

# Add Esia Unity (for ESIA Unity only)

To add a Unity, simply :

1. Plug the Unity into the network you wish to monitor.
2. Wait for the ESIA server to link your box to your interface (between 30s and 2min).
3. When the box is linked to your server, a notification appears in the top left-hand corner, as shown below.

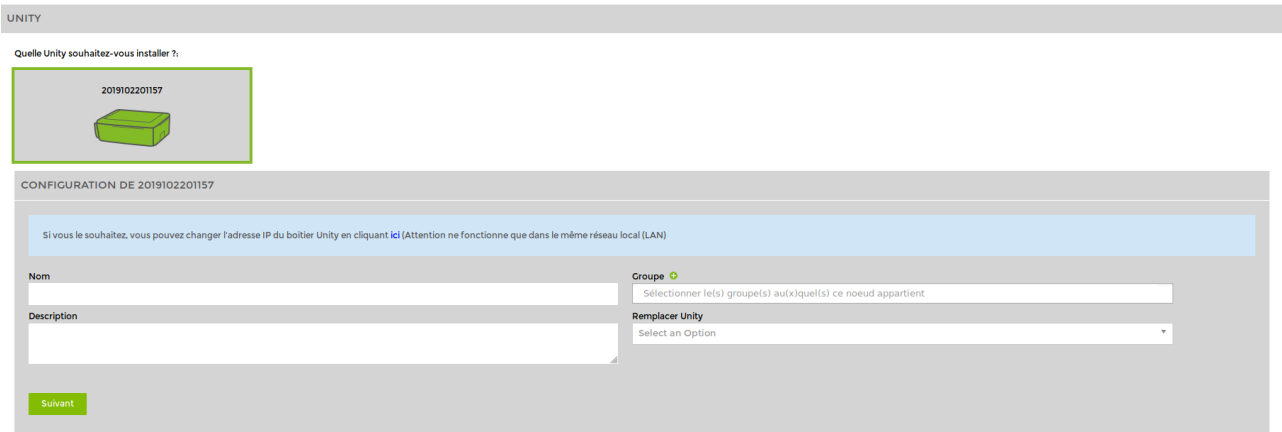
The screenshot shows the ESIA Unity interface. At the top right, there are two status bars: 'ETAT DES NOEUDS' with values 37 (green), 1 (yellow), 19 (red), 3 (grey) and 'ETAT DES SERVICES' with values 232 (green), 4 (yellow), 55 (red), 38 (grey), 2 (blue). A notification in the top left corner shows a green box with a red exclamation mark and a magnifying glass icon. Below the notification, the main content area displays statistics: 'Nombre total de services : 311', 'Nombre d'équipements : 62', and 'Types d'équipements différents : 14'. To the right, there are two panels: 'ADMINISTRATION' with options like 'Lister les noeuds', 'Ajouter un noeud', 'Ajouter un utilisateur', and 'Créer un groupe'; and 'AIDE' with options like 'Wiki', 'Foire aux questions', and 'Esiaandroid'. Below these is a table of equipment status:

TYPE DE NOEUD	OK	ALERTE	CRITIQUE	INCONNU	NOMBRE D'ÉQUIPEMENTS	NOMBRE DE SERVICES
application	8	0	1	0	9	9
backup server	0	0	14	0	3	14
firewall	22	0	1	8	2	31
galaxy	3	0	0	0	1	3
gesa	0	0	1	0	1	1
imprimante	0	0	2	2	2	4
NAS	11	0	1	13	2	25
none	28	1	7	5	16	41

4. Click on it to access the Add Unity Device page.

The screenshot shows the 'UNITY' page. At the top, it says 'UNITY'. Below that, there is a section titled 'Quelle Unity souhaitez-vous installer ?'. Underneath, there is a notification for a device with the ID '2019102201157' and a small image of a green box representing the device.

5. Click on the Unity you wish to add.
6. Give it a name, a description if necessary and finally link it to a group. Then click on "Next".



## Adding nodes

Once you have completed the steps for adding Unity, you will be taken to the following screen :



You have three options:

### 1. Perform a quick scan

Unity will scan the IP range it is in and then test the SNMP communities (public and read by default). Once the scan is complete, it will automatically display all the nodes it encounters. This can take several minutes depending on the size of the network.

Please note that while the scan is in progress, a radar turns on the import icon in the menu. Refresh the page regularly to see when the scan is complete.

### 2. Perform an advanced scan

As with the quick scan, the network will be discovered automatically. However, before it starts, you will be asked to determine the IP range and SNMP community(ies) you wish to scan.

### 3. Add a node manually

If you do not wish to scan the network automatically, you can always add nodes manually (see [Adding nodes manually](#)).

For more information on scans, see [Perform a network scan](#).

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