmpalrtd</code> . |
| OG-STATUSv2-MIB | This MIB contains extended status and alerts. |
| OG-SMI-MIB | Enterprise structure of management information. |
| OGTRAP-MIB | SMIv1 traps from old MIBS as <code>smilint</code> will not let SMIv1 structures coexist with SMIv2. |
| OGTRAPv2-MIB | Updated traps. |

16.5.2 CHECK FIREWALL RULES

- ◆ Navigate to System > Services.
- ◆ Check the SNMP daemon checkbox for the required interface.

This allows SNMP requests through the specified interface's firewall.

16.5.3 CHECK FIREWALL RULES

Console servers support different SNMP versions including SNMPv1, SNMPv2c and SNMPv3.

Although an industry standard, SNMP brings with it a variety of security concerns. For example, SNMPv1 and SNMPv2c offer no inherent privacy, while SNMPv3 is susceptible to man-in-the-middle attacks. Recent IETF developments suggest tunnelling SNMP over widely accepted technologies such as SSH (Secure Shell) or TLS (Transport Layer Security) rather than relying on a less mature security systems such as SNMPv3's USM (User-based Security Model).

Additional information regarding SNMP security issues and SNMPv3 can be found at <http://net-snmp.sourceforge.net/wiki/index.php/TUT:Security>.

- ◆ Navigate to Alerts & Logging > SNMP.

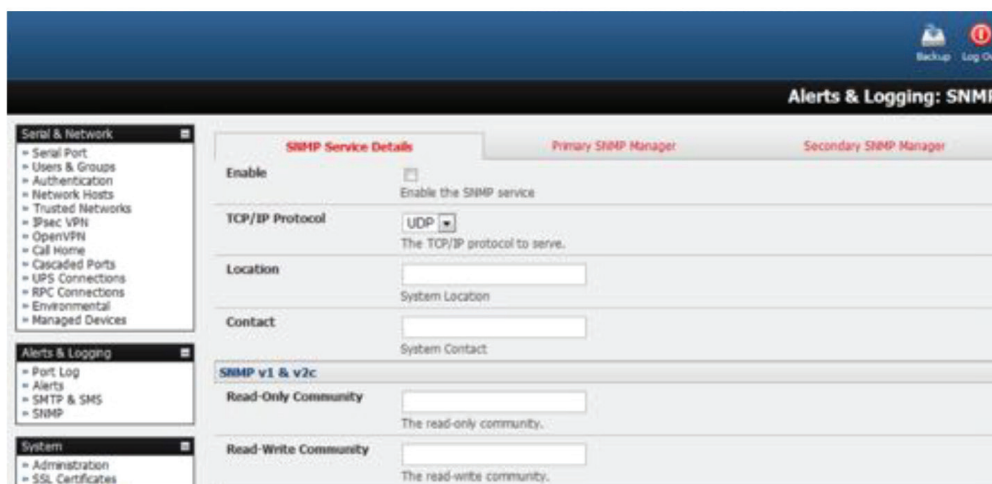


FIGURE 16-1. ALERTS & LOGGING: SNMP SCREEN

CHAPTER 16: ADVANCED CONFIGURATION

The SNMP Service Details tab shows by default. This tab controls aspects of the SNMP service including security level. It also manages requests from external agents for Black Box status information.

- Check the Enable the SNMP Service to start the SNMP service.

SNMP is disabled by default.

- Select either UDP or TCP for the TCP/IP Protocol.

UDP is the recommended protocol and is selected by default. TCP should only be used in special cases, such as when Port Forwarding SNMP requests/responses to or from the Black Box device is required.

- Complete the Location and Contact fields.

The Location field should describe the physical location of the Black Box and will be used in response to requests for the SNMPv2-MIB::sysLocation.0 of the device.

The Contact field refers to the person responsible for the Black Box such as the System Administrator and will be used in response to requests as follows: SNMPv2-MIB::sysContact.0.

- Enter the Read-Only Community and Read-Write Community.

This is required for SNMP v1 & v2c only. The Read-Only Community field is used to specify the SNMPv1 or SNMPv2c community that will be allowed read-only (GET and GETNEXT) access. This must be specified in order for both versions to become enabled. The Read-Write Community field is used to specify the SNMPv1 or SNMPv2c community that will be allowed read-write (GET, GETNEXT and SET) access.

- Configure SNMPv3, if required.

SNMPv3 provides secure SNMP operations through the use of USM (User-based Security Model). It offers various levels of security including user-based authentication and basic encryption.

SNMP v3

Engine ID
Override the automatically generated SNMPv3 Engine ID. *Optional.*

Security Level noauth
 auth
 priv
The SNMPv3 Security Level. 'priv' is recommended for enforcing both authentication and encryption.

Read Only Username
The SNMPv3 read-only security name. *Mandatory for SNMPv3.*

Auth. Protocol SHA
The SNMPv3 authentication protocol.

Auth. Password
The SNMPv3 users authentication password.

Confirm Password
Confirm the SNMPv3 users authentication password.

Privacy Protocol DES
The SNMPv3 privacy protocol.

Privacy Password
The SNMPv3 encryption password.

Confirm Password
Confirm the SNMPv3 encryption password.

FIGURE 16-2. SNMPV3 SCREEN

CHAPTER 16: ADVANCED CONFIGURATION

- ◆ Enter an Engine ID if required.

Engine ID is used to localize the SNMPv3 user. It will be automatically generated from a Network Interface (eth0) hardware address, if left blank, or must be entered as a hex value (for example, 0x01020304).

- ◆ Specify the Security Level.

TABLE 16-7. SECURITY LEVELS

| SECURITY LEVEL | NOTES |
|----------------|---|
| noauth | No authentication or encryption required. This is the minimum security level. |
| auth | Authentication will be required but encryption is not enforced. An authentication protocol (SHA or MD5) and password will be required. |
| priv | Enforces encryption use. This is the highest level of security and requires an encryption protocol (DES or AES) and password in addition to the authentication protocol and password. |

- ◆ Enter the Read Only Username.

This field is mandatory when configuring the console server for SNMPv3.

- ◆ For a Security Level of auth, set the Auth Protocol (SHA or MD5) and the Auth Password.

A password of at least 8 characters is required.

- ◆ For a Security Level of priv, set the Privacy Protocol (DES or AES) and the Privacy Password.

AES is recommended. A password of at least 8 characters is required.

- ◆ Click Apply.

- ◆ Setup serial ports and devices as per requirements such as UPS, RPC/PDU and EMD.

- ◆ Copy the mibs from /etc/snmp/mibs on the console server to a local directory using scp or Winscp. For example:

```
scp root@im4004:/etc/snmp/mibs/*
```

- ◆ Using the snmpwalk and snmpget commands, status information can be retrieved from any console server. For example:

```
snmpwalk -Oa -v1 -M ./usr/share/snmp/mibs -c public im4004 OG-STATUS-MIB::ogStatus
```

```
snmpget -Oa -v1 -M ./usr/share/snmp/mibs -c public im4004 OG-STATUSMIB::ogSerialPortStatusSpeed.2
```

noauth

```
snmpwalk -Oa -v3 -l noAuthNoPriv -u readonlyusername -M ./usr/share/snmp/mibs im4004 OG-STATUS-MIB::ogStatus
```

auth

```
snmpwalk -Oa -v3 -l authNoPriv -u readonlyusername -a SHA -A "authpassword" -M ./usr/share/snmp/mibs im4004 OG-STATUS-MIB::ogStatus
```

priv

```
snmpwalk -Oa -v3 -l authNoPriv -u readonlyusername -a SHA -A "authpassword" -x DES -X "privpassword" -M ./usr/share/snmp/mibs im4004 OG-STATUS-MIB::ogStatus
```



CHAPTER 16: ADVANCED CONFIGURATION

TABLE 16-8. SNMP ARGUMENTS

| SNMP ARGUMENT | PURPOSE |
|---------------|-------------------------------------|
| -l | security level |
| -u | security name or read-only username |
| -a | authentication protocol: SHA or MD5 |
| -A | authentication password |
| -x | privacy protocol: DES or AES |
| -X | privacy password |

A mib browser can explore the Black Box enterprise MIB structure.

16.5.4 ADDING MULTIPLE REMOTE SNMP MANAGERS

You can add multiple SNMP servers for alert traps. Add the first and second SNMP servers using the Management Console (see Chapter 8) or the command line config tool. Further SNMP servers must be added manually using config.

Log in to the console server's command line shell as root or an admin user.

- ◆ Set the SNMP Manager Address field:

```
config --set="config.system.snmp.address3=w.x.y.z"
```

 replacing w.x.y.z with the IP address or hostname.
- ◆ Set the Manager Trap Port field:

```
config --set="config.system.snmp.trapport3=162"
```

 replacing 162 with the TCP/UDP port number
- ◆ Set the SNMP Manager Protocol field:

```
config --set="config.system.snmp.protocol3=UDP"
```

 or

```
config --set="config.system.snmp.protocol3=TCP"
```
- ◆ Set the SNMP Manager Version field:

```
config --set="config.system.snmp.version3=3"
```
- ◆ Set the SNMP Manager v1 & v2c community field:

```
config --set="config.system.snmp.community3=public"
```
- ◆ Set the SNMP Manager v3 Engine ID field:

```
config --set="config.system.snmp.engineid3=0x8000000001020304"
```

 replacing 0x8000000001020304 with the hex Engine-ID.
- ◆ Set the SNMP Manager v3 Security Level field:

```
config --set="config.system.snmp.seclvl3=noAuthNoPriv"
```

 or

```
config --set="config.system.snmp.seclvl3=authNoPriv"
```

 or

```
config --set="config.system.snmp.seclvl3=authPriv"
```



CHAPTER 16: ADVANCED CONFIGURATION

- ◆ Set the SNMP Manager v3 Username field:
`config --set="config.system.snmp.username3=username"`
- ◆ Set the SNMP Manager v3 Auth. Protocol and password fields:
`config --set="config.system.snmp.authprotocol3=SHA"`
or
`config --set="config.system.snmp.authprotocol3=MD5"`
`config --set="config.system.snmp.authpassword3=password 1"`
- ◆ To set the SNMP Manager v3 Privacy Protocol and password fields:
`config --set="config.system.snmp.privprotocol3=AES"`
or
`config --set="config.system.snmp.privprotocol3=DES"`
`config --set="config.system.snmp.privpassword3=password 2"`
- ◆ Once the fields are set, apply the configuration with the following command:
`config --run snmp`

You can add a third or more SNMP servers by incrementing the 2 in the above commands. For example, `config.system.snmp.protocol3`, `config.system.snmp.address3`, etc.

16.6 SECURE SHELL (SSH) PUBLIC KEY AUTHENTICATION

This section covers the generation of public and private keys in a Linux and Windows environment and configuring SSH for public key authentication. The steps to use in a Clustering environment are:

- ◆ generate a new public and private key pair.
- ◆ upload the keys to the master and to each slave console server.
- ◆ fingerprint each connection to validate.

16.6.1 SSH OVERVIEW

Popular TCP/IP applications such as telnet, rlogin, ftp, and others transmit their passwords unencrypted. Doing this across public networks like the Internet can have catastrophic consequences. It leaves the door open for eavesdropping, connection hijacking, and other network-level attacks.

Secure Shell (SSH) is a program to log into another computer over a network, to execute commands in a remote machine, and to move files from one machine to another. It provides strong authentication and secure communications over insecure channels.

OpenSSH, the de facto open source SSH application, encrypts all traffic (including passwords) to effectively eliminate these risks. Additionally, OpenSSH provides a myriad of secure tunneling capabilities, as well as a variety of authentication methods.

OpenSSH is the port of OpenBSD's excellent OpenSSH[0] to Linux and other versions of Unix. OpenSSH is based on the last free version of Tatu Ylonen's sample implementation with all patent-encumbered algorithms removed (to external libraries), all known security bugs fixed, new features reintroduced and many other clean-ups.

The only changes in the Black Box SSH implementation are:

- ◆ PAM support.
- ◆ EGD[1]/PRNGD[2] support and replacements for OpenBSD library functions that are absent from other versions of UNIX.



CHAPTER 16: ADVANCED CONFIGURATION

- ◆ The config files are now in `/etc/config/`. For example:

```
/etc/config/sshd_config not /etc/sshd_config
/etc/config/ssh_config not /etc/ssh_config
/etc/config/users/<username>/.ssh / not /home/<username>/.ssh/
```

16.6.2 GENERATING PUBLIC KEYS (LINUX)

To generate new SSH key pairs use the Linux `ssh-keygen` command.

This produces an RSA or DSA public/private key pair. You will be prompted for a path to store the two key files: `id_dsa.pub` (the public key) and `id_dsa` (the private key). For example:

```
$ ssh-keygen -t [rsa|dsa]
Generating public/private [rsa|dsa] key pair.
Enter file in which to save the key (/home/user/.ssh/id_[r]dsa):
Enter passphrase (empty for no passphrase):
Enter same passphrase again:
Your identification has been saved in /home/user/.ssh/id_[r]dsa.
Your public key has been saved in /home/user/.ssh/id_[r]dsa.pub.
The key fingerprint is:
28:aa:29:38:ba:40:f4:11:5e:3f:d4:fa:e5:36:14:d6 user@server
$
```

It is advisable to create a new directory to store your generated keys. It is also possible to name the files after the device they will be used for. For example:

```
$ mkdir keys
$ ssh-keygen -t rsa
Generating public/private rsa key pair.
Enter file in which to save the key: ~/keys/control_room
Enter passphrase (empty for no passphrase):
Enter same passphrase again:
Your identification has been saved in ~/keys/control_room
Your public key has been saved in ~/keys/control_room.pub.
The key fingerprint is:
28:aa:29:38:ba:40:f4:11:5e:3f:d4:fa:e5:36:14:d6 user@server
$
```

There must be no password associated with the keys. If there is a password, Black Box devices will have no way to supply it at runtime.

Full documentation for the `ssh-keygen` command can be found at <http://man.openbsd.org/OpenBSD-current/man1/ssh-keygen.1>.

CHAPTER 16: ADVANCED CONFIGURATION

16.6.3 INSTALLING THE SSH PUBLIC & PRIVATE KEYS (CLUSTERING)

For console servers the keys can be uploaded through the web interface, on the System > Administration page.



FIGURE 16-3. SYSTEM > ADMINISTRATION SCREEN

This enables you to upload stored RSA or DSA Public Key pairs to the master and apply the authorized key to the slave as documented in chapter 5. Once complete you then proceed to Fingerprinting as documented below.

16.6.4 INSTALLING THE SSH PUBLIC & PRIVATE KEYS (CLUSTERING)

Alternately, the public key can be installed on the unit remotely from the linux host with the scp utility.

Assumptions:

- ♦ the Management Console username is fred.
- ♦ the console server IP address is 192.168.0.1 (a console server's default private IP address).
- ♦ the public key is stored on the Linux- or UNIX-based system in ~/.ssh/id_dsa.pub.

Given this, run the following command from the Linux- or UNIX-based system:

```
scp ~/.ssh/id_dsa.pub \
root@192.168.0.1:/etc/config/users/fred/.ssh/authorized_keys
```

This copies the file to the console server but doesn't set ownership as required. The authorized_keys file on the console server needs to be owned by fred. To affect this, login to the Management Console as root and run the following command:

```
chown fred /etc/config/users/fred/.ssh/authorized_keys
```

If the console server selected to be the server has only one client device, the authorized_keys file is simply a copy of the public key for that device.

If one or more devices will be clients of the console server, the authorized_keys file will contain copies of all of the public keys.

RSA and DSA keys may be freely mixed in the authorized_keys file. For example, assume we already have one server, called bridge_server, and two sets of keys, for the control_room and the plant_entrance. The following commands 1) show the stored keys and 2) combine two of them into a single file, authorized_keys_bridge_server.

```
$ ls /home/user/keys
```

CHAPTER 16: ADVANCED CONFIGURATION

```
control_room
control_room.pub
plant_entrance
plant_entrance.pub
$ cat ~/keys/control_room.pub ~/keys/plant_entrance.pub > ~/keys/authorized_keys_bridge_server
```

More OpenSSH documentation can be found at <https://openssh.com/manual.html> and <http://man.openbsd.org/OpenBSD-current/man1/ssh.1>.

16.6.5 GENERATING PUBLIC AND PRIVATE KEYS FOR SSH (WINDOWS)

This section describes how to generate and configure SSH keys using Windows.

The OpenSSH project does not produce a Windows binary. The OpenSSH project's development is entirely focussed on producing 'a very small, secure, and easy to maintain version for the OpenBSD project'.

The versions of OpenSSH that ship on other Unix- and Unix-like operating systems are managed and produced by the OpenSSH Portability Team.

As of 2016-10, and despite Microsoft announcing 'the PowerShell team will support and contribute to the OpenSSH community... to deliver the PowerShell and Windows SSH solution', there is no Windows version of the current OpenSSH release.

Consequently, Simon Tatham's long-standing SSH client for Windows, PuTTY, which includes the key generator, PuTTYgen.exe, is used in the following procedure.

Before beginning, make sure you have the most recent PuTTYgen release installed. PuTTYgen is available for download from <http://www.chiark.greenend.org.uk/~sgtatham/putty/download.html>.

This procedure also requires the current version of WinSCP – a Windows-equivalent to the scp utility – be installed. WinSCP is available for download from <https://winscp.net/>.

- ◆ Create a new user from the Black Box Management Console.

The following example uses a user called testuser. This user must be a member of the users group.

- ◆ If you do not already have a public/private key pair generate them now using PuTTYgen.
- ◆ Launch PuTTYgen.exe.
- ◆ Select the desired key type – SSH2 DSA – in the Parameters section.

You may use RSA or DSA.

- ◆ Leave the passphrase field blank.
- ◆ Click Generate.
- ◆ As instructed, move the mouse pointer over the blank area of the program in order to create random data used by PUTTYGEN to generate secure keys.

Key generation occurs once PUTTYGEN has collected sufficient random data.

- ◆ Copy the public key data from the Public key for pasting into OpenSSH authorized_keys file section of the PuTTY Key Generator window.
- ◆ Launch Notepad (not Microsoft Word or any other word processor).
- ◆ Paste the key data into the Notepad window.

Make sure there is only one line of text in this file.

- ◆ Save the Notepad file as authorized_keys.
- ◆ Launch WinSCP.

CHAPTER 16: ADVANCED CONFIGURATION

- ◆ Copy `authorized_keys` to the user's home directory on the console server which will be the SSH server.
For example, if the user's username is `testuser`, copy the file to
`/etc/config/users/testuser/.ssh/authorized_keys`
- ◆ From the console server's command line run the following commands to give the file the correct text-format and the correct permissions:

```
# dos2unix /etc/config/users/testuser/.ssh/authorized_keys  
# chown testuser /etc/config/users/testuser/.ssh/authorized_keys
```
- ◆ Using WinSCP, copy the local `sshd_config` file over `/etc/config/sshd_config` on the console server.
This ensures public key authentication is enabled.
- ◆ Test the public key by logging in to the console server as `testuser`.
- ◆ At the console server's command line type the following:

```
# ssh -o StrictHostKeyChecking=no <server-ip>
```

To automate connection of the SSH tunnel from the client on every power-up you need to make the client's `/etc/config/rc.local` look like the following:

```
#!/bin/sh  
ssh -L9001:127.0.0.1:4001 -N -o \  
StrictHostKeyChecking=no testuser@<server-ip> &
```

This will run the tunnel redirecting local port 9001 to the server port 4001.

16.6.6 FINGERPRINTING

Fingerprints are used to ensure you are establishing an SSH session to who you think you are. On the first connection to a remote server you will receive a fingerprint which you can use on future connections.

This fingerprint is related to the host key of the remote server. Fingerprints are stored in `~/.ssh/known_hosts`.

- ◆ To receive the fingerprint from the remote server, log in to the client as the required user (usually root) and establish a connection to the remote host:

```
# ssh rh  
The authenticity of host 'rh (192.168.0.1)' can't be established.  
RSA key fingerprint is 8d:11:e0:7e:8a:6f:ad:f1:94:0f:93:fc:7c:e6:ef:56.  
Are you sure you want to continue connecting (yes/no)?
```

- ◆ Answer yes to accept the key.
- ◆ The following message will be returned:
Warning: Permanently added 'rh,192.168.0.1' (RSA) to the list of known hosts.
- ◆ You may be prompted for a password.
There is no need to log in, however: you have received the fingerprint.
- ◆ Press Ctrl-C to cancel the connection.

If the host key changes you will receive the following warning, and not be allowed to connect to the remote host:

```
WARNING: REMOTE HOST IDENTIFICATION HAS CHANGED!  
IT IS POSSIBLE THAT SOMEONE IS DOING SOMETHING NASTY!
```



CHAPTER 16: ADVANCED CONFIGURATION

Someone could be eavesdropping on you right now using a man-in-the-middle attack.

It is also possible that the RSA host key has just been changed:

The fingerprint for the RSA key sent by the remote host is

ab:7e:33:bd:85:50:5a:43:0b:e0:bd:43:3f:1c:a5:f8.

Please contact your system administrator.

Add correct host key in `/.ssh/known_hosts` to get rid of this message.

Offending key in `/.ssh/known_hosts:1`

RSA host key for remhost has changed and you have requested strict checking.

Host key verification failed.

If the host key has legitimately changed, it can be removed from the `~/.ssh/known_hosts` file and the new fingerprint added. If it has not changed legitimately, this indicates a serious problem that should be investigated immediately.

16.6.7 INSTALLING THE SSH PUBLIC & PRIVATE KEYS (CLUSTERING)

You can apply SSH tunneling when two Black Box console servers are configured for serial bridging.

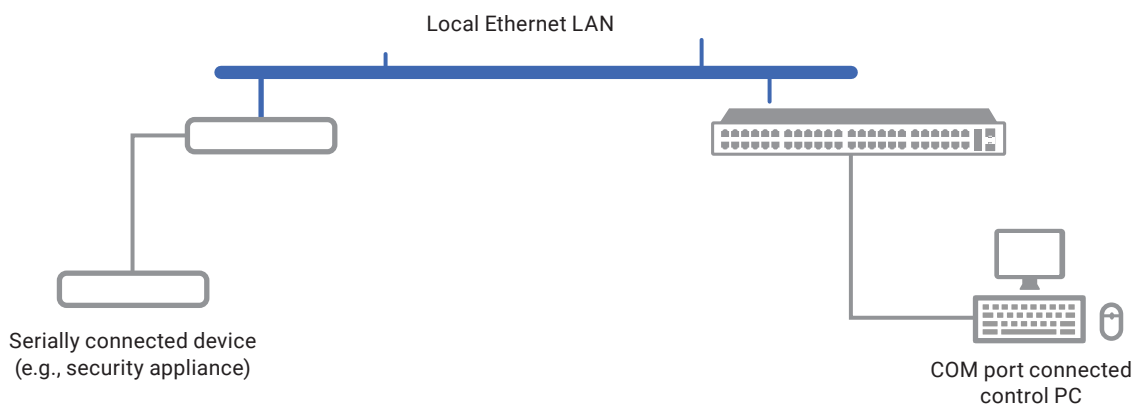


FIGURE 16-4.

As detailed in Chapter 5, the Server console server is setup in Console Server mode with either RAW or RFC2217 enabled and the Client console server is set up in Serial Bridging Mode with the Server Address, and Server TCP Port (4000 + port for RAW or 5000 + port # for RFC2217) specified:

- ◆ Select SSH Tunnel when configuring the Serial Bridging Setting.

CHAPTER 16: ADVANCED CONFIGURATION

Serial Bridge Settings

| | | |
|----------------------|---|---|
| Serial Bridging Mode | <input type="checkbox"/> | Create a network connection to a remote serial port via RFC-2217. |
| Server Address | <input type="text" value="250.258.2.16"/> | The network address of an RFC-2217 server to connect to. |
| Server TCP Port | <input type="text" value="5002"/> | The TCP port the RFC-2217 server is serving on. |
| RFC 2217 | <input checked="" type="checkbox"/> | Enable RFC 2217 access. |
| SSH Tunnel | <input checked="" type="checkbox"/> | Redirect the serial bridge over an SSH tunnel to the server |

FIGURE 16-5.

- ◆ Set up SSH keys for each end of the tunnel and upload these keys to the Server and Client console servers.

Client keys

The first step in setting up ssh tunnels is to generate keys. Ideally, you will use a separate, secure, machine to generate and store all keys to be used on the console servers. However, if this is not ideal to your situation, keys may be generated on the console servers themselves.

It is possible to generate only one set of keys, and reuse them for every SSH session. While this is not recommended, each organization will need to balance the security of separate keys against the additional administration they bring.

Generated keys may be one of two types – RSA or DSA – and it is beyond the scope of this document to recommend one over the other. RSA keys will go into the files `id_rsa` and `id_rsa.pub`. DSA keys will be stored in the files `id_dsa` and `id_dsa.pub`.

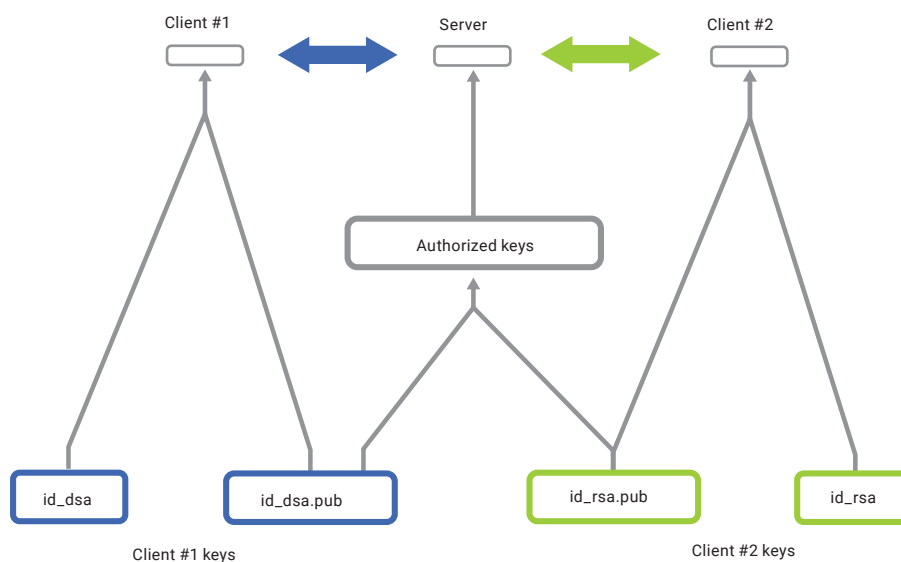


FIGURE 16-6. CLIENT KEYS

CHAPTER 16: ADVANCED CONFIGURATION

For simplicity going forward the term private key will be used to refer to either `id_rsa` or `id_dsa` and public key to refer to either `id_rsa.pub` or `id_dsa.pub`.

To generate the keys use the `ssh-keygen` program (part of the OpenSSH suite):

```
$ ssh-keygen -t [rsa|dsa]
Generating public/private [rsa|dsa] key pair.
Enter file in which to save the key (/home/user/.ssh/id_[r|dsa]):
Enter passphrase (empty for no passphrase):
Enter same passphrase again:
Your identification has been saved in /home/user/.ssh/id_[r|dsa].
Your public key has been saved in /home/user/.ssh/id_[r|dsa].pub.
The key fingerprint is:
28:aa:29:38:ba:40:f4:11:5e:3f:d4:fa:e5:36:14:d6 user@server
$
```

It is advisable to create a new directory to store your generated keys. It is also possible to name the files after the device they will be used for. For example:

```
$ mkdir keys
$ ssh-keygen -t rsa
Generating public/private rsa key pair.
Enter file in which to save the key: ~/keys/control_room
Enter passphrase (empty for no passphrase):
Enter same passphrase again:
Your identification has been saved in ~/keys/control_room
Your public key has been saved in ~/keys/control_room.pub.
The key fingerprint is:
28:aa:29:38:ba:40:f4:11:5e:3f:d4:fa:e5:36:14:d6 user@server
$
```

There must be no password associated with the keys. If there is a password, Black Box devices will have no way to supply it at runtime.

Authorized keys

If the console server selected to be the server has only one client device, the `authorized_keys` file is simply a copy of the public key for that device.

If one or more devices will be clients of the console server, the `authorized_keys` file will contain copies of all of the public keys.

RSA and DSA keys may be freely mixed in the `authorized_keys` file. For example, assume we already have one server, called `bridge_server`, and two sets of keys, for the `control_room` and the `plant_entrance`. The following commands 1) show the stored keys and 2) combine two of them into a single file, `authorized_keys_bridge_server`.

```
$ ls /home/user/keys
control_room
control_room.pub
plant_entrance
```

CHAPTER 16: ADVANCED CONFIGURATION

```
plant_entrance.pub
```

```
$ cat ~/keys/control_room.pub ~/keys/plant_entrance.pub > ~/keys/authorized_keys_bridge_server
```

Uploading keys

The keys for the server can be uploaded through the web interface, on the System > Administration page as detailed earlier. If only one client will be connecting, then simply upload the appropriate public key as the authorized keys file. Otherwise, upload the authorized keys file constructed in the previous step.

Each client will then need its own set of keys uploaded through the same page. Take care to ensure that the correct type of keys (DSA or RSA) goes in the correct spots, and that the public and private keys are in the correct spot.

16.6.8 SDT CONNECTOR PUBLIC KEY AUTHENTICATION

SDT Connector can authenticate against a console server using your SSH key pair rather than requiring you to enter your password (that is public key authentication).

To use public key authentication with SDT Connector, first create an RSA or DSA key pair (using `ssh-keygen`, `PuTTYgen` or a similar tool) and add the public part of your SSH key pair to the console server.

Next, add the private part of your SSH key pair (this file is typically named `id_rsa` or `id_dsa`) to the SDT Connector client:

- ◆ Navigate to Edit > Preferences > Private Keys > Add.
- ◆ Locate the private key file.
- ◆ Click OK.

You do not have to add the public part of your SSH key pair, it is calculated using the private key.

SDT Connector will now use public key authentication when SSH-connecting through the console server. You may have to restart SDT Connector to shut down any existing tunnels that were established using password authentication.

If you have a host behind the console server that you connect to by clicking the SSH button in SDT Connector, you can also configure it for public key authentication.

Essentially what you are using is SSH over SSH. The two SSH connections are entirely separate, and the host configuration is entirely independent of SDT Connector and the console server. You must configure the SSH client that SDT Connector launches (for example `Putty` or `OpenSSH`) and the host's SSH server for public key authentication.

16.7 SECURE SOCKETS LAYER (SSL) SUPPORT

Secure Sockets Layer (SSL) is a protocol developed by Netscape for transmitting private documents via the Internet. SSL works by using a private key to encrypt data that's transferred over the SSL connection.

The console server includes OpenSSL. The OpenSSL Project is a collaborative effort to develop a robust, commercial-grade, full-featured, and Open Source toolkit implementing the Secure Sockets Layer (SSL v2/v3) and Transport Layer Security (TLS v1) protocols as well as a full-strength general purpose cryptography library. The project is managed by a worldwide community of volunteers that use the Internet to communicate, plan, and develop the OpenSSL toolkit and its related documentation.

OpenSSL is based on the Slay library developed by Eric A Young and Tim J Hudson. The OpenSSL toolkit is licensed under an Apache-style license, which basically means that you are free to get and use it for commercial and non-commercial purposes subject to some simple license conditions. In the console server OpenSSL is used primarily in conjunction with `https` in order to have secure browser access to the GUI management console across insecure networks.

OpenSSL documentation is available at <https://openssl.org/docs/manmaster/apps/openssl.html>.



CHAPTER 16: ADVANCED CONFIGURATION

The OpenSSL project itself 'highly recommends' Ivan Ristić's OpenSSL Cookbook, available as a free download from <https://feistyduck.com/books/openssl-cookbook/>.

16.8 HTTPS

The Management Console UI is served using HTTPS by the built in Cherokee webserver.

If your default network address is changed or the unit is to be accessed via a known Domain Name you can use the following steps to replace the default SSL Certificate and Private Key with ones tailored for your new address.

16.8.1 GENERATING AN ENCRYPTION KEY

To create a 1024 bit RSA key with a password issue the following command on the command line of a Linux host with the openssl utility installed:

```
# openssl genrsa -des3 -out ssl_key.pem 1024
```

16.8.2 GENERATING A SELF-SIGNED CERTIFICATE WITH OPENSSL

This example shows how to use OpenSSL to create a self-signed certificate on a Linux- or Unix-based system. OpenSSL ships as part of macOS and is available for most Linux distributions via the default package management mechanism.

The OpenSSL project 'does not distribute any code in binary form, and does not officially recommend any specific binary distributions.' The project does, however, maintain a page on its community wiki: <https://wiki.openssl.org/index.php/Binaries>.

This page lists 3rd-party binaries that are 'stable and can provide continued support for OpenSSL'. Windows users should check here for a suitable binary.

To create a 1024-bit RSA key and a self-signed certificate, issue the following command from the host you have openssl installed on:

```
# openssl req -x509 -nodes -days 1000 -newkey rsa:1024 -keyout \
ssl_key.pem -out ssl_cert.pem
```

You will be prompted to enter a lot of information. Most of it doesn't matter, but the Common Name should be the domain name of your computer (for example, test.Black Box.com).

When you have entered everything, the certificate will be created in a file called ssl_cert.pem.

16.8.3 INSTALLING THE KEY AND CERTIFICATE

The recommended method for copying files securely to the console server unit is with a Secure Copying Protocol client (for example, the shell-based tool: scp).

The scp utility ships with macOS and ships with OpenSSH for most Linux distributions. Windows users can use something like the PSCP command line utility available with PuTTY.

The files created in the steps above can be installed remotely with the scp utility as follows:

```
# scp ssl_key.pem root@<address of unit>:/etc/config/
# scp ssl_cert.pem root@<address of unit>:/etc/config/
```

CHAPTER 16: ADVANCED CONFIGURATION

or, using PSCP:

```
pscp -scp ssl_key.pem root@<address of unit>:/etc/config/
```

```
pscp -scp ssl_cert.pem root@<address of unit>:/etc/config/
```

PuTTY and the PSCP utility can be downloaded from <http://www.chiark.greenend.org.uk/~sgtatham/putty/download.html>.

Detailed documentation on PSCP can be found at <https://the.earth.li/~sgtatham/putty/0.67/html/doc/Chapter5.html>.

16.8.4 LAUNCHING THE HTTPS SERVER

The easiest way to enable the HTTPS server is from the web Management Console.

- ◆ Click the appropriate checkbox in Network > Services > HTTPS Server.

The HTTPS server will now be activated (assuming `ssl_key.pem` and `ssl_cert.pem` exist in the `/etc/config/`).

Alternatively, `inetd` can be configured to launch the secure `fnord` server from the command line of the unit as follows.

- ◆ Edit the `inetd` configuration file. From the unit command line:

```
# vi /etc/config/inetd.conf
```

- ◆ Append a line:

```
443 stream tcp nowait root sslwrap -cert /etc/config/ssl_cert.pem -key /etc/config/ssl_key.pem -exec /bin/httpd /home/httpd"
```

- ◆ Save the file.

- ◆ Signal `inetd` of the configuration change:

```
# kill -HUP `cat /var/run/inetd.pid`
```

The HTTPS server should now be accessible from a web client at a URL similar to this: <https://common-name-of-unit/>.

16.9 POWER STRIP CONTROL

The console server supports a growing list of remote power-control devices (RPCs) which can be configured using the Management Console as described in Chapter 9. These RPCs are controlled using the open source PowerMan and Network UPS Tools and with Black Box's `pmpower` utility.

16.9.1 THE POWERMAN TOOL

PowerMan provides power management in a data center or compute cluster environment. It performs operations such as power on, power off, and power cycle via remote power controller (RPC) devices.

The `powerman` man page is not shipped with Black Box hardware. It is reproduced below.

Synopsis

```
powerman | pm [-options][targets]
```



CHAPTER 16: ADVANCED CONFIGURATION

TABLE 16-9. POWERMAN OPTIONS

| OPTION | NOTES ABOUT TARGETS |
|------------------|--|
| -1 --on | power on targets |
| -0 --off | power off targets |
| -c --cycle | Power cycle targets |
| -r --reset | Assert hardware reset for targets (if implemented by RPC) |
| -f --flash | Turn beacon on for targets (if implemented by RPC) |
| -u --unflash | Turn beacon off for targets (if implemented by RPC) |
| -l --list | List available targets. If possible, output will be compressed into a host range (see target specification below) |
| -q --query | Query plug status of targets. If none specified, query all targets. Status is not cached; each time this option is used, powerman queries the appropriate RPC's. Targets connected to RPC's that could not be contacted (e.g. due to network failure) are reported as status "unknown". If possible, output will be compressed into host ranges. |
| -n --node | Query node power status of targets (if implemented by RPC). If no targets specified, query all targets. In this context, a node in the off state could be on at the plug but operating in standby power mode. |
| -b --beacon | Query beacon status (if implemented by RPC). If no targets are specified, query all targets. |
| -t --temp | Query node temperature (if implemented by RPC). If no targets are specified, query all targets. Temperature information is not interpreted by powerman and is reported as received from the RPC on one line per target, prefixed by target name. |
| -h --help | Display option summary. |
| -L --license | Show powerman license information |
| -d --destination | host[:port]. Connect to a powerman daemon on non-default host and optionally port. |
| -V --version | Display the powerman version number and exit. |
| -D --device | Displays RPC status information. If targets are specified, only RPC's matching the target list is displayed. |
| -T --telemetry | Causes RPC telemetry information to be displayed as commands are processed. Useful for debugging device scripts. |
| -x --exprange | Expand host ranges in query responses. |

For more details see <http://linux.die.net/man/1/powerman>.

Target specification

powerman target hostnames may be specified as comma separated or space separated hostnames or host ranges.

Host ranges are of the general form:

```
prefix[n-m,l-k,...]
```

where $n < m$ and $l < k$, etc.

This form should not be confused with regular expression character classes, which are also denoted by []. For example, foo[19] does not represent foo1 or foo9, but rather represents a degenerate range: foo19.

This range syntax is meant only as a convenience on clusters with a prefix NN naming convention and specification of ranges should not be considered necessary -- the list foo1,foo9 could be specified as such, or by the range foo[1,9].

Some examples of powerman targets follow.

```
Power on hosts bar,baz,foo01,foo02,...,foo05: powerman --on bar baz foo[01-05]
```

```
Power on hosts bar,foo7,foo9,foo10: powerman --on bar,foo[7,9-10]
```

```
Power on foo0,foo4,foo5: powerman --on foo[0,4-5]
```

CHAPTER 16: ADVANCED CONFIGURATION

As a reminder to the reader, some shells will interpret brackets – [and] – for pattern matching. Depending on your shell, it may be necessary to enclose ranged lists within quotes. For example, in tcsh, the last example above should be executed as:

```
powerman --on "foo[0,4-5]"
```

16.9.2 THE PMPOWER TOOL

The pmpower utility is a high level tool for manipulating remote preconfigured power devices connected to the console server either via a serial or network connection. The PDU UPS and IPMI power devices are variously controlled using the open source PowerMan, IPMItool or Network UPS Tools and Black Box's pmpower utility arches over these tools so the devices can be controlled through the one command line:

Synopsis

```
pmpower [-?h] [-l device | -r host] [-o outlet] [-u username]\
[-p password] action
```

TABLE 16-10. PMPOWER OPTIONS

| OPTION | NOTES |
|--------|---|
| -? -h | This help message |
| -/ | The serial port to use |
| -o | The outlet on the power target to apply to |
| -r | The remote host address for the power target |
| -u | Override the configured username |
| -p | Override the configured password |
| on | This action switches the specified device or outlet(s) on |
| off | This action switches the specified device or outlet(s) off |
| cycle | This action switches the specified device or outlet(s) off and on again |
| status | This action retrieves the current status of the device or outlet |

Examples:

To turn outlet 4 of the power device connected to serial port 2 on:

```
# pmpower -l port02 -o 4 on
```

To turn an IPMI device off located at IP address 192.168.1.100 where the username is root and the password is calvin:

```
# pmpower -r 192.168.1.100 -u root -p calvin off
```

Default system Power Device actions are specified in /etc/powerstrips.xml.

Custom Power Devices can be added in /etc/config/powerstrips.xml. If an action is attempted which has not been configured for a specific Power Device pmpower will exit with an error.



CHAPTER 16: ADVANCED CONFIGURATION

16.9.3 ADDING NEW RPC DEVICES

There are a number of simple paths to adding support for new RPC devices.

The first is to have scripts to support the particular RPC included in either the open source PowerMan project—<https://code.google.com/archive/p/powerman/>—or the open source NUT UPS Tools project—<http://networkupstools.org/>.

The PowerMan device specifications are rather weird and it is suggested that you leave the actual writing of these scripts to the PowerMan authors. However documentation on how they work can be found at <http://linux.die.net/man/5/powerman.dev>. The Network UPS Tools (NUT) project has moved on from its UPS management origins to also cover SNMP PDUs (and embrace PowerMan). Black Box progressively includes the updated PowerMan and NUT build into the console server firmware releases.

The second path is to directly add support for the new RPC devices (or to customize the existing RPC device support) on your particular console server. The Manage > Power page uses information contained in `/etc/powerstrips.xml` to configure and control devices attached to a serial port. The configuration also looks for (and loads) `/etc/config/powerstrips.xml` if it exists.

You can add support for more devices by putting definitions for them into `/etc/config/powerstrips.xml`. This file can be created on a host system and copied to the Management Console device using `scp`. Alternatively, login to the Management Console and use `ftp` or `wget` to transfer files.

Here is a brief description of the elements of the XML entries in `/etc/config/powerstrips.xml`.

```
<powerstrip>
  <id>Name or ID of the device support</id>
  <outlet port="port-id-1">Display Port 1 in menu</outlet>
  <outlet port="port-id-2">Display Port 2 in menu</outlet>
  ...
  <on>script to turn power on</on>
  <off>script to power off</off>
  <cycle>script to cycle power</cycle>
  <status>script to write power status to
  /var/run/power-status</status>
  <speed>baud rate</speed>
  <charsize>character size</charsize>
  <stop>stop bits</stop>
  <parity>parity setting</parity>
</powerstrip>
```

The id appears on the web page in the list of available devices types to configure.

The outlets describe targets that the scripts can control. For example a power control board may control several different outlets. The port-id is the native name for identifying the outlet. This value will be passed to the scripts in the environment variable `outlet`, allowing the script to address the correct outlet.

There are four possible scripts: `on`, `off`, `cycle` and `status`.

When a script is run, it's standard input and output is redirected to the appropriate serial port. The script receives the `outlet` and `port` in the `outlet` and `port` environment variables respectively.

The script can be anything that can be executed within the shell.

All of the existing scripts in `/etc/powerstrips.xml` use the `pmchat` utility.

`pmchat` works just like the standard unix chat program, only it ensures interoperation with the port manager.

CHAPTER 16: ADVANCED CONFIGURATION

The final options, speed, charsize, stop and parity define the recommended or default settings for the attached device.

16.10 IPMITOOL

The console server includes the `ipmitool` utility for managing and configuring devices that support the Intelligent Platform Management Interface (IPMI) versions 1.5 and 2.0.

IPMI is an open standard for monitoring, logging, recovery, inventory, and control of hardware that is implemented independent of the main CPU, BIOS, and OS. The service processor (or Baseboard Management Controller, BMC) is the brain behind platform management and its primary purpose is to handle the autonomous sensor monitoring and event logging features.

The `ipmitool` program provides a simple command-line interface to this BMC. It features the ability to read sensor data repository (SDR) and print sensor values, display the contents of the System Event Log (SEL), print Field Replaceable Unit (FRU) inventory information, read and set LAN configuration parameters, and perform remote chassis power control.

The `ipmitools` man page is not shipped with Black Box hardware. It is reproduced below.

Synopsis

```
ipmitool [-c|-h|-v|-V] -l open <command>
ipmitool [-c|-h|-v|-V] -l lan -H <hostname>
    [-p <port>]
    [-U <username>]
    [-A <authtype>]
    [-L <privlvl>]
    [-a|-E|-P|-f <password>]
    [-o <oemtype>]
    <command>
ipmitool [-c|-h|-v|-V] -l lanplus -H <hostname>
    [-p <port>]
    [-U <username>]
    [-L <privlvl>]
    [-a|-E|-P|-f <password>]
    [-o <oemtype>]
    [-C <ciphersuite>]
    <command>
```

Description

This program lets you manage Intelligent Platform Management Interface (IPMI) functions of either the local system, via a kernel device driver, or a remote system, using IPMI V1.5 and IPMI v2.0. These functions include printing FRU information, LAN configuration, sensor readings, and remote chassis power control.

IPMI management of a local system interface requires a compatible IPMI kernel driver to be installed and configured. On Linux this driver is called `OpenIPMI` and it is included in standard distributions. On Solaris this driver is called `BMC` and is included in Solaris 10. Management of a remote station requires the IPMI-over-LAN interface to be enabled and configured. Depending on the particular requirements of each system it may be possible to enable the LAN interface using `ipmitool` over the system interface.



CHAPTER 16: ADVANCED CONFIGURATION

Options

TABLE 16-11. IPMTOOL OPTIONS

| OPTION | VARIABLE | NOTES |
|--------|------------------|---|
| -a | | Prompt for the remote server password |
| -A | <authtype> | Present output in CSV (comma separated variable) format. This is not available with all commands. |
| -c | | |
| -C | <ciphersuite> | The remote server authentication, integrity, and encryption algorithms to use for IPMIv2 lanplus connections. See table 22-19 in the IPMIv2 specification. The default is 3 which specifies RAKP-HMAC-SHA1 authentication, HMAC-SHA1-96 integrity, and AES-CBC-128 encryption algorithms. |
| -E | | The remote server password is specified by the environment variable IPMI_PASSWORD. |
| -f | <password_file> | Specifies a file containing the remote server password. If this option is absent, or if password_file is empty, the password will default to NULL. |
| -h | | Get basic usage help from the command line. |
| -H | <address> | Remote server address, can be IP address or hostname. This option is required for lan and lanplus interfaces. |
| -I | <interface> | Selects IPMI interface to use. Supported interfaces that are compiled in are visible in the usage help output. |
| -L | <privlvl> | Force session privilege level. Can be CALLBACK, USER, OPERATOR, and ADMIN. Default is ADMIN. |
| -m | <local_address> | Set the local IPMB address. The default is 0x20 and there should be no need to change it for normal operation. |
| -o | <oemtype> | Select OEM type to support. This usually involves minor hacks in place in the code to work around quirks in various BMCs from various manufacturers. Use -o list to see a list of current supported OEM types. |
| -p | <port> | Remote server UDP port to connect to. Default is 623. |
| -P | <password> | Remote server password is specified on the command line. If supported it will be obscured in the process list. Note! Specifying the password as a command line option is not recommended. |
| -t | <target_address> | Bridge IPMI requests to the remote target address. |
| -U | <username> | Remote server username, default is NULL user. |
| -v | | Increase verbose output level. This option may be specified multiple times to increase the level of debug output. If given three times you will get hexdumps of all incoming and outgoing packets |
| -V | | Display version information. |

If no password method is specified then ipmitool will prompt the user for a password. If no password is entered at the prompt, the remote server password will default to NULL.

Security

The ipmitool documentation highlights that there are several security issues to be considered before enabling the IPMI LAN interface. A remote station has the ability to control a system's power state as well as being able to gather certain platform information. To reduce vulnerability it is strongly advised that the IPMI LAN interface only be enabled in 'trusted' environments where system security is not an issue or where there is a dedicated secure 'management network' or access has been provided through an console server.

Further it is strongly advised to not enable IPMI for remote access without setting a password. That that password should not be the same as any other password on that system.

CHAPTER 16: ADVANCED CONFIGURATION

When an IPMI password is changed on a remote machine with the IPMIv1.5 lan interface the new password is sent across the network as clear text. This could be observed and then used to attack the remote system. It is thus recommended that IPMI password management only be done over IPMIv2.0 lanplus interface or the system interface on the local station.

For IPMI v1.5, the maximum password length is 16 characters. Longer passwords are truncated. For IPMI v2.0, the maximum password length is 20 characters. Longer passwords are truncated.

Commands

TABLE 16-12. IPMI COMMANDS

| COMMAND | NOTES |
|----------|--|
| help | This can be used to get command-line help on ipmitool commands. It may also be placed at the end of commands to get option usage help. |
| raw | Send a RAW IPMI request and print response |
| lan | Configure LAN Channels |
| chassis* | Get chassis status and set power state |
| event | Send pre-defined events to MC |
| mc | Management Controller status and global enables |
| sdr | Print Sensor Data Repository entries and readings |
| sensor | Print detailed sensor information |
| fru | Print built-in FRU and scan SDR for FRU locators |
| sel | Print System Event Log (SEL) |
| pef | Configure Platform Event Filtering (PEF) |
| sol | Configure IPMIv2.0 Serial-over-LAN |
| isol | Configure IPMIv1.5 Serial-over-LAN |
| user | Configure Management Controller users |
| channel | Configure Management Controller channels |
| session | Print session information |
| exec | Run list of commands from file |
| set | Set runtime variable for shell and exec |

*chassis commands: status, power, identify, policy, restart_cause, poh, bootdev.

chassis power commands: status, on, off, cycle, reset, diag, soft.

More details on ipmitools are available at the project site, <https://sourceforge.net/projects/ipmitool/>.



CHAPTER 16: ADVANCED CONFIGURATION

16.11 CUSTOM DEVELOPMENT KIT (CDK)

As detailed in this manual, customers can copy scripts, binaries and configuration files directly to the console server.

Black Box also freely provides a development kit which allows changes to be made to the software in console server firmware image. The customer can use the CDK to:

- ♦ generate a firmware image without certain programs, such as telnet, which may be banned by company policy.
- ♦ generate an image with new programs, such as custom Nagios plug-in binaries or company specific binary utilities.
- ♦ generate an image with custom defaults e.g. it may be required that the console server be configured to have a specific default serial port profile which is reverted to even in event of a factory reset
- ♦ place configuration files into the firmware image, which cannot then be modified.

For example:

```
# /bin/config --set= tools
```

updates the configuration files in /etc/config which are read/write, whereas the files in /etc are read only and cannot be modified.

The CDK essentially provides a snapshot of the Black Box build process (taken after the programs have been compiled and copied to a temporary directory, romfs) just before the compressed file systems are generated.

You can obtain a copy of the Black Box CDK for the particular appliance you are working with from <ftp://ftp.BlackBox.com/cdk>. Further information is available at <http://BlackBox.com/faq284.html>.

16.12 SCRIPTS FOR MANAGING SLAVES

When the console servers are cascaded, the Master is in control of the serial ports on the Slaves, and the Master's Management Console provides a consolidated view of the settings for its own and all the Slave's serial ports.

The Master does not provide a fully consolidated view. Status > Active Users only displays those users active on the Master's ports. You will need to write a custom bash script that parses the port logs if you want to find out who's logged in to cascaded serial ports from the master.

You will probably also want to enable remote or USB logging, as local logs only buffer 8K of data and don't persist between reboots.

This script would, for example, parse each port log file line by line.

Each time it sees LOGIN: username, it adds username to the list of connected users for that port. Each time it sees LOGOUT: username, it removes it from the list.

The list can then be nicely formatted and displayed. It's also possible to run this as a CGI script on the remote log server.

To enable log storage and connection logging:

- ♦ select Alerts & Logging > Port Log.
- ♦ configure log storage.
- ♦ select Serial & Network > Serial Port.
- ♦ Edit the serial port(s).
- ♦ Under Console Server, select Logging Level 1.
- ♦ click Apply.

NOTE: A useful tutorial on creating a bash script CGI is at <http://yolinux.com/TUTORIALS/LinuxTutorialCgiShellScript.html>.

Similarly, the Master maintains a view of the status of the slaves:

- ♦ select Status > Support Report.
- ♦ scroll down to Processes.

CHAPTER 16: ADVANCED CONFIGURATION

- ♦ look for `/bin/ssh -MN -o ControlPath=/var/run/cascade/%h slavename`.

These are the slaves that are connected.

NOTE: The end of the Slaves' names will be truncated, so the first 5 characters must be unique.

Alternatively, you can write a custom CGI script as described above. The currently connected Slaves can be determined by running `ls /var/run/cascade` and the configured slaves can be displayed by running `config -g config.cascade.slaves`.

16.13 SMS SERVER TOOLS

Firmware releases v3.1 and later include the SMS Server Tools software that provides an SMS Gateway that can send and receive short messages through GSM modems and mobile phones.

You can send short messages by simply storing text files into a special spool directory. The program monitors this directory and sends new files automatically. It also stores received short messages into another directory as text files. Binary messages (including Unicode text) are also supported, for example ring tone messages. It's also possible to send a WAP Push message to a WAP- or MMS-capable mobile phone.

The program can be run as an SMS daemon which can be started automatically when the operating system starts. High availability can be ensured by using multiple GSM devices (currently up to 64).

The program can run other external programs or scripts after events like reception of a new message, successful sending and also when the program detects a problem. These programs can inspect the related text files and perform automatic actions.

The SMS Server Tools software needs a GSM modem (or mobile phone) with SMS command set according to the European specifications

GSM 07.05 (=ETSI TS 300 585) and GSM 03.38 (=ETSI TS 100 900).

The AT command set is supported. Devices can be connected with serial port, infrared or USB.

For more information see <http://smstools3.kekekasvi.com/>

16.14 MULTICAST

By default, all Black Box console servers come with Multicasting enabled. Multicasting provides Black Box products with the ability to simultaneously transmit information from a single device to a select group of hosts.

With firmware releases v3.1 and later, multicasting can be disabled and re-enabled from the command line. To disable multicasting type:

```
ifconfig eth0 -multicast
```

To re-enable multicasting from the command line type:

```
ifconfig eth0 multicast
```

IPv6 may need to be restarted when toggling between multicast states.



CHAPTER 16: ADVANCED CONFIGURATION

16.15 BULK PROVISIONING

Black Box appliances include wizard scripts to facilitate configuration and deployment en masse. These wizards operate at the command line level, so knowledge of the Linux command line and shell scripting is useful, but not necessary—they aim to be user-friendly enough for remote hands to manage. This bulk provisioning feature is supported by firmware version 3.9.1 or later, and VCMS version 4.4.0 and later (optional).

Both the bulk provisioning of Black Box appliances and bulk enrollment of these appliances into Virtual Central Management System (VCMS) is supported. These features may be used separately or in conjunction.

Using this method, an Black Box appliance can be fully configured and enrolled into VCMS with minimal interaction, in under 5 minutes. The basic steps are:

- ◆ Configure an individual golden master appliance with the baseline configuration shared by all Black Box appliances. This may be a minimal configuration if the installs are quite diverse, or a complete configuration when dealing with replicated installs.
- ◆ Use make-template to turn the golden master's active configuration into a template configuration that may be applied to other appliances.
- ◆ Create an OPG backup of the templated golden master appliance.
- ◆ Restore this configuration to each target devices via the CLI, web UI or using a USB thumb drive.
- ◆ Login via the CLI to complete configuration using setup-wizard.
- ◆ (Optional) On VCMS, use enrollment-wizard to automatically place appliances under management. This may be local/routable appliances, or remote appliances that have automatically Call Home using callhome-wizard.

Steps 5 and 6 may be reversed for remote setup via Lighthouse.

16.16 ZERO TOUCH PROVISIONING

Zero Touch Provisioning (ZTP) was introduced with firmware release 3.15.1 to allow Black Box appliances to be provisioned during their initial boot from a DHCP server.

16.16.1 PREPARATION

These are typical steps for configuration over a trusted network:

- ◆ Configure a same-model Black Box device.
- ◆ Optionally use the Bulk Provisioning wizard scripts to remove any appliance-specific settings (that is, create a template configuration) and/or prepare the configuration for automated VCMS enrollment. See Section 16.15.
- ◆ Save the configuration as an Black Box backup (.opg) file under System > Configuration Backup in the web UI, or via config -e in the CLI.

Alternatively, you can save the XML configuration as a file ending in .xml.

- ◆ Publish the .opg or .xml file on a fileserver that understands one of the HTTPS, HTTP, FTP or TFTP protocols.
- ◆ Configure your DHCP server to include a vendor specific option for Black Box devices. The option text should be a URL to the location of the .opg or .xml file. The option text should not exceed 250 characters in length. It must end in either .opg or .xml.
- ◆ Connect a new Black Box device (either at defaults from the factory, or config erased) to the network and apply power.

NOTE: It may take up to 5 minutes for the device to find the .opg or .xml file via DHCP, download, install the file and reboot itself.

CHAPTER 16: ADVANCED CONFIGURATION

16.16.2 EXAMPLE ISC DHCP SERVER CONFIGURATION

The following is an example ISC DHCP server configuration fragment for serving an .opg configuration image:

```
option space Black Box code width 1 length width 1;
option Black Box.config-url code 1 = text;
    class "Black Box-ztp" {
        match if option vendor-class-identifier ~ "^Black Box/";
        vendor-option-space Black Box;
    o    ption Black Box.config-url "https://example.com/opg/$
        {class}.opg";
    }
}
```

For other DHCP servers, please consult their documentation on specifying vendor specific option fields.

We use sub-option 1 to hold the URL text.

16.16.3 SETUP FOR AN UNTRUSTED LAN

If network security is a concern and a user can insert a trusted USB flash drive into the Black Box device during provisioning, then follow the steps listed next for deploying configuration in an untrusted network:

- ◆ Generate an X.509 certificate for the client. Place it and its private key file onto a USB flash drive (concatenated as a single file, client.pem).
- ◆ Set up a HTTPS server that restricts access to the .opg or .xml file for HTTPS connections providing the client certificate.
- ◆ Put a copy of the CA cert (that signed the HTTP server's certificate) onto the USB flash drive as well (ca-bundle.crt).
- ◆ Insert the USB flash drive into the Black Box device before attaching power or network.
- ◆ Continue with the steps above, but using only an https URL.

16.16.4 HOW IT WORKS

This section explains in detail how the Black Box device uses DHCP to obtain its initial configuration.

First, a Black Box console manager is either configured or unconfigured. ZTP needs it to be in an unconfigured state, which is only obtained in the following ways:

- ◆ Firmware programming at factory.
- ◆ Pressing the Config Erase button twice during operation.
- ◆ Selecting Config Erase under System > Administration in the web UI, and rebooting.
- ◆ Creating the file /etc/config/.init and then rebooting.

When an unconfigured Black Box device boots, it performs these steps to find a configuration:

- ◆ The console server transmits a DHCP DISCOVER request onto its primary Network Interface (WAN).

This DHCP request carries a Vendor Class Identifier of the form Black Box/model-name (for example, Black Box/LES1203A-M) and its parameter request list will include option 43 (Vendor-Specific Information).



CHAPTER 16: ADVANCED CONFIGURATION

- ◆ On receipt of a DHCP OFFER, the device will use the information in the offer to assign an IPv4 address to its primary Network Interface, add a default route, and prepare its DNS resolver.
- ◆ If the offer also contained an option 43 with sub-option 1, the device interprets the sub-option as a whitespace-separated list of URLs to configuration files to try to restore.
- ◆ If an NTP server option was provided in the DHCP offer, the system clock is synchronized with the NTP server.
- ◆ The system now searches all attached USB storage devices for two optional certificate files. The first file is named ca-bundle.crt and the second one is whichever one of the following filenames is found first:

TABLE 16-13. CERT FILENAMES

| FILENAME | NOTES |
|-------------------------|---|
| client-aabbccddeeff.pem | AABBCCDDEEFF is the MAC address of the primary network interface. |
| client-model.pem | model is the (vendor class) model name in lowercase. |
| client.pem | — |

- ◆ If both files—ca-bundle.crt and client*.pem—are found, then secure mode is enabled for the next section.

Each URL in the list obtained from option 43 sub-option 1 is tried in sequence until one succeeds:

- ◆ the URL undergoes substring replacement from the following table:

TABLE 16-14. URL SUB-STRING

| SUB-STRING | REPLACED BY | NOTES |
|-------------|--|--------------|
| \${mac} | the 12-digit MAC address of the device | 0013b600b669 |
| \${model} | the full model name, in lowercase | les1716a |
| \${class} | the firmware hardware class | les1716a |
| \${version} | the firmware version number | 3.15.1 |

- ◆ The resulting URL must end in .opg or .xml (an optional ?query-string is permitted). If it doesn't, it is skipped and the next URL is tried.
- ◆ In secure mode, the URL must use the https scheme or it is skipped.
- ◆ Otherwise, the available schemes are: http, https, tftp, ftp, and ftps.
- ◆ The curl program is used to download the URL.
- ◆ In secure mode, the server's certificate must validate against the ca-bundle.crt. The (required) client.pem file is provided to authenticate the client to the server. See the curl documentation for the format of these files.
- ◆ The URL is downloaded. For .opg files, its header is checked to see if it is compatible with the current device. For .xml files, a parse check is made. If the check fails, the downloaded file is abandoned and the next URL is tried.
- ◆ The file is imported into the current configuration.
- ◆ The system checks to see if a hostname has been set in the config. If not, it is set to \${model}-\${mac}.

CHAPTER 16: ADVANCED CONFIGURATION

- The system checks to see if it is still in an unconfigured state. If it is, then the network interface mode is set to DHCP. This effectively forces the system into a configured state, preventing a future reboot loop.
- The system reboots.

NOTE: If all the URLs were skipped or failed, the system will wait for 30 seconds before retrying again. It will retry all the URLs up to 10 times. After the 10th retry, the system reboots. If the system has been manually configured in the meantime, the retries stop and ZTP is disabled.

NOTE: If no option 43 is received over DHCP, no URLs are downloaded and no reboots occur: the system must be manually configured. Once configured (manually or by ZTP), a console server will no longer request option 43 from the DHCP server, and it will ignore any option 43 configuration URLs presented to it.

16.17 INTERNAL STORAGE

Some models have an internal USB flash drive, a non-volatile NAND flash partition, or both, which can be used by portmanager for log storage and the TFTP/FTP server for file storage.

These storage devices are automatically mounted as subdirectories of `/var/mnt/`. The default directory served by FTP or TFTP is set to the preferred internal storage (if any), otherwise the first detected attached USB storage. The location of portmanager logs must be manually configured.

16.17.1 FILESYSTEM LOCATION OF FTP AND TFTP DIRECTORY

TABLE 16-15. FTP AND TFTP DIRECTORY

| PRODUCT | PREFERRED STORAGE | DIRECTORY |
|------------------------------|----------------------------|---|
| LES1600 | internal flash | <code>/var/mnt/storage.nvlog/tftpboot/</code> |
| LES1516A, LES1532A, LES1548A | internal USB flash | <code>/var/mnt/storage.usb/tftpboot/</code> |
| LES1700 | internal USB flash | <code>/var/mnt/storage.usb/tftpboot/</code> |
| Other products with USB | first-attached USB storage | <code>/var/mnt/storage.usb/tftpboot/</code> |

16.17.2 FILESYSTEM LOCATION OF PORTMANAGER LOGS

TABLE 16-16. PORTMANAGER LOGS

| PORT LOG SERVER TYPE | DIRECTORY |
|-------------------------------|-------------------------------------|
| USB flash memory | <code>/var/mnt/storage.usb</code> |
| non-volatile internal storage | <code>/var/mnt/storage.nvlog</code> |
| micros-SD card | <code>/var/mnt/storage.sd</code> |
| other (NFS, CIFS, etc) | as explicitly configured |

CHAPTER 16: ADVANCED CONFIGURATION

16.17.3 CONFIGURING FTP AND TFTP DIRECTORY

The FTP or TFTP services can be configured to serve different directories via the command line. For example:

```
config -s config.services.ftp.directory=/var/mnt/storage.usb/\
my-ftp-dir
config -r services
```

The directory will be created if it doesn't already exist.

16.17.4 MOUNTING A PREFERRED USB DISK BY LABEL

Currently, the "first" USB storage device is mounted at `/var/mnt/storage.usb` by detecting the lowest numbered disk partition, for example `/dev/sda1`. This can be constrained to match a particular port or a labelled device.

- ◆ Attach the USB disk you plan to use.
- ◆ Look in directories `/dev/disk/by-path/` or `/dev/disk/by-label/` to find a suitably stable way of identifying your disk.
- ◆ Use the following command to see the current device matching string used:
- ◆ `# config -g config.storage.usb.device`
- ◆ Change the path match with (for example):
- ◆ `# config -s config.storage.usb.device=/dev/disk/by-label/1103`

APPENDIX A: COMMANDS AND SOURCE CODE

A.1 COMMANDS

The console server platform is a dedicated Linux computer, optimized to provide monitoring and secure access to serial and network consoles of critical server systems and their supporting power and networking infrastructure.

Black Box console servers are built on the uCLinux distribution as developed by the uCLinux project. This is GPL code and the source can be found at <http://uclinux.org/pub/uCLinux/dist/>.

Some uCLinux commands have config files that can be altered (for example, portmanager, inetd, init, and sshd).

Other commands you can run and do neat stuff with (for example loopback, bash (shell), ftp, hwclock, iproute, iptables, netcat, ifconfig, mii-tool, netstat, route, ping, portmap, pppd, routed, setserial, smtpclient, stty, stunnel, tcpdump, tftp, tip, and traceroute).

Black Box console servers also ship with Busybox, the “Swiss Army Knife of embedded Linux” which “combines tiny versions of many common UNIX utilities into a single small executable.” See <https://busybox.net/> for more information.

The table below lists most of the standard uCLinux commands (ucl), Busybox commands (bb), and some custom Black Box commands (og), included in the default build tree. The shorthand immediately right of each listed command shows which source is used to run a given command: ucl for uCLinux; bb for Busybox; and og for Black Box-specific commands.

The Administrator can use these to configure the console server, and monitor and manage attached serial console and host devices.

TABLE A-1. COMMANDS

| COMMAND | | DESCRIPTION |
|----------|-----|--|
| addgroup | bb | Add a group or add a user to a group |
| adduser | bb | Add a user |
| agetty | ucl | Alternative Linux getty |
| arp | ucl | Manipulate the system ARP cache |
| arping | ucl | Send ARP requests/replies |
| bash | ucl | GNU Bourne-Again Shell |
| busybox | bb | Swiss army knife of embedded Linux commands |
| cat | bb | Concatenate file(s) and print them to stdout |
| chat | ucl | Useful for interacting with a modem connected to stdin/stdout |
| chgrp | bb | Change file access permissions |
| chmod | bb | Change file access permissions |
| chown | bb | Change file access permissions |
| config | og | Tool to manipulate and query system configuration from the shell |
| cp | bb | Copy files and directories |
| date | bb | Print or set the system date and time |
| dd | bb | Convert and copy a file. |
| deluser | bb | Delete a user from the system |
| df | bb | Report file system disk space usage |
| dhcpcd | ucl | Dynamic Host Configuration Protocol server |
| discard | ucl | Network utility that listens on the discard port |



APPENDIX A: COMMANDS AND SOURCE CODE

TABLE A-1 (CONTINUED). COMMANDS

| COMMAND | | DESCRIPTION |
|------------------|-----|---|
| dmesg | bb | Print or control the kernel ring buffer |
| echo | bb | Print the specified ARGs to stdout |
| erase | ucl | Tool for erasing MTD partitions |
| eraseall | ucl | Tool for erasing entire MTD partitions |
| false | bb | True and false return an exit status. Zero for true; non-zero for false |
| find | ucl | Search for files |
| flashw | ucl | Write data to individual flash devices |
| flatfsd | ucl | dæmon to save RAM file systems back to FLASH |
| ftp | ucl | Internet file transfer program |
| gen-keys | ucl | SSH key generation program |
| getopt | bb | Parses command options |
| gettyd | ucl | Getty dæmon |
| grep | bb | Print lines matching a pattern |
| gunzip | bb | Compress or expand files |
| gzip | bb | Compress or expand files |
| hd | ucl | ASCII, decimal, hexadecimal, octal dump |
| hostname | bb | Get or set hostname or DNS domain name |
| httpd | ucl | Listen for incoming HTTP requests |
| hwclock | ucl | Query and set hardware clock (RTC) |
| inetd | ucl | Network super-server dæmon |
| inetd-echo | ucl | Network echo utility |
| init | ucl | Process control initialization |
| ip | ucl | Show or manipulate routing, devices, policy routing, and tunnels |
| ipmitool | ucl | Linux IPMI manager |
| iptables | ucl | Administration tool for IPv4 packet filtering and NAT |
| ip6tables | ucl | Administration tool for IPv6 packet filtering |
| iptables-restore | ucl | Restore IP tables |
| iptables-save | ucl | Save IP tables |
| kill | bb | Send a signal to a process to end gracefully |
| ln | bb | Make links between files |
| login | ucl | Begin session on the system |
| loopback | og | Loopback diagnostic command |
| loopback1 | og | Loopback diagnostic command |
| loopback2 | og | Loopback diagnostic command |
| loopback8 | og | Loopback diagnostic command |

APPENDIX A: COMMANDS AND SOURCE CODE

TABLE A-1 (CONTINUED). COMMANDS

| COMMAND | | DESCRIPTION |
|-------------|-----|--|
| loopback16 | og | Loopback diagnostic command |
| loopback48 | og | Loopback diagnostic command |
| ls | bb | List directory contents |
| mail | ucl | Send and receive mail |
| mkdir | bb | Make directories |
| mkfs.jffs2 | ucl | Create an MS-DOS file system under Linux |
| mknod | bb | Make block or character special files |
| more | bb | File persual filter for crt viewing |
| mount | bb | Mount a file system |
| msmtp | ucl | SMTP mail client |
| mv | bb | Move (rename) files |
| nc | ucl | TCP/IP Swiss army knife |
| netflash | ucl | Upgrade firmware on uLinux platforms using the blkmem interface |
| netstat | ucl | Print network connections, routing tables, interface statistics, etc |
| ntpd | ucl | Network Time Protocol (NTP) dæmon |
| pgrep | ucl | Display process(es) selected by regex pattern |
| pidof | ucl | Find the process ID of a running program |
| ping | ucl | Send ICMP ECHO_REQUEST packets to network hosts |
| ping6 | ucl | IPv6 ping |
| pkill | ucl | Sends a signal to process(es) selected by regex pattern |
| pmdeny | og | |
| pminetd | og | |
| pmloggerd | og | |
| pmshell | og | Similar to tip or cu but all serial port access is directed via portmanager. |
| portmanager | og | Command to handle all serial port access |
| portmap | ucl | DARPA port to RPC program number mapper |
| pppd | ucl | Point-to-point protocol dæmon |
| ps | bb | Report a snapshot of the current processes |
| pwd | bb | Print name of current working directory |
| reboot | bb | Soft reboot the system |
| rm | bb | Remove files or directories |
| rmdir | bb | Remove empty directories |
| routed | ucl | Show or manipulate the IP routing table |
| routef | ucl | IP route tool to flush IPv4 routes |
| routel | ucl | IP route tool to list routes |



APPENDIX A: COMMANDS AND SOURCE CODE**TABLE A-1 (CONTINUED). COMMANDS**

| COMMAND | | DESCRIPTION |
|-------------|-----|---|
| rtacct | ucl | network statistics tool |
| rtmon | ucl | RTnetlink listener |
| scp | ucl | Secure copy (remote file copy program) |
| sed | bb | Stream text editor |
| setmac | ucl | Sets the MAC address |
| setserial | ucl | Sets and reports serial port configuration |
| sh | ucl | The Bourne shell |
| showmac | ucl | Shows the MAC address |
| sleep | bb | Delay for a specified amount of time |
| smbmnt | ucl | Helper utility for mounting SMB file systems |
| smbmount | ucl | Mount an SMBFS file system |
| smbumount | ucl | SMBFS umount for normal users |
| snmpd | ucl | SNMP daemon |
| snmptrap | ucl | Sends an SNMP notification to a manager |
| sredird | ucl | RFC2217-compliant serial port redirector |
| ssh | ucl | OpenSSH SSH client (remote login program) |
| ssh-keygen | ucl | Authentication key generation, management, and conversion |
| sshd | ucl | OpenSSH SSH daemon |
| stty | ucl | Change and print terminal line settings |
| stunnel | ucl | Universal SSL tunnel |
| sync | bb | Flush file system buffers |
| sysctl | ucl | Configure kernel parameters at runtime |
| syslogd | ucl | System logging utility |
| tar | bb | The tar archiving utility |
| tc | ucl | Show traffic control settings |
| tcpdump | ucl | Dump traffic on a network |
| telnetd | ucl | Telnet protocol server |
| tftp | ucl | Client to transfer a file to or from a tftp server |
| tftpd | ucl | Trivial file transfer protocol (tftp) server |
| tip | ucl | Simple terminal emulator for connecting to modems and serial devices |
| top | ucl | Provide a view of process activity in real time |
| touch | bb | Change file timestamps |
| traceroute | ucl | Print the route packets take to a network host |
| traceroute6 | ucl | Traceroute for IPv6 |
| true | bb | True and false return an exit status. Zero for true; non-zero for false |

APPENDIX A: COMMANDS AND SOURCE CODE

TABLE A-1 (CONTINUED). COMMANDS

| COMMAND | | DESCRIPTION |
|---------|-----|--|
| umount | bb | Unmounts file systems |
| uname | bb | Print system information |
| usleep | bb | Delay for a specified time |
| vconfig | bb | Create and remove virtual ethernet devices |
| vi | bb | Busybox clone of the VI text editor |
| w | ucl | Show who is logged on and what they are doing. |
| zcat | bb | Identical to gunzip -c Bourne shell |

With most of the above commands, the `-h` or `--help` argument provides a terse runtime description of their behavior.

More details on the Linux commands can found at <http://en.tldp.org/HOWTO/HOWTO-INDEX/howtos.html> and <http://faqs.org/docs/Linux-HOWTO/Remote-Serial-Console-HOWTO.html>.

Run `ls` when `/bin/` is the present working directory (`pwd`) to view all the commands available on your console server.

There were a number of tools listed above, each denoted as `og`, that make it simple to configure the console server and ensure the changes are stored in the console server's flash memory. These commands are documented in previous chapters and include:

- ◆ `config`, which allows manipulation and querying of the system configuration from the command line. With `config` a new configuration can be activated by running the relevant configurator, which performs the action necessary to make the configuration changes live.
- ◆ `portmanager`, which provides a buffered interface to each serial port. It is supported by the `pmchat` and `pmshell` commands which ensure all serial port access is directed via the portmanager.
- ◆ `pmpower`, which is a configurable tool for manipulating remote power devices that are serially- or network-connected to the console server.
- ◆ SDT Connector, which is a java client applet that provides point-and-click SSH-tunneled connections to the console server and Managed Devices.

There are also a number of other CLI commands related to other open source tools embedded in the console server including:

- ◆ PowerMan provides power management for many preconfigured remote power controller (RPC) devices. For CLI details, see <http://linux.die.net/man/1/powerman>.
- ◆ Network UPS Tools (NUT) provides reliable monitoring of UPS and PDU hardware and ensure safe shutdowns of the systems that are connected, with a goal to monitor every kind of UPS and PDU. For CLI details see <http://networkupstools.org/>.
- ◆ Nagios is a popular, enterprise-class management tool that provides central monitoring of the hosts and services in distributed networks. For CLI details see <http://nagios.org/>.

The console server also supports GNU bash shell scripts, enabling the Administrator to run custom scripts. GNU bash, version 2.05.0(1)-release (arm-Black Box-linux-gnu) offers the following shell commands.



APPENDIX A: COMMANDS AND SOURCE CODE

TABLE A-2. SHELL COMMANDS

| COMMAND | ARGUMENTS |
|----------|--|
| alias | [-p] [name[=value] ...] |
| bg | [jobspec ...] |
| bind | [-lpvsPVS] [-m keymap] [-f fi break [n]] |
| case | word in [() pattern [pattern]...] command-list ;;... esac |
| cd | [-L][-P [-e]] [-@] [directory] |
| command | [-pVv] command [arguments ...] |
| compgen | [option] [word] |
| complete | [-abcdefgjkusv] [-o comp-option] [-DE] [-A action] [-G globpat] [-W wordlist] [-F function] [-C command] [-X filterpat] [-P prefix] [-S suffix] name [name ...] complete -pr [-DE] [name ...] |
| continue | [n] |
| declare | [-aAfFgiInrtux] [-p] [name[=value] ...] |
| dirs | [-clpv] [+N -N] |
| disown | [-ar] [-h] [jobspec ... pid ...] |
| echo | [-neE] [arg ...] |
| enable | [-a] [-dnps] [-f filename] [name ...] |
| eval | [arguments] |
| exec | [-cl] [-a name] [command [arguments]] |
| exit | [n] |
| export | [-fn] [-p] [name[=value]] |
| false | |
| fc | [-e ename] [-lnr] [first] [last] -s [pat=rep] [command] |
| fg | [jobspec] |
| for | name [[in [words ...]] ;] do commands; done |
| function | name { commands ; } or NA |
| getopts | optstring name [args] |
| hash | [-r] [-p filename] [-dt] [name] |
| help | [-dms] [pattern] |
| history | [n] -c -d offset [-anrw] [filename] -ps arg |
| if | test-commands; then consequent-commands; [elif more-test-commands; then more-consequents;] [else alternate-consequents;] fi |
| kill | [-s sigspec] [-n signum] [-sigspec] jobspec or pid -l -L [exit_status] |
| local | [option] name[=value] ... |
| logout | |
| popd | [-n] [+N -N] |

APPENDIX A: COMMANDS AND SOURCE CODE**TABLE A-2 (CONTINUED). SHELL COMMANDS**

| COMMAND | ARGUMENTS |
|-----------|---|
| printf | [-v var] format [arguments] |
| pushd | [-n] [+N -N dir] |
| pwd | [-LP] |
| read | [-ers] [-a aname] [-d delim] [-i text] [-n nchars] [-N nchars] [-p prompt] [-t timeout] [-u fd] [name ...] |
| readonly | [-aAf] [-p] [name[=value]] ... |
| select | name [in words ...]; do commands; done |
| set | [--abefhkmnptuvxBCEHPT] [-o option-name] [argument ...] [+abefhkmnptuvxBCEHPT] [+o option-name] [argument ...] |
| shift | [n] |
| shopt | [-pqsu] [-o] [optname ...] |
| source | filename |
| suspend | [-f] |
| test | expr |
| time | [-lp] |
| times | |
| trap | [-lp] [arg] [sigspec ...] |
| true | |
| type | [-afptP] [name ...] |
| typeset | [-afFgrxilmrtux] [-p] [name[=value] ...] |
| umask | [-p] [-S] [mode] |
| unalias | [-a] [name ...] |
| unset | [-fnv] [name] |
| until | test-commands; do consequent-commands; done |
| variables | variable wait [n] while commands; do commands; done |
| while | test-commands; do consequent-commands; done |

A.2 SOURCE CODE

Many console server software components are licensed under the GNU General Public License, Version 2. A copy of the GNU General Public License is included in Appendix 6: End-user license agreements. A copy is also available at <http://gnu.org/licenses/old-licenses/gpl-2.0.html>. Black Box will provide source code for any of the components of the software licensed under the GNU General Public License upon request.

The complete source code corresponding to each released version is available from us for a period of three years after its last shipment. If you would like the source code for an earlier release than the latest current release please write "source for firmware Version x.xx" in the memo line of your payment.

The console server also embodies the okvm console management software. This is GPL code and the full source is available from <http://okvm.sourceforge.net/>.



APPENDIX A: COMMANDS AND SOURCE CODE

The console server BIOS (boot loader code) is a port of uboot which is also a GPL package with source code openly available from <http://denx.de/wiki/U-Boot/>.

The console server CGIs (the html code, xml code and web config tools for the Management Console) are proprietary to Black Box. The code will be provided to customers, under NDA.

Also built-in to the console server is a Port Manager application and Configuration tools as documented in Chapters 15 and 16 above. These both are proprietary to Black Box, but open to customers under NDA, as above.

APPENDIX B: REGULATORY INFORMATION

B.1 FCC STATEMENT

This equipment has been found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Shielded cables must be used with this equipment to maintain compliance with radio frequency energy emission regulations and ensure a suitably high level of immunity to electromagnetic disturbances.

All power supplies are certified to the relevant major international safety standards.



APPENDIX B: REGULATORY INFORMATION

B.2 NOM STATEMENT

1. Todas las instrucciones de seguridad y operación deberán ser leídas antes de que el aparato eléctrico sea operado.
2. Las instrucciones de seguridad y operación deberán ser guardadas para referencia futura.
3. Todas las advertencias en el aparato eléctrico y en sus instrucciones de operación deben ser respetadas.
4. Todas las instrucciones de operación y uso deben ser seguidas.
5. El aparato eléctrico no deberá ser usado cerca del agua—por ejemplo, cerca de la tina de baño, lavabo, sótano mojado o cerca de una alberca, etc.
6. El aparato eléctrico debe ser usado únicamente con carritos o pedestales que sean recomendados por el fabricante.
7. El aparato eléctrico debe ser montado a la pared o al techo sólo como sea recomendado por el fabricante.
8. Servicio—El usuario no debe intentar dar servicio al equipo eléctrico más allá a lo descrito en las instrucciones de operación. Todo otro servicio deberá ser referido a personal de servicio calificado.
9. El aparato eléctrico debe ser situado de tal manera que su posición no interfiera su uso. La colocación del aparato eléctrico sobre una cama, sofá, alfombra o superficie similar puede bloquea la ventilación, no se debe colocar en libreros o gabinetes que impidan el flujo de aire por los orificios de ventilación.
10. El equipo eléctrico deber ser situado fuera del alcance de fuentes de calor como radiadores, registros de calor, estufas u otros aparatos (incluyendo amplificadores) que producen calor.
11. El aparato eléctrico deberá ser conectado a una fuente de poder sólo del tipo descrito en el instructivo de operación, o como se indique en el aparato.
12. Precaución debe ser tomada de tal manera que la tierra física y la polarización del equipo no sea eliminada.
13. Los cables de la fuente de poder deben ser guiados de tal manera que no sean pisados ni pellizcados por objetos colocados sobre o contra ellos, poniendo particular atención a los contactos y receptáculos donde salen del aparato.
14. El equipo eléctrico debe ser limpiado únicamente de acuerdo a las recomendaciones del fabricante.
15. En caso de existir, una antena externa deberá ser localizada lejos de las líneas de energía.
16. El cable de corriente deberá ser desconectado del cuando el equipo no sea usado por un largo periodo de tiempo.
17. Cuidado debe ser tomado de tal manera que objetos líquidos no sean derramados sobre la cubierta u orificios de ventilación.
18. Servicio por personal calificado deberá ser provisto cuando:
 - A: El cable de poder o el contacto ha sido dañado; u
 - B: Objetos han caído o líquido ha sido derramado dentro del aparato; o
 - C: El aparato ha sido expuesto a la lluvia; o
 - D: El aparato parece no operar normalmente o muestra un cambio en su desempeño; o
 - E: El aparato ha sido tirado o su cubierta ha sido dañada.

APPENDIX C: CONNECTIVITY, TCP PORTS AND SERIAL I/O

Pin-out standards exist for DB9 and DB25 connectors. There are, however, no pin-out standards for serial connectivity using RJ-45 connectors. Most console servers, serially-managed servers, routers, switches and power devices adopt their own unique pin-outs. Consequently, custom connectors and cables may be required to interconnect your console server.

C.1 SERIAL PORT PINOUTS

Console servers come with one to ninety-six serial connectors (notated SERIAL or SERIAL PORTS) for the RS-232 serial ports.

- The RJ-45 serial ports are located on the rear panel of the rack-mount LES1700 series and LES1516A, LES1532A, LES1548A series).
- The LES1516A, LES1532A, LES1548A and LES1600 models have Cisco Straight serial pinouts on their RJ-45 connectors.
- The LES1700 has software-selectable Cisco Straight or Cisco Rolled RJ-45.

CISCO STRAIGHT RJ-45 PINOUT

Straight through RJ-45 cable to equipment such as Cisco, Juniper, SUN, and more.

TABLE C-1. CISCO STRAIGHT RJ-45 PINOUT

| PIN | SIGNAL | DEFINITION | DIRECTION |
|-----|--------|---------------------|-----------|
| 1 | CTS | Clear to Send | Input |
| 2 | DSR | Data Set Ready | Input |
| 3 | RXD | Receive Data | Input |
| 4 | GND | Signal Ground | n/a |
| 5 | GND | Signal Ground | n/a |
| 6 | TXD | Transmit Data | Output |
| 7 | DTR | Data Terminal Ready | Output |
| 8 | RTS | Request to Send | Output |

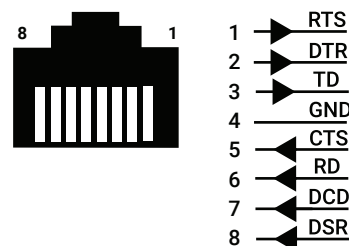


CISCO ROLLED RJ-45 PINOUT

Rolled RJ-45 cable to equipment such as Cisco, Juniper, SUN, and more.

TABLE C-2. CISCO ROLLED RJ-45 PINOUT

| PIN | SIGNAL | DEFINITION | DIRECTION |
|-----|--------|---------------------|-----------|
| 1 | RTS | Request to Send | Output |
| 2 | DTR | Data Terminal Ready | Output |
| 3 | TXD | Transmit Data | Output |
| 4 | GND | Signal Ground | n/a |
| 5 | CTS | Clear to Send | Input |
| 6 | RXD | Receive Data | Input |
| 7 | DCD | Data Carrier Detect | Input |
| 8 | DSR | Data Set Ready | Input |



APPENDIX C: CONNECTIVITY, TCP PORTS AND SERIAL I/O

C.2 LOCAL CONSOLE PORT

Console servers with a dedicated LOCAL console/modem port use a standard DB9 connector for this port.

To connect to the LOCAL modem/console port on the console servers using a computer or terminal device using adapters with standard UTP CAT5 cable. Contact Black Box Technical Support at 877-877-2269 or info@blackbox.com for compatible adapters.

To connect the LOCAL console ports to modems (for out of band access) use an adapter with standard UTP CAT5 cable. Contact Black Box Technical Support at 877-877-2269 or info@blackbox.com for compatible adapters.

Each Black Box console server is supplied with UTP CAT5 cables.

C.3 RS-232 STANDARD PINOUTS

The RS-232 pinout standards for the DB9 and DB25 connectors are listed in the table below.

TABLE C-3. RS-232 STANDARD PINOUTS

| PIN | SIGNAL | DB9 | DEFINITION |
|-----|--------|-----|---|
| 1 | – | – | Protective Ground |
| 2 | TXD | 3 | Transmitted Data |
| 3 | RXD | 2 | Received Data |
| 4 | RTS | 7 | Request to Send |
| 5 | CTS | 8 | Clear to Send |
| 6 | DSR | 6 | Data Set Ready |
| 7 | GND | 5 | Signal Ground |
| 8 | CD | 1 | Received line signal detector |
| 9 | – | – | Reserved for data set testing |
| 10 | – | – | Reserved for data set testing |
| 11 | – | – | Unassigned |
| 12 | SCF | – | Secondary received line signal detector |
| 13 | SCB | – | Secondary Clear to Send |
| 14 | SBA | – | Secondary Transmitted Data |
| 15 | DB | – | Transmission signal timing |
| 16 | SBB | – | Secondary Received Data |
| 17 | DD | – | Receiver signal element timing |
| 18 | – | – | Unassigned |
| 19 | SCA | – | Secondary Request to Send |
| 20 | DTR | 4 | Data Terminal Ready |
| 21 | CG | – | Signal quality detector |
| 22 | – | 9 | Ring Indicator |
| 23 | CH/CI | – | Data signal rate selector |
| 24 | DA | – | Transmit signal element timing |
| 25 | – | – | Unassigned |

APPENDIX C: CONNECTIVITY, TCP PORTS AND SERIAL I/O

C.4 CONSOLE SERVER CONNECTOR WIRING

The LES1516A, LES1532A, LES1548A and LES1700 families have the Cisco pinout by default and ship with cross-over/straight RJ-45-DB9 connectors.

DB9 TO RJ-45 STRAIGHT CONNECTOR

Straight through RJ-45 cable to equipment such as Cisco, Juniper, SUN, and more.

TABLE C-4. DB9F TO RJ-45S STRAIGHT CONNECTOR PINOUT

| RJ-45 PIN | SIGNAL | WIRE | SIGNAL | DB9 PIN |
|-----------|--------|---------------------|--------|---------|
| 1 | CTS | ----- | CTS | 8 |
| 2 | DCD | ----- | DCD | 1 |
| 3 | RXD | ----- | RXD | 2 |
| 4 | — | Not connected | — | — |
| 5 | GND | Signal Ground | GND | 5 |
| 6 | TXD | Transmit Data | TXD | 3 |
| 7 | DTR | Data Terminal Ready | DTR | 4 |
| 8 | RTS | Request to Send | RTS | 7 |

C.5 TCP AND UDP PORT NUMBERS

Port numbers are divided into three ranges: Well Known Ports, Registered Ports and Dynamic & Private Ports. Well Known Ports are those from 0 through 1023. Registered Ports are those from 1024 through 49151. Dynamic & Private Ports are those from 49152 through 65535.

Well Known Ports are assigned by IANA, and on most systems, can only be used by system processes or by programs executed by privileged users. The table below shows some of the well-known port numbers. For more details, please visit the IANA website: <http://www.iana.org/assignments/port-numbers>.

TABLE C-5. TCP AND UDP PORT NUMBERS

| PORT NUMBER | PROTOCOL | TCP/UDP |
|-------------|--------------------------------------|----------|
| 21 | FTP (File Transfer Protocol) | TCP |
| 22 | SSH (Secure Shell) | TCP |
| 23 | Telnet | TCP |
| 25 | SMTP (Simple Mail Transfer Protocol) | TCP |
| 37 | Time | TCP, UDP |
| 39 | RLP (Resource Location Protocol) | UDP. |
| 49 | TACACS, TACACS+ | UDP |

APPENDIX C: CONNECTIVITY, TCP PORTS AND SERIAL I/O

TABLE C-5 (CONTINUED). TCP AND UDP PORT NUMBERS

| PORT NUMBER | PROTOCOL | TCP/UDP |
|-------------|---------------------------------------|---------|
| 53 | DNS | UDP |
| 67 | BootP server | UDP |
| 68 | BootP client | UDP |
| 69 | TFTP | UDP |
| 70 | Gopher | TCP |
| 79 | Finger | TCP |
| 80 | HTTP | TCP |
| 110 | POP3 | TCP |
| 119 | NNTP (Network News Transfer Protocol) | TCP |
| 161/162 | SNMP | UDP |
| 443 | HTTPS | UDP |

APPENDIX D: GLOSSARY**TABLE D-1. TERMINOLOGY**

| TERM | MEANING |
|-----------------------------|--|
| 3G | Third-generation cellular technology. The standards that determine 3G call for greater bandwidth and higher speeds for cellular networks. |
| AES | The Advanced Encryption Standard (AES) is a new block cipher standard to replace DES, developed by NIST, the US National Institute of Standards and Technology. AES ciphers use a 128-bit block and 128-, 192-, or 256-bit keys. The larger block size helps resist birthday attacks while the large key size prevents brute force attacks. |
| APN | Access Point Name (APN) is used by carriers to identify an IP packet data network that a mobile data user wants to communicate with and the type of wireless service. |
| Authentication | Authentication is the technique by which a process verifies that its communication partner is who it is supposed to be and not an imposter. Authentication confirms that data is sent to the intended recipient and assures the recipient that the data originated from the expected sender and has not been altered on route. |
| BIOS | Basic Input/Output System is the built-in software in a computer that are executed on startup (boot) and that determine what the computer can do without accessing programs from a disk. On PCs, the BIOS contains all the code required to control the keyboard, display screen, disk drives, serial communications, and a number of miscellaneous functions. |
| Bonding | Ethernet Bonding or Failover is the ability to detect communication failure transparently, and switch from one LAN connection to another. |
| BOOTP | Bootstrap Protocol. A protocol that allows a network user to automatically receive an IP address and have an operating system boot without user interaction. BOOTP is the basis for the more advanced DHCP. |
| Certificates | A digitally signed statement that contains information about an entity and the entity's public key, thus binding these two pieces of information together. A certificate is issued by a trusted organization (or entity) called a Certification Authority (CA) after the CA has verified that the entity is who it says it is. |
| Certificate Authority | A Certificate Authority is a trusted third party, which certifies public key's to truly belong to their claimed owners. It is a key part of any Public Key Infrastructure, since it allows users to trust that a given public key is the one they wish to use, either to send a private message to its owner or to verify the signature on a message sent by that owner. |
| Certificate Revocation List | A list of certificates that have been revoked by the CA before they expired. This may be necessary if the private key certificate has been compromised or if the holder of the certificate is to be denied the ability to establish a connection to the console server. |
| CHAP | Challenge-Handshake Authentication Protocol (CHAP) is used to verify a user's name and password for PPP Internet connections. It is more secure than PAP, the other main authentication protocol. |
| DES | The Data Encryption Standard is a block cipher with 64-bit blocks and a 56-bit key. |
| DHCP | Dynamic Host Configuration Protocol. A communications protocol that assigns IP addresses to computers when they are connected to the network. |
| DNS | The Domain Name System allocates Internet domain names and translates them into IP addresses. A domain name is a meaningful and easy to remember name for an IP address. |
| DUN | Dial-up Networking. |
| Encryption | The technique for converting a readable message (plaintext) into apparently random material (ciphertext) which cannot be read if intercepted. The proper decryption key is required to read the message. |
| Ethernet | A physical network layer protocol based upon IEEE standards. |
| Firewall | A network gateway device that protects a private network from users on other networks. A firewall is usually installed to allow users on an intranet access to the public Internet without allowing public Internet users access to the intranet. |



TABLE D-1 (CONTINUED). TERMINOLOGY

| TERM | MEANING |
|-------------------|---|
| Gateway | A machine that provides a route (or pathway) to the outside world. |
| Hub | A network device that allows more than one computer to be connected as a LAN, usually using UTP cabling. |
| Internet | A worldwide system of computer networks - a public, cooperative, and self-sustaining network of networks accessible to hundreds of millions of people worldwide. The Internet is technically distinguished because it uses the TCP/IP set of protocols. |
| Intranet | A private TCP/IP network within an enterprise. |
| IP address | Fundamental internet addressing method that uses the form nnn.nnn.nnn.nnn. |
| IPMI | Intelligent Platform Management Interface (IPMI) is a set of common interfaces to a computer system which system administrators can use to monitor system health and manage the system. The IPMI standard defines the protocols for interfacing with a service processor embedded into a server platform. |
| Key lifetimes | The length of time before keys are re-negotiated. |
| LAN | Local Area Network. |
| LDAP | The Lightweight Directory Access Protocol (LDAP) is based on the X.500 standard, but significantly simpler and more readily adapted to meet custom needs. The core LDAP specifications are all defined in RFCs. LDAP is a protocol used to access information stored in an LDAP server. |
| LED | Light-Emitting Diode. |
| MAC address | Every piece of Ethernet hardware has a unique number assigned to it called its MAC address. Ethernet is used locally to connect the console server to the Internet, and it may share the local network with many other appliances. The MAC address is used by the local Internet router in order to direct console server traffic to it rather than something else in the local area. It is a 48-bit number usually written as a series of 6 hexadecimal octets. For example: 00:d0:cf:00:5b:da. A console server has a MAC address listed on a label underneath the device. |
| MSCHAP | Microsoft Challenge Handshake Authentication Protocol (MSCHAP) is authentication for PPP connections between a computer using a Microsoft Windows operating system and a network access server. It is more secure than PAP or CHAP, and is the only option that also supports data encryption. |
| NAT | Network Address Translation. The translation of an IP address used on one network to an IP address on another network. Masquerading is one particular form of NAT. |
| Net mask | The way that computers know which part of a TCP/IP address refers to the network, and which part refers to the host range. |
| NFS | Network File System is a protocol that allows file sharing across a network. Users can view, store, and update files on a remote computer. |
| Out-of-band (OOB) | Out-of-Band (OOB) management is any management done over channels and interfaces that are separate from those used for user/customer data. Examples would include a serial console interface or a network interface connected to a dedicated management network that is not used to carry customer traffic, or to a BMC/service processor. Any management done over the same channels and interfaces used for user/customer data is In Band. |
| PAP | Password Authentication Protocol (PAP) is the usual method of user authentication used on the internet: sending a username and password to a server where they are compared with a table of authorized users. Whilst most common, PAP is the least secure of the authentication options. |
| PPP | Point-to-Point Protocol. A networking protocol for establishing simple links between two peers. |

APPENDIX D: GLOSSARY**TABLE D-1 (CONTINUED). TERMINOLOGY**

| TERM | MEANING |
|-------------|---|
| RADIUS | The Remote Authentication Dial-In User Service (RADIUS) protocol was developed by Livingston Enterprises as an access server authentication and accounting protocol. The RADIUS server can support a variety of methods to authenticate a user. When it is provided with the username and original password given by the user, it can support PPP, PAP or CHAP, UNIX login, and other authentication mechanisms. |
| Router | A network device that moves packets of data. A router differs from a hub or a switch because it is intelligent and can route packets to their final destination. |
| SIM | Subscriber Identity Module (SIM) card stores unique serial numbers and security authentication used to identify a subscriber on mobile telephony devices. |
| SMASH | Systems Management Architecture for Server Hardware is a standards-based protocols aimed at increasing productivity of the management of a data center. The SMASH Command Line Protocol (SMASH CLP) specification provides an intuitive interface to heterogeneous servers independent of machine state, operating system or OS state, system topology or access method. It is a standard method for local and remote management of server hardware using out-of-band communication. |
| SMTP | Simple Mail Transfer Protocol. console server includes, SMTPclient, a minimal SMTP client that takes an email message body and passes it on to a SMTP server (default is the MTA on the local host). |
| SOL | Serial Over LAN (SOL) enables servers to transparently redirect the serial character stream from the baseboard universal asynchronous receiver/transmitter (UART) to and from the remote-client system over a LAN. With SOL support and BIOS redirection (to serial) remote managers can view the BIOS/POST output during power on, and reconfigured. |
| SSH | Secure Shell is secure transport protocol based on public-key cryptography. |
| SSL | ecure Sockets Layer is a protocol that provides authentication and encryption services between a web server and a web browser. |
| TACACS+ | The Terminal Access Controller Access Control System (TACACS+) security protocol is a more recent protocol developed by Cisco. It provides detailed accounting information and flexible administrative control over the authentication and authorization processes. TACACS+ allows for a single access control server (the TACACS+ daemon) to provide authentication, authorization, and accounting services independently. Each service can be tied into its own database to take advantage of other services available on that server or on the network, depending on the capabilities of the daemon. There is a draft RFC detailing this protocol. |
| TCP/IP | Transmission Control Protocol/Internet Protocol. The basic protocol for Internet communication. |
| Telnet | Telnet is a terminal protocol that provides an easy-to-use method of creating terminal connections to a network. |
| UDP | User Datagram Protocol. |
| UTC | Co-ordinated Universal Time (equivalent to and replacement for GMT or Greenwich Mean Time). |
| UTP | Unshielded Twisted Pair cabling. A type of Ethernet cable that can operate up to 100Mb/s. Also known as Category 5 or CAT5. |
| VNC | Virtual Network Computing (VNC) is a desktop protocol to remotely control another computer. It transmits the keyboard presses and mouse clicks from one computer to another relaying the screen updates back in the other direction, over a network. |
| VPN | Virtual Private Network (VPN) a network that uses a public telecommunication infrastructure and Internet, to provide remote offices or individual users with secure access to their organization's network. |
| WAN | Wide Area Network. |
| WINS | Windows Internet Naming Service (WINS) that manages the association of workstation names and locations with IP addresses. |



APPENDIX E: DISCLAIMER/TRADEMARKS

E.1 DISCLAIMER

Black Box Corporation shall not be liable for damages of any kind, including, but not limited to, punitive, consequential or cost of cover damages, resulting from any errors in the product information or specifications set forth in this document and Black Box Corporation may revise this document at any time without notice.

E.2 TRADEMARKS USED IN THIS MANUAL

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