Quick Start Guide

B094-008-2E-M-F

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This Quick Start Guide will take you through basic installation, configuration and local operation. For more detailed information, download the Owner's Manual from www.tripplite.com/support.

1. Connecting the Hardware

1 Using the included power supply, plug the console server into the power source. We recommend plugging the console server into a Tripp Lite UPS, PDU or Surge Suppressor.

2 Connect the *LAN1* port on the console server to your network; connect your serial devices to the console server *SERIAL* ports.

Note: If you plan to use out-of-band (OoB) dial-in access, connect the internal modem to the phone line. If you plan to use broadband OoB, connect the access device (such as DSL modem) to *LAN2*.

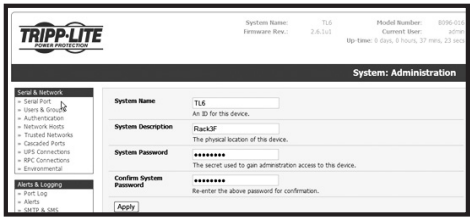
2. Setting Up the Console Server

The default console server IP address is 192.168.0.1 (Subnet Mask 255.255.255.0). With a Web browser on any computer that is LAN connected to the console server:

1 Enter **https://192.168.0.1** into the address bar.

Note: The LAN-connected computer must have an IP address in the same network range (192.168.0.xxx) as the console server. If this is not convenient, you can use the ARP Ping command to set the IP address (refer to the User's Manual or online FAQ for details). The console server also has its DHCP client enabled by default, so it will automatically accept any network IP address assigned by any DHCP server on your network – and will then respond at both 192.168.0.1 and its DHCP address.

2 Log in using the default system user name: root and the default password: *default*. A *Welcome* screen listing the basic configuration steps will display.



3 Select *System: Administration*, enter and confirm a new *System Password* and click **Apply**.

4 To assign your console server a static IP address or to permanently enable DHCP, select *System: IP,* then *Network 1* and then check **DHCP** or **Static** for *Configuration Method*.

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2. Setting Up the Console Server continued

The B094-008-2E-M-F also has a second Ethernet network port that can be configured as a management gateway/LAN port (with firewall/router isolation and DHCP server) or as a failover/OoB access port. By default this port is inactive.

5 To activate broadband failover/OoB refer to the User's Manual, otherwise leave *Failover Interface* at its default selection, which is *None*.

6 To use *Network 2* as the management LAN gateway:

- Select *System: IP,* then *Network 2* and uncheck **Disable**.
- Enter the **IP address** and **Subnet Mask** for this segment of the Management LAN (leaving **Gateway** and **DNS** fields blank).
- Refer to the User's Manual if you wish to enable the DHCP server.

Go to *System* and click **Services**:

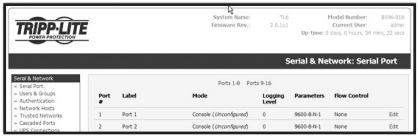
The Administrator can access and configure the console server and connected devices using a range of access protocols. The factory default enables HTTPS and SSH access to the console server and disables HTTP and Telnet.

There are also a number of related service options that can be configured at this stage such as SNMP (the *netsnmp* service is disabled by default) or setting up a *tftp* server on the USB flash card to store transaction logs, etc.:

7 Select the services to enable and click **Apply**.

3. Configuring Serial & Network Devices

1 Select *Serial & Network: Serial Port* to display the labels, modes and protocol options currently set for each serial port—by default all serial ports are set in *Console* mode (refer to the User's Manual if other modes are required).



2 To configure a serial port, click **Edit**.

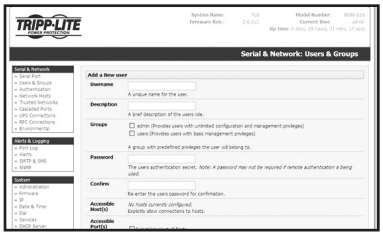
- Configure the *Common Setting*s (Baud Rate, Parity, Data Bits, Stop Bits and Flow Control) to match those of the device being controlled.
- Select the *Console Server* settings (Telnet, SSH, TCP and RFC2217) that are to be used for the data connection to that port.
- A *Logging Level* may also be set to specify the level of information to be logged and monitored for each port.
- Click **Apply**.

3 To enable access through the console server to a locally networked computer (referred to as a *host*), select *Serial & Network: Network Hosts* and click **Add Host**.

- Enter the *IP address*/*DNS Name* of the host.
- Edit the *Permitted Service*s used for accessing this host, e.g. HTTPS (TCP port 443), VNC (TCPport 5990), or add custom TCP or UDP port numbers—only the services specified here are tunneled through to the host—all other services are blocked.
- At this stage you may also specify the level of information to be logged and monitored for each host access.
- Click **Apply**.

4. Adding New Users

Note: It is recommended that you set up a new Administrator user (in the admin group with full access privileges) and login as this new user for all ongoing administration functions (rather than continuing as root).



1. For each new user, select *Serial & Network: Users & Groups* and click **Add User**.
2. Enter a *username* and enter and confirm a *password,* and nominate the *Accessible Hosts* and *Accessible Ports* the user is allowed to access.
3. To grant limited access to the Management Console, check the **user Group**, to grant full access to the Management Console, check the **admin Group**—by default the user is granted no Management Console access.
4. Click **Apply**.

5. Advanced Configurations

The console server offers many more advanced access and monitoring functions which are introduced below:

- The *Alerts & Logging: Alerts* facility can be configured to monitor serial ports, hosts, user logins, UPS and RPCs. Trigger events (such data patterns, temperature or battery levels) can be specified and in the event of such a trigger, a warning email, SMS, Nagios or SNMP alert is sent to a nominated destination.
- Your console server can also manage Tripp Lite and third-party Uninterruptible Power Supplies (UPSs) and RPCs (PDUs and IPMI devices) using open source *NUT* and *Powerman* tools. The *Manage: Power* facility enables both Users and Administrators to monitor and switch attached power strips, and servers with embedded IPMI BMCs.
- The console server maintains historical logs of all communications with serial and network attached devices, all system activity, UPS and PDU power status, status of environmental monitors, etc. The level of logging is set as ports and devices are configured and *Alerts & Logging: Port Log* allows this history to be saved locally or remotely. From the Status menu, the logs can be viewed as tables and many can be viewed graphically using the embedded *RRDtool*.
- There are a host of other advanced features which you may wish to use (such as Serial Cascading, Authentication, Trusted Networks, Dial-out Failover, Secure Tunneling, Distributed Nagios, Command Line Control)—these are covered in detail in the Owner's Manual, which can be downloaded from www.tripplite.com/support.

SDT Connector

From www.tripplite.com/support, you can download the SDT Connector software tool, which provides you with secure, point-and-click access to the console server and all the attached devices. Refer to the SDT Connector Quick Start Guide for setup details.

VirtualPort

From www.tripplite.com/support, you can download the VirtualPort software, which enables applications on your Windows PC (or Windows server or virtual server) to control serial port devices attached to a remote console server.

- To use VirtualPort, configure the serial port in Console Server Mode and specify the appropriate protocol to be used (either RFC2117 or RAW)
- Install the VirtualPort client on your Windows® PC
- Refer to the VirtualPort Quick Start Guide for setup details

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