

# Definition of words specific to ESIA

## Node

A node in ESIA refers to any equipment, hardware or software, that is being monitored.

## Plugin

A plugin is the name given to a test that can be applied to a [node](#).

For example, the “Check\_DNS” plugin tests the DNS service.

## Service

A service is a [plugin](#) active on a [node](#). It is a test in progress.

## Pattern

A pattern is a group of [plugins](#). They have been created to make it easier for you to manage them.

In practical terms, this allows you to group together a set of plugins under a pattern. When you need to make changes to a plugin for all your machines, all you have to do is modify the pattern (which automatically recognises the [nodes](#) where the chosen plugin(s) are located).

## Unity

Unity is a software and hardware package that makes it very easy to deploy monitoring or perform audits at key locations. The package operates via a secure tunnel, so you can bypass a firewall and deploy 'active' monitoring.

Unity is in fact a monitoring gateway providing access to protocols such as SNMP, IPMI and ILO.

## Gesa

This is the name of the OS installed on the [Unity](#).

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