

Node management

Add a node

Scanning a network

Start a scan

In the left-hand side menu, click on the scan module « **Importation** ».

STATISTIQUES

Nombre total de services : 156
Nombre d'équipements : 43
Types d'équipements différents : 17

ADMINISTRATION

- Lister les noeuds
- Ajouter un noeud
- Ajouter un utilisateur
- Créer un groupe

AIDE

- Wiki
- Foire aux questions
- Esiaandroid

TYPE DE NOEUD	OK	ALERTE	CRITIQUE	INCONNU	NOMBRE D'ÉQUIPEMENTS	NOMBRE DE SERVICES
access Point	1	0	0	1	1	2
application	1	0	0	0	1	1
backup server	0	0	0	0	1	0
firewall	5	0	0	0	1	5
flows server	0	0	0	0	1	0
galaxy	0	0	0	0	1	0
Hypervisor	1	0	0	4	3	5
imprimante	2	0	0	0	1	2
IP Label	0	0	0	1	1	1
https://10.7.0.5/plugin/importation/import_control.php	4	0	1	0	1	5

You can start your first scan from this page.

SCANS PRISE EN MAIN À DISTANCE

DÉMARRER UN NOUVEAU SCAN

Type de scan	Source du scan	Première IP	Dernière IP	Communauté SNMP	Démarrer
SNMP	This (127.0.0.1)	10.7.0.1	10.7.0.254	public.read	

ICMP
MAC-ICMP
SNMP

Scan type :

- ICMP for scanning via ping
- MAC-ICMP for scanning mac addresses via ping
- SNMP

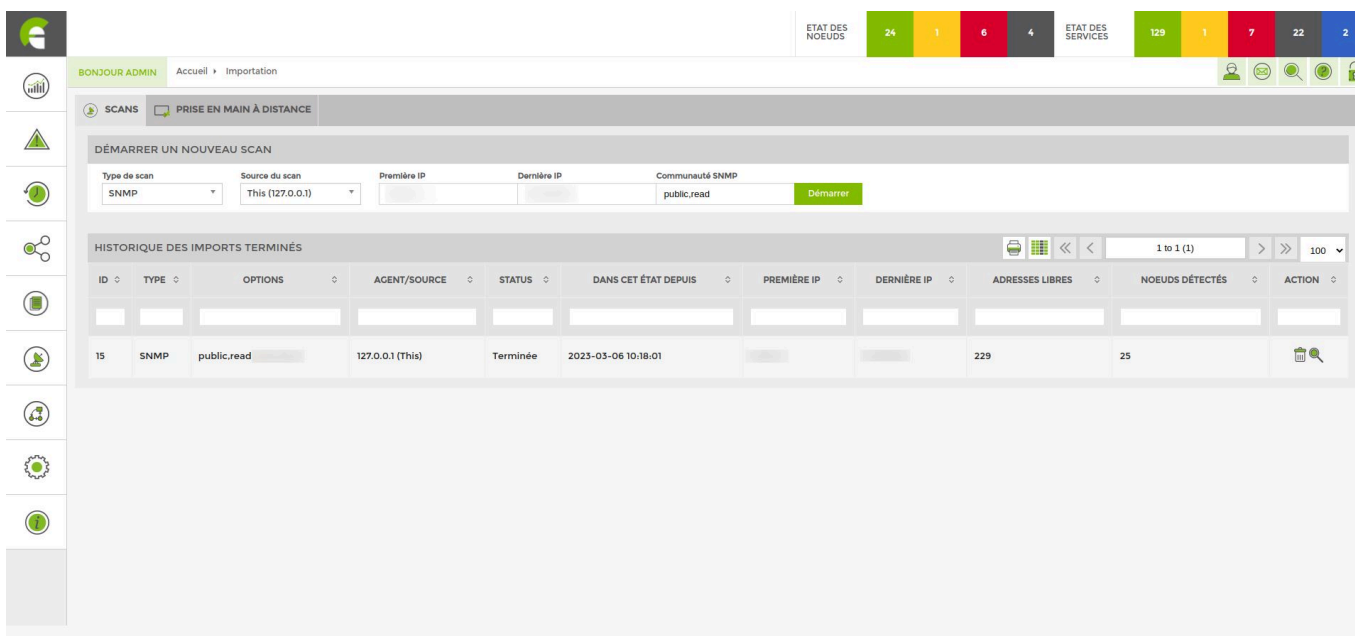
Scan source If you need to scan from the same server, leave *this (127.0.0.1)*. If you need to scan from a different Unity, select the appropriate one.

First IP Enter the first IP address of the range you wish to scan.

Last IP Enter the last ip address of the range you want to scan.

SNMP community Community: Enter the community previously configured on your nodes. The default community is « **public** ».

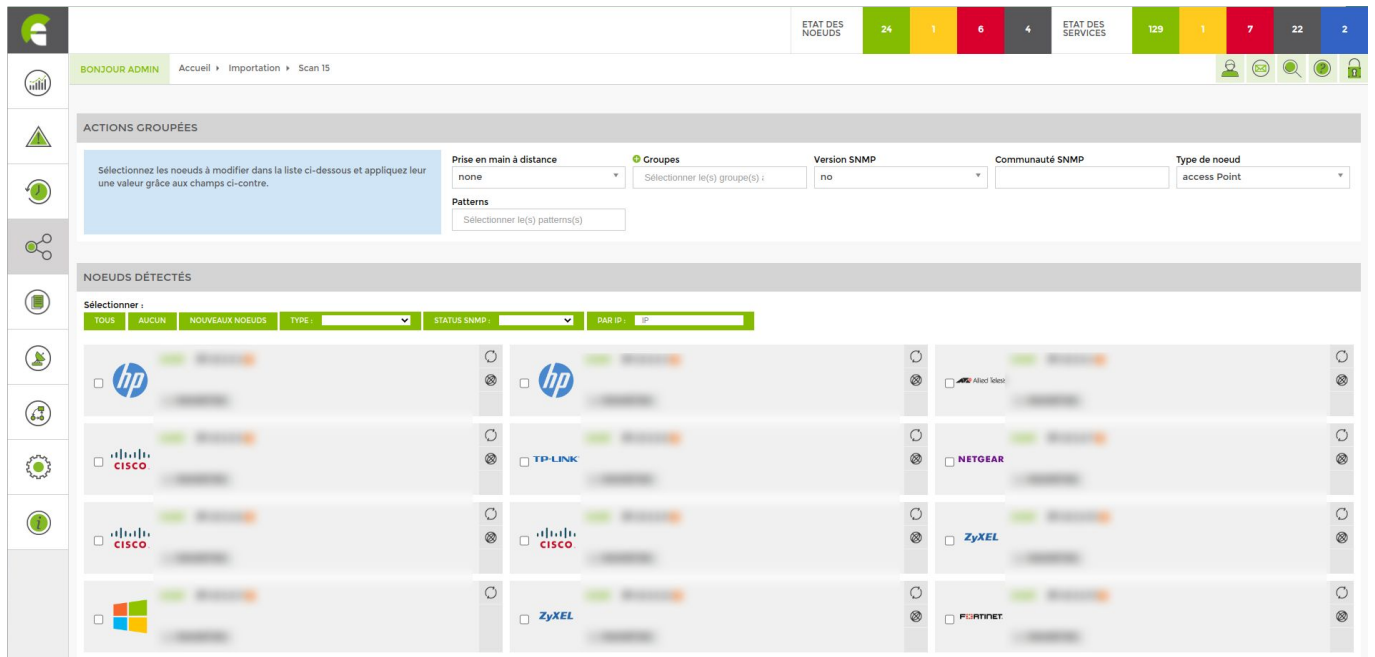
When the scan of your network is complete, you will be taken to the following page:



Here you can see all the scans that have been performed. To access the results of a scan, simply click on the magnifying glass in the last column.

Adding nodes following a scan

The result of a scan is shown below:



The list that appears after the scan includes all the nodes detected by ESIA Unity on your network.

The programme will bring up all the information it is possible to collect on each piece of equipment (to maximise the amount of information retrieved, please activate SNMP on each machine). To add a node, tick the desired nodes and fill in the parameters (if they are not already filled in by ESIA).

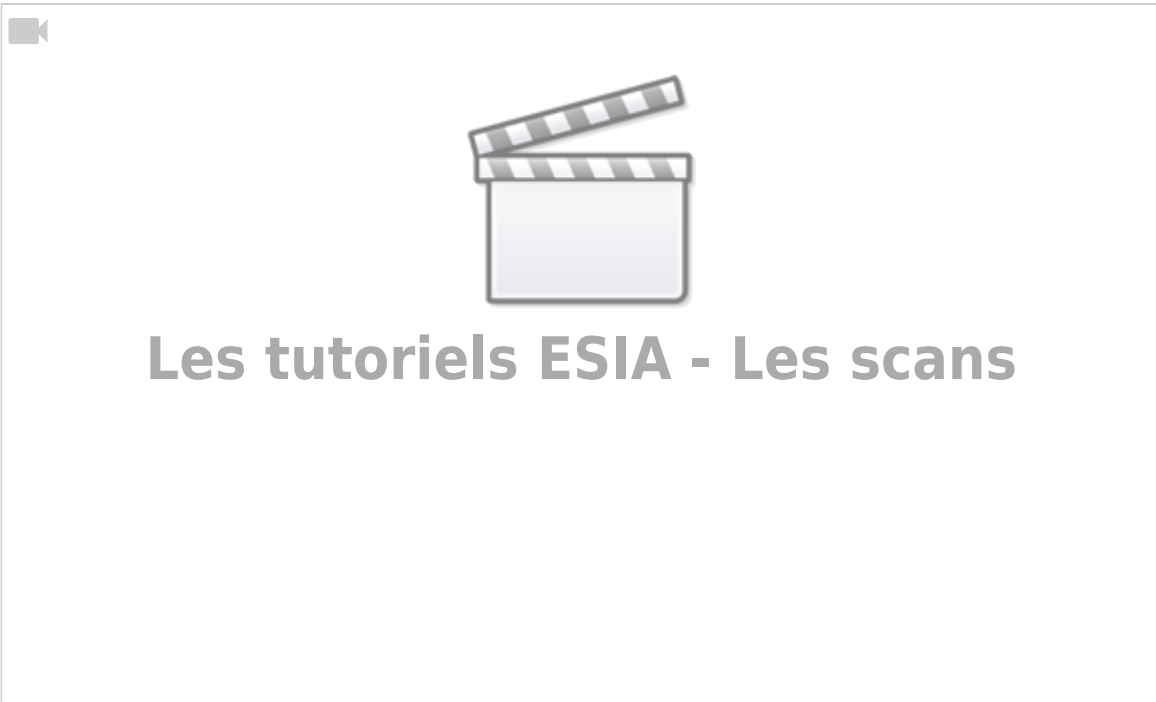
- Give it a name
- Link it to a group
- Choose the SNMP version
- Choose the SNMP community (public or read)
- Choose the node type
- Link it to a service pattern

Note that you can configure the nodes one by one via the menu corresponding to each of them. Or configure all the selected nodes at once via the 'Grouped actions' menu at the top of the window.

Then click on the “Add nodes” button at the bottom of the page.

You can now [Add tests to your nodes](#).

In video



Adding nodes manually

Adding nodes manually

You can add a new node via :

- The menu « **noeud** ». Click on « **liste des noeuds** » then on the icon .
- The « **administration** » Click on > on the home page ⇒ Add a node.

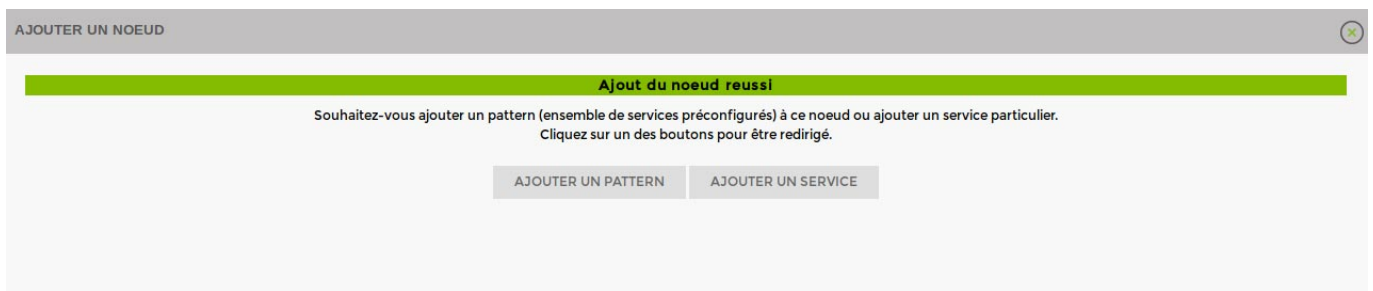
The following window appears:

A screenshot of the "AJOUTER UN NOEUD" form. The form is divided into two sections: "INFORMATIONS GÉNÉRALES" and "INFORMATIONS SNMP".
1. "Nom du noeud" (Node name) text input field.
2. "Type de noeud" (Node type) dropdown menu with "Access Point" selected.
3. "Groupe" (Group) dropdown menu with "Sélectionner le(s) groupe(s) au(x)quel(s) ce noeud a" as the placeholder.
4. "Adresse IP" (IP address) text input field with "0.0.0.0" entered.
5. "Connecté derrière la Unity:" (Connected behind Unity) dropdown menu with "none" selected.
6. "Description" (Description) text area.
7. "Version SNMP" (SNMP version) dropdown menu with "none" selected.
8. "Ajouter" (Add) button.

Fill in the following fields:


* Optional

1. Give the node a name
2. Choose the type of node
3. Link it to a node group
4. Specify IP
5. Specify the linked Unity
6. Give a description
7. Specify SNMP community
8. Click on "Add



You can then [Add patterns](#) or [Add services](#).

Node administration

You can find all the settings for your nodes via the "administration" tab. 



Specifications by hardware

Access Point

For any Access Point	
Availability of the access point (PING)	GESA_ICMP
Interfaces	Via the web interface (see Special features of switch, router and access point interfaces)

Camera

For any camera	
Camera availability (PING)	GESA_ICMP

Evision

For each Evision	
Add the	GESA_ICMP

Firewall/Router

Depending on the brand of firewall	
Clavister	default_gesa_snmp_clavister
Cyberoam	default_gesa_snmp_cyberoam
Fortinet	default_gesa_snmp_fortinet
Fortigate	default_gesa_snmp_fortigate
Stormshield	default_gesa_snmp_Stormshield
Watchguard	default_gesa_snmp_watchguard
For all others	
Add the plugin	GESA_ICMP
And activate the interfaces	Via the web interface (see Special features of the switch, router and access point interface)

Printers

For any printer	
Printer availability	GESA_ICMP
Consumables	GESA_SNMP_PRINTER

NAS

Patterns for the following brands	
QNAP	default_gesa_nas_qnap
Seagate	default_gesa_nas_seagate
Synology	default_gesa_nas_synology
Patterns for other NAS	
Linux	default_gesa_linux_server
Windows	default_gesa_windows_server

PC

For any PC	
Printer availability (PING)	GESA_ICMP
Enable WMI	Enable WMI on Windows 7 & 8
	Enabling WMI via GPO on Active Directory 2012

PDU

For any PDU	
PDU availability (PING)	GESA_ICMP
Brand-specific patterns	
Raritan	default_gesa_snmp_raritan

Server

Available patterns	
For a Linux server	default_gesa_linux_server
For a Windows server	default_gesa_windows_server

Virtual server

Available patterns	
For a Linux NAS	default_gesa_linux_server
For a Windows NAS	default_gesa_windows_server

Switch

For any Switch	
The interfaces	Via the web interface (see Special features of switch, router and access point interfaces)

Telephone

For any IP telephone	
Phone availability (PING)	GESA_ICMP

UPS

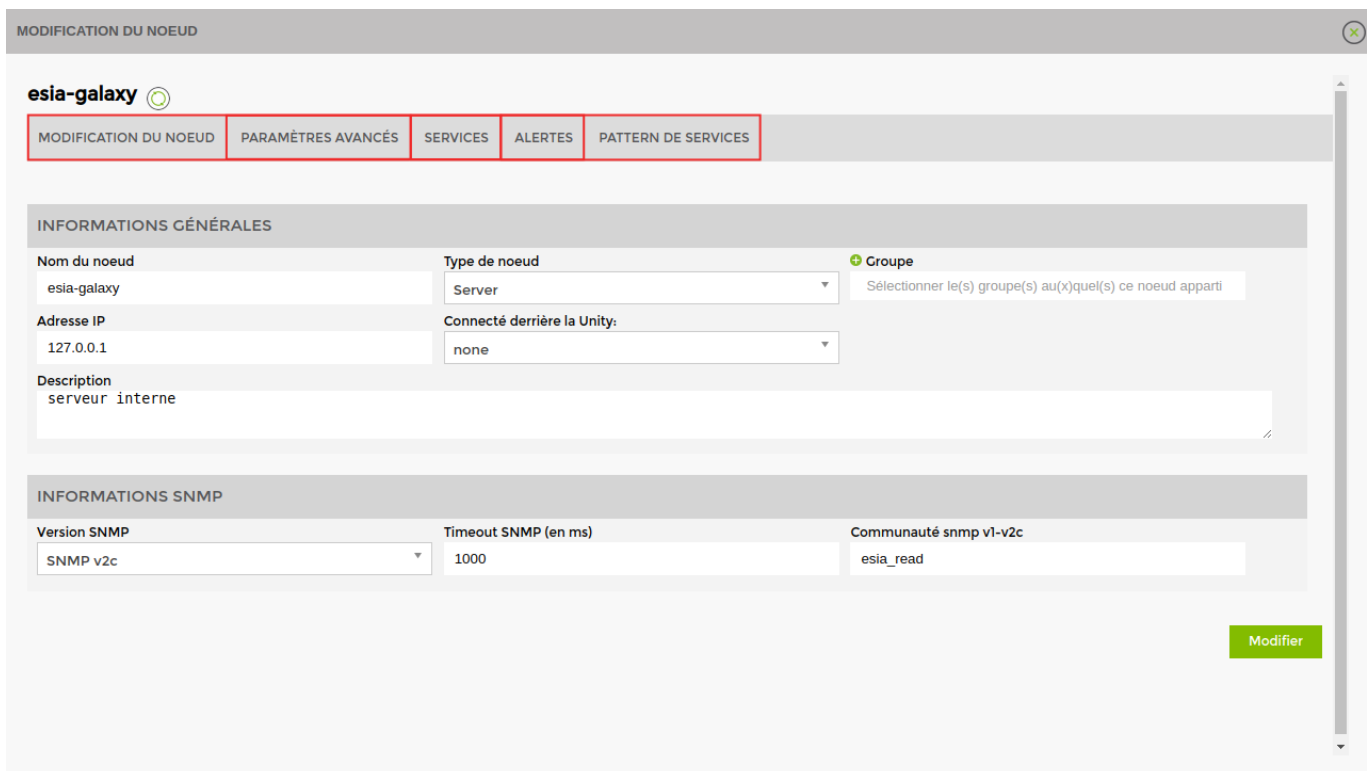
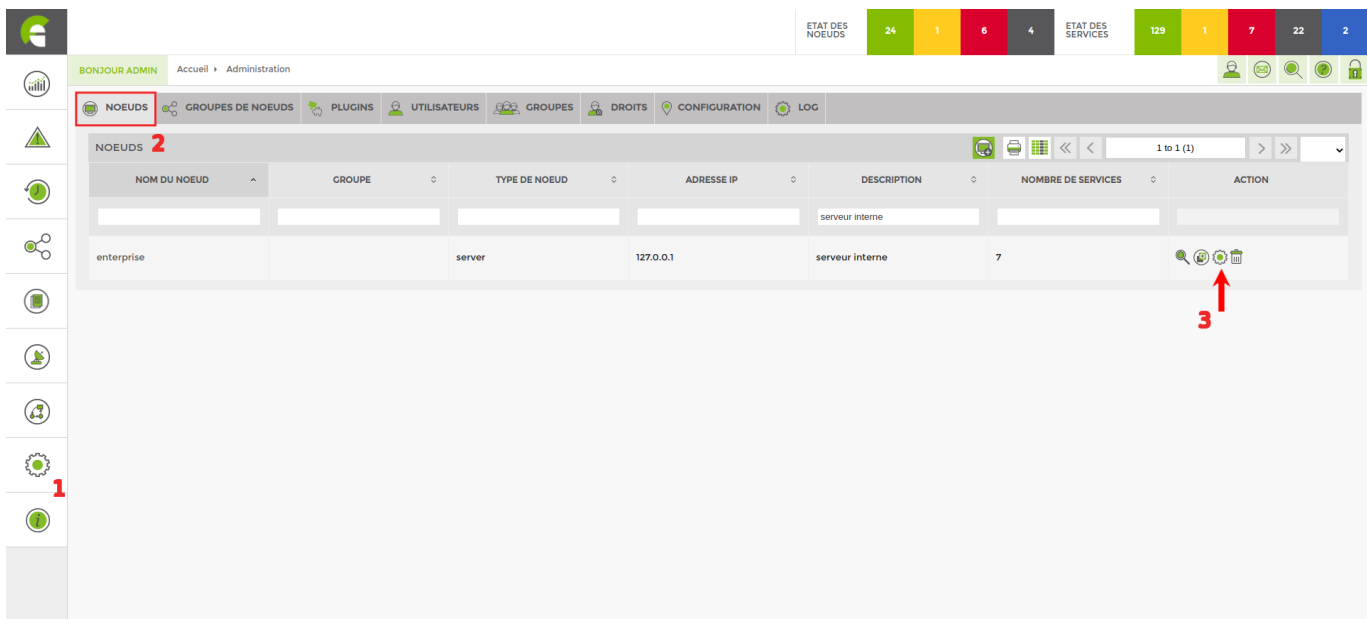
For any UPS	
UPS availability (PING)	GESA_ICMP

WiFi controller

For any wifi controller	
WiFi controller availability (PING)	GESA_ICMP
If there are interfaces	
Interfaces	Via the web interface (see Special features of switch, router and access point interfaces)

Modify a node

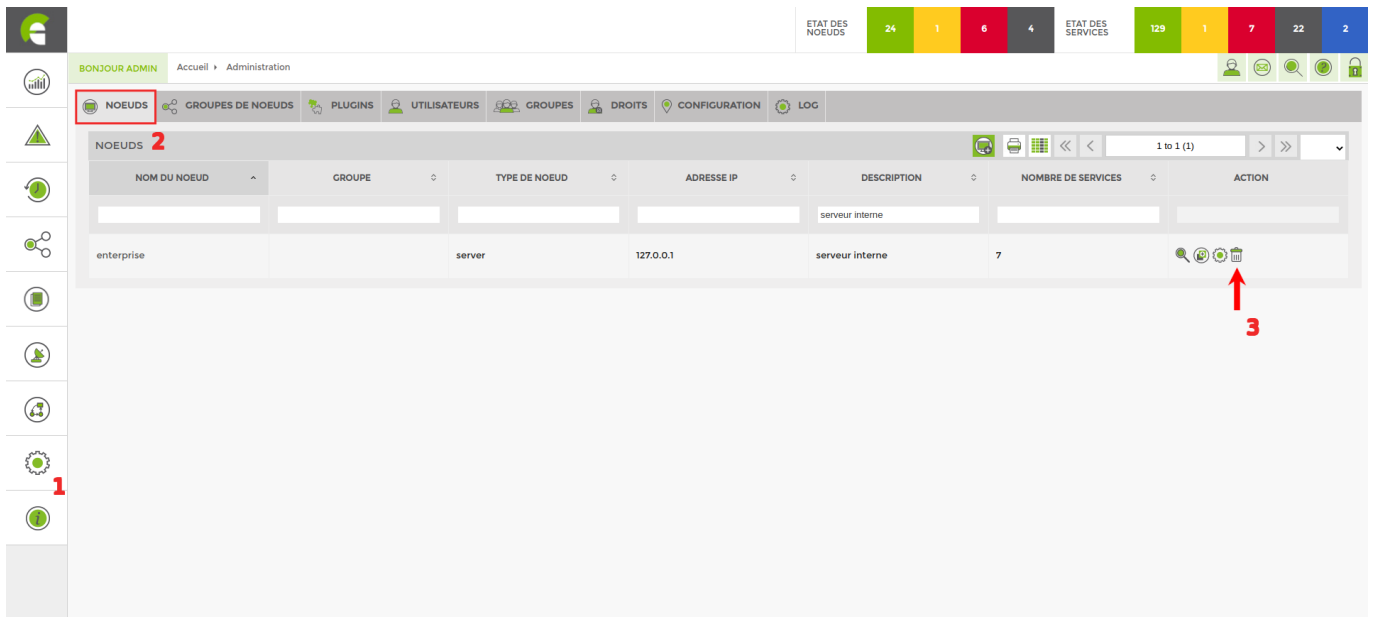
Go to the administration page and then « **noeuds** ». Click the « **modifier** » button of the node you wish to modify.



- **Modify node** Allows you to modify all the node parameters.
- **Advanced settings** Allows you to configure rdp.
- **Services** Allows you to add, modify or delete a service.
- **Alerts** Allows you to configure/modify alerts.
- **Service pattern** Allows you to add or remove a pattern on the node.

Delete a node

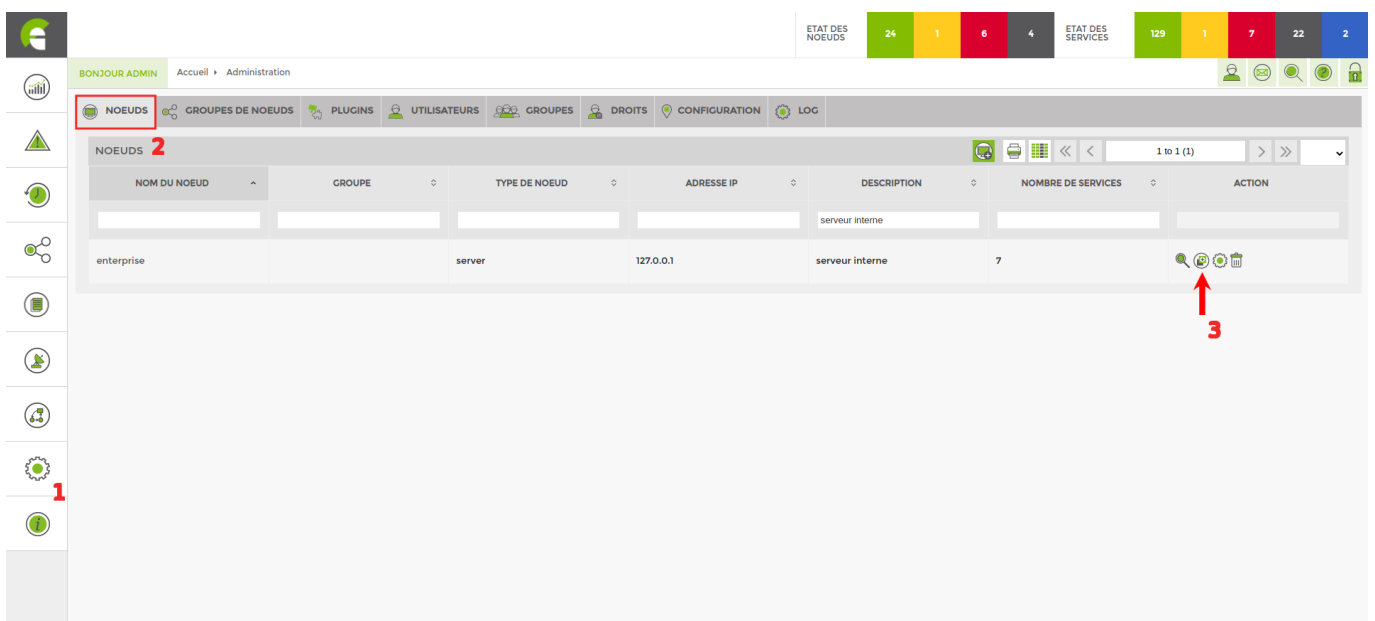
Go to the administration page, then « **noeuds** ». Click the « **supprimer** » button of the node you wish to delete.



Duplicating a node

You can also duplicate a node. All the parameters of the node are also duplicated (patterns, services, etc.). All you have to change is the IP address and the name.

Go to the « **administration** » then node. Click on the « **dupliquer** » button of the node you wish to duplicate.



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