

# Console Manager for SGIconsole™ Administrator's Guide

007-4477-001

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## About This Guide

This guide documents the Console Manager for SGIconsole release 1.0 running on SGI systems.

The Console Manager software graphical interface allows you to control multiple SGI servers, SGI partitioned systems, and large single-system image servers.

This manual contains the following chapters:

- Chapter 1, "Console Manager Features and Capabilities", page 1
- Chapter 2, "Configuring Console Manager", page 17
- Chapter 3, "Configuring Sites", page 27
- Chapter 4, "Administering Your Site", page 37
- Appendix A, "SGIconsole Log Files and Console Manager Execution Flow", page 51

## Related Publications

The following documents contain additional information that may be helpful:

- *SGIconsole Software CD Information Card*
- *SGIconsole 1.0 Start Here*
- *IRISconsole to SGIconsole Migration Guide*
- *SGI Origin 3000 Series Owner's Guide*

Appendix B of this manual contains information about L1 and L2 controller commands that can be invoked from SGIconsole.

- *SGIconsole Hardware Connectivity Guide*
- *EL Serial Port Server Installation Guide*
- *EL Serial Port Server Installation Guide Errata*

This document describes how to configure the Silicon Graphics Ethernet serial port server for Linux environments.

- *Performance Co-Pilot ReadMe First*
- *Performance Co-Pilot IRIX Base Software Administrator's Guide*
- *Performance Co-Pilot Programmer's Guide*
- *Performance Co-Pilot User's and Administrator's Guide*

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To obtain SGI documentation, go to the SGI Technical Publications Library at:

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## Conventions

The following conventions are used throughout this document:

<b>Convention</b>	<b>Meaning</b>
<code>command</code>	This fixed-space font denotes literal items such as commands, files, routines, path names, signals, messages, and programming language structures.
<i>variable</i>	Italic typeface denotes variable entries and words or concepts being defined.
<b>user input</b>	This bold, fixed-space font denotes literal items that the user enters in interactive sessions. Output is shown in nonbold, fixed-space font.
[ ]	Brackets enclose optional portions of a command or directive line.
...	Ellipses indicate that a preceding element can be repeated.

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## Console Manager Features and Capabilities

Console Manager is a graphical user interface for the SGIconsole management and monitoring tool used to control multiple nodes. A *node* can be a server or a partitioned system. Each node is a managed host with a unique name and Internet Protocol (IP) address. An SGI Origin 3000 system can be partitioned to contain multiple nodes. Each partition is a node with a unique hostname and IP address.

You can manage and monitor up to 32 nodes with the Console Manger.

You can use the Console Manager interface to consolidate information about multiple sever nodes in a compact space.

The Console Manager is part of the SGIconsole system, which is used to control and monitor multiple SGI servers. For an overview of SGIconsole, see "SGIconsole Overview", page 14, and the *SGIconsole 1.0 Start Here*.

This chapter introduces the operational features and capabilities of Console Manager software. This chapter contains the following sections:

- "Getting Started with Console Manager", page 1
- "Console Manager Graphical User Interface", page 2
- "Console Manager Server Security", page 12
- "SGIconsole Overview", page 14
- "SGIconsole Hardware Configuration", page 16

### Getting Started with Console Manager

This section contains information about getting Console Manager running on your system.

### Installing Console Manager

For information on installing the Console Manager for SGIconsole, see *SGIconsole 1.0 Start Here*.

For information on starting Console Manager, see "Starting the Console Manager", page 12, and "Starting the Console Manager Graphical User Interface", page 17.

For more information on SGIconsole, see "SGIconsole Overview", page 14.

## Configuring Console Manager

You can use Console Manager to configure your system to add nodes to your site. You can also use it to add users. Console Manager automatically updates the `nodes` and `users` files located in the `var/lib/SGIconsole` directory.

---

**Note:** You should **not** edit the `/var/lib/SGIconsole/nodes` and `/var/lib/SGIconsole/users` files. These configuration files are generated by SGIconsole software. Any changes to these files might be lost during upgrades to future releases of SGIconsole.

---

## Systems Supported

For a list of the systems supported, see the *SGIconsole Hardware Connectivity Guide*. For more information on server (node) types, see "Adding a Node", page 27.

## Console Manager Graphical User Interface

The Console Manager graphical user interface (GUI) enables you to set up, administer, and monitor all the *nodes* in a site from a single point. A node can be an SGI server running the IRIX operating system.

The Console Manager GUI provides these advantages:

- You can click any blue text to get more information about that concept or input field. Online help is also provided with the **Help** button.
- The existence of nodes and users are shown visually.
- All inputs are checked for correct syntax before attempting to change the node configuration information. In every task, the node configuration will not update until you click **OK**.



- Tasks take you step-by-step through configuration and management operations, making actual changes to the `sgiconsole_configuration` file as you complete a task.

---

**Note:** You should **not** edit the `/var/lib/SGIconsole/nodes` and `/var/lib/SGIconsole/users` files. These configuration files are generated by SGIconsole software. Any changes to these files might be lost during upgrades to future releases of SGIconsole.

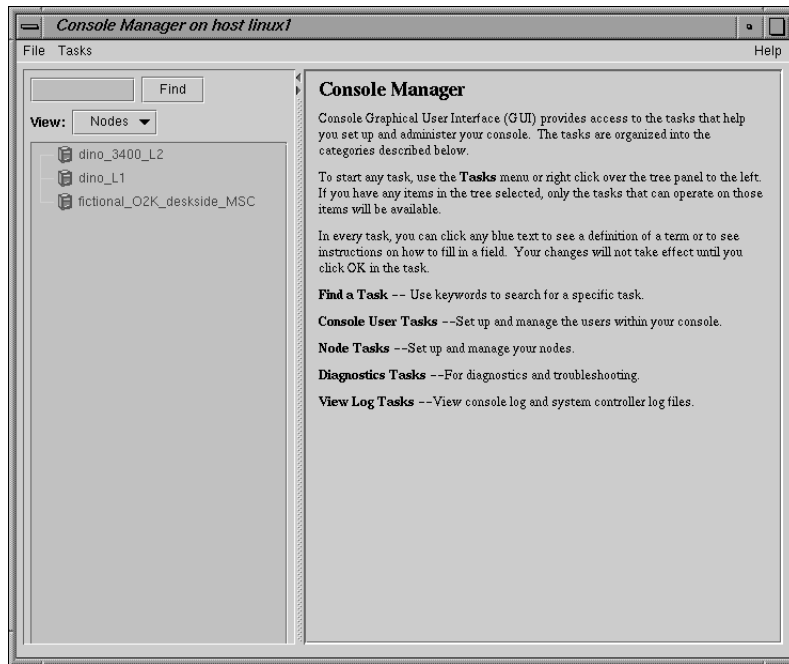
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- The graphical tools can be run on any computer that supports a Java-enabled X window system.

## Console Manager Overview

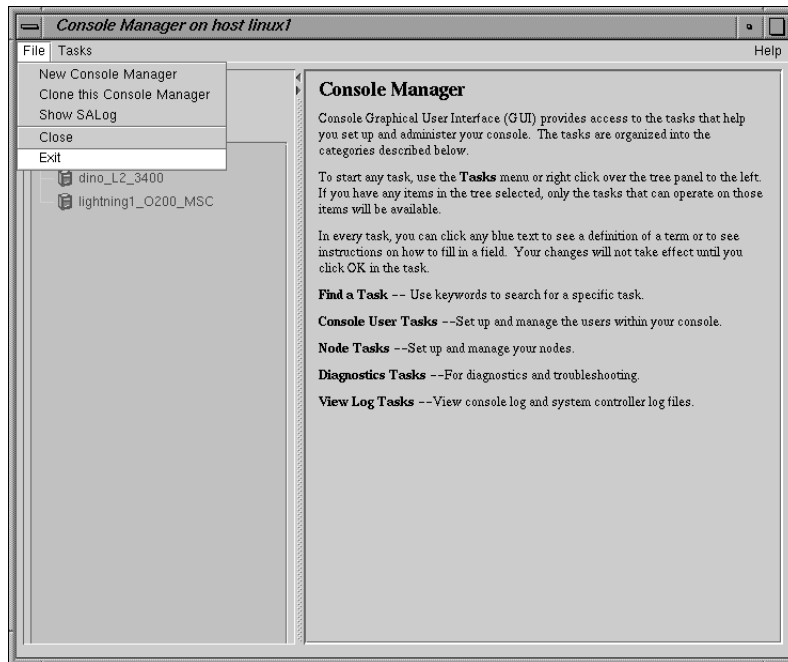
Figure 1-1, page 4, shows the Console Manager. The menu bar shows the following pulldown menus:

- **File**
- **Tasks**
- **Help**



**Figure 1-1** Console Manager Graphical User Interface

Figure 1-2, page 5, shows the **File** pulldown menu.



**Figure 1-2** File Pulldown Menu

The File pulldown menu allows you to perform the following actions:

- **New Console Manager**
- **Clone this Console Manager**
- **Show SAllog**
- **Close**
- **Exit**

---

**Note:** The SAllog log shows what command are executed by the GUI and is used for debugging Console Manager software.

---

Figure 1-3, page 6, shows the Tasks pulldown menu.



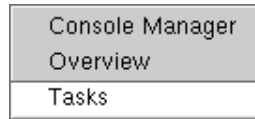
**Figure 1-3** Tasks Pulldown Menu

The **Tasks** pulldown menu allows you to perform the following actions:

- **Find Tasks**
- **Console User Tasks**
- **Node Tasks**
- **Diagnostic Tasks**
- **View Log Tasks**

For more information on the tasks accessed from the **Tasks** pulldown menu, see "Console Manager Tasks and Functions", page 7.

Figure 1-4, page 7, shows the **Help** pulldown menu.



**Figure 1-4 Help** Pulldown Menu

The **Help** pulldown menu allows you to get:

- Console Manager description
- Overview of Console Manager tasks
- Help for each Console Manager task

## Console Manager Tasks and Functions

The Console Manager provides access to the *tasks* that help you set up and administer nodes at a site. The **Tasks** menu contains various pulldown menu tasks. For example, the **Console User Tasks** menu expands to **Add console user**, **Modify console user**, and **Delete console user**.

The Console Manager has the following functions:

- **Find Tasks**, which lets you use keywords to search for a specific task.
- **Console User Tasks**, which allow you to:
  - **Add a new Console User**
  - **Change a Console User Password**
  - **Delete a Console User**

For a view of the **Console Users Tasks** pulldown menu and more information on these tasks, see "Adding a Console User", page 20.

- **Node Tasks**, which allow you to:
  - **Add a Node**
  - **Modify a Node Configuration**
  - **Delete Nodes**

- **Reset SGIconsole Software**
  - **Reset/NMI/Power Up/Power Down Nodes**
  - **Get/Steal/Spy console**
  - **Connect to a System Controller**
- 

**Note:** Console users can get either system console or the system controller console for a node at a time.

---

For a view of the **Node Tasks** pulldown menu and more information on these tasks, see "Adding a Node", page 27.

- **Diagnostic Tasks**, which allow you to:
  - **Reset Console Backend Software**

For a view of the **Diagnostic Tasks** pulldown menu and more information on these tasks, see "Restarting the Console Manager Daemon", page 44.

- **View LogTasks**, which allow you to:
  - **View System Log**
  - **View System Controller Logs**

For a view of the **View Log Tasks** pulldown menu and more information on these tasks, see "Viewing System Logs", page 46.

## Console Manager View

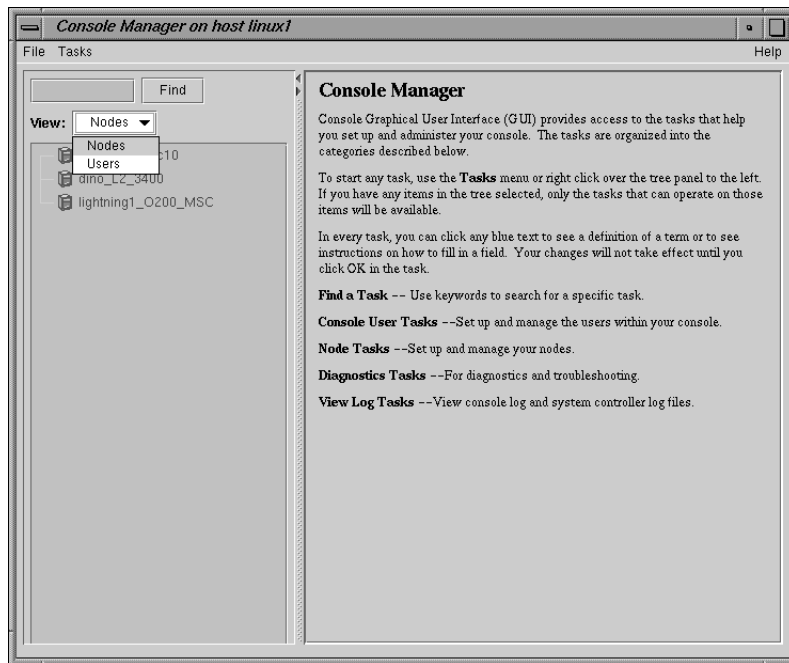
The Console Manager View provides the following capabilities:

- Shows the results when a task has been completed. For example, when the **Add node** task is done, you will see the new node show up in the Console Manager View.
- Select to view nodes configured at a site or the Console Manager users.
- Find and select items in the view panel.

From the Console Manager View, you can click on a node or a user to display key information. When an item is selected, the panel on the right shows the detailed

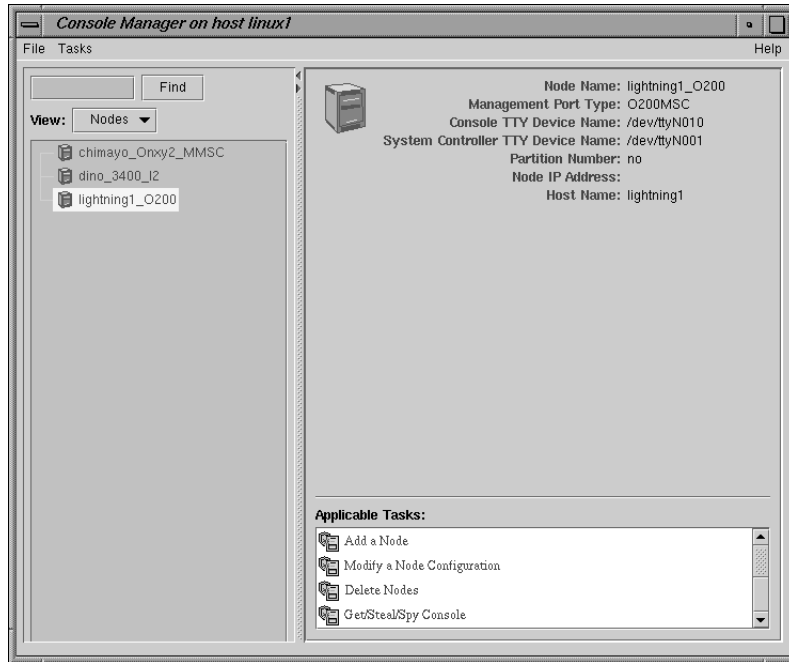
information of the item with a list of applicable tasks. Clicking on a task brings up the task window with the item selected.

Figure 1-5, page 9, shows an example of the Console Manager View window.



**Figure 1-5** Console Manager View

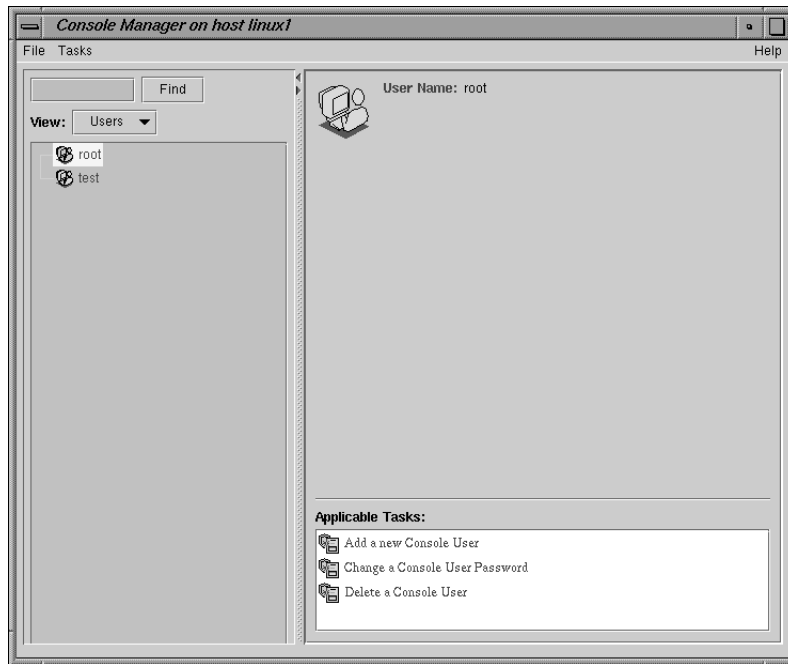
Figure 1-6, page 10, shows an example when a node in the **View** window is selected.



**Figure 1-6** Detailed Console View for a Node

Figure 1-7, page 11, shows an example when a user in the **View** window is selected.





**Figure 1-7** Detailed Console View for a User

The **Find** button helps you to find node and user objects quickly. Figure 1-8, page 12, shows an example of the **Find** button selected for **Nodes** and the **dino\_L2\_3400** node name is entered in the **Find** button field to the left.

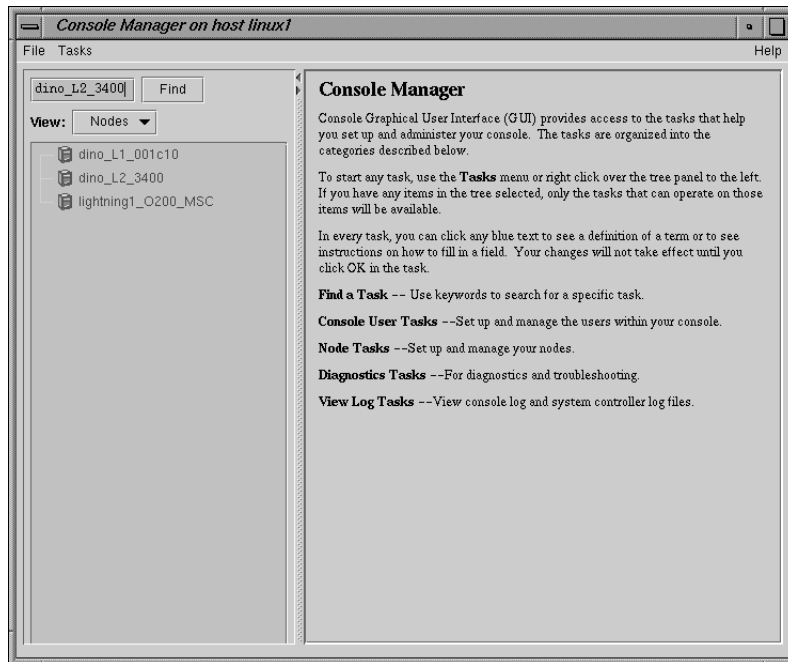


Figure 1-8 Find Button for Nodes and Users

## Starting the Console Manager

You can invoke Console Manager from the SGIconsole window or from the command line. The command that invokes the Console Manager GUI follows:

```
% /usr/bin/scmgr
```

For more information about starting Console Manager, see "Starting the Console Manager Graphical User Interface", page 17.

## Console Manager Server Security

The Console Manager Server includes security features that ensure that only authorized administrators can manage or monitor systems. The administrator for the SGIconsole server is root. The SGIconsole Server password for the root user should

be the same as the UNIX password for the root user. Only the root user can create or delete other console users. Non-root users can perform all other Console Manager tasks.

**Note:** The SGIconsole GUI does not encrypt its communication with the server. The transfer of passwords is visible to other users of your network. Do not use the SGIconsole GUI to administer computers over the Internet.

When you invoke the Console Manager, the window appears, as shown in Figure 1-9, page 13.



**Figure 1-9** Login in to Server Dialog Box

The Console Manager security window allows you to establish a connection to a server to administer using the Console Manager GUI. To log in perform the following steps:

1. In the **Server** field, type the name of the server running Console Manger.

2. In the **Login Name** field, type your login ID.
3. In the **Password** field, type your password.
4. Click the **Ok** button.

If you cannot connect to a node running Console Manager, an error message appears.

For information about using the Console Manager GUI to add a Console Manager user, see "Adding a Console User", page 20.

## SGIconsole Overview

SGIconsole, as shown in Figure 1-10, page 15, lets you manage multiple SGI servers, SGI partitioned systems, and large, single-system image servers.

It consists of an SGI 1100 platform, a serial multiplexer or Ethernet hub, and a software suite, including the Console Manager/VACM package and Performance Co-Pilot (PCP). SGIconsole provides access to common remote management tools.

You can configure SGIconsole to use a Network Information Services (NIS) password. See the SGIconsole software package README file for instructions on how to configure NIS on your SGIconsole machine.

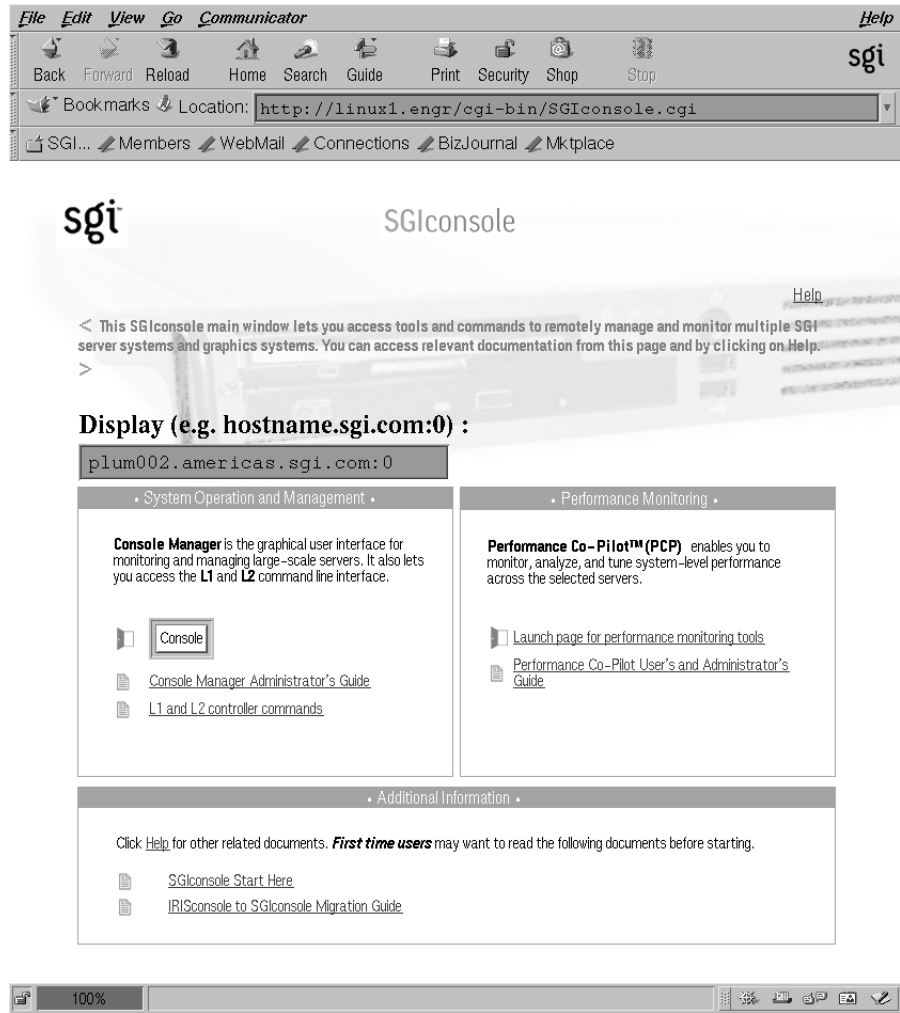


Figure 1-10 SGIconsole Web Interface

For location information and procedures for using the SGIconsole user interface to access SGIconsole software, see the *SGIconsole 1.0 Start Here*.

For information on how to connect the SGIconsole to the SGI servers and graphics systems, see the *SGIconsole Hardware Connectivity Guide*.

Your SGI machine probably comes with Red Hat 6.2 and the SGIconsole 1.0 software preinstalled. The *SGIconsole Software CD Information Card* document describes how to install the software from the CD if at some time you need to reinstall it.

---

**Note:** The SGIconsole reinstallation procedure is the same as the installation procedure described in the *SGIconsole 1.0 Start Here* manual, after you have removed the SGIconsole rpms.

---

For information on the L1 and L2 controller commands, see Appendix B of the *SGI Origin 3000 Series Owner's Guide*.

For information on how to install the SGI Ethernet serial port server (also known as the EL serial port server and as EtherLite, see the *EL Serial Port Server Installation Guide* and the *EL Serial Port Server Installation Guide Errata*.

For information on Performance Co-Pilot (PCP) see the following manuals:

- *Performance Co-Pilot ReadMe First*
- *Performance Co-Pilot IRIX Base Software Administrator's Guide*
- *Performance Co-Pilot Programmer's Guide*
- *Performance Co-Pilot User's and Administrator's Guide*

## SGIconsole Hardware Configuration

The SGIconsole system is the SGI 1100 server rack-mountable hardware running several pieces of SGI software to manage and monitor the SGI servers and graphic systems. For detailed information about the SGIconsole hardware configuration, see the *SGIconsole Hardware Connectivity Guide*.

## Configuring Console Manager

This chapter describes various tasks you must perform to install and configure Console Manager software. It contains the following sections:

- "Installing Console Manager", page 17
- "Starting the Console Manager Graphical User Interface", page 17
- "Quitting the Console Manager Graphical User Interface", page 18
- "Adding a Console User", page 20
- "Deleting a Console User", page 22
- "Changing A Console User Password", page 24

### Installing Console Manager

For information on how to install the Console Manager and the rest of SGIconsole software, see *SGIconsole 1.0 Start Here*.

### Starting the Console Manager Graphical User Interface

#### **Procedure 2-1** Starting the Console Manager Graphical User Interface

To start the Console Manager GUI, follow these steps:

1. Make sure the SGIconsole machine, in which Console Manager resides, the servers and graphics systems supported by SGIconsole, and the Silicon Graphics Ethernet serial port server are cabled as described in the *SGIconsole Hardware Connectivity Guide*.
2. Make sure all systems are powered on.
3. If you are running as root, to set your DISPLAY variable enter the following command:

```
export DISPLAY=hostname.engr.sgi.com:0.0
```

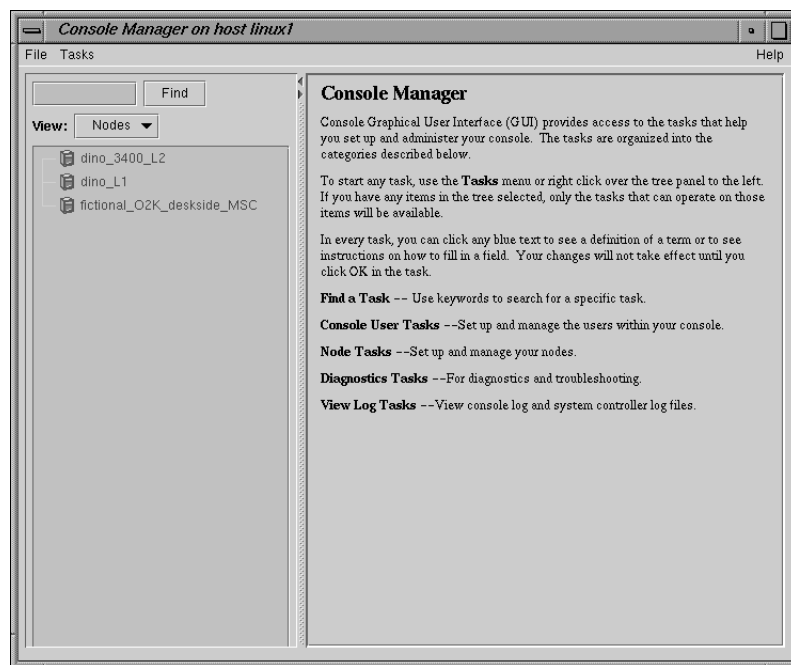
If you are **not** running as root, to set your DISPLAY variable enter the following command:

```
setenv DISPLAY hostname. engr.sgi.com:0.0
```

4. To start the Console Manager graphical user interface (GUI), you can use the SGIconsole web page interface or enter the following command in any window:

```
% /usr/bin/scmgr
```

The Console Manager GUI appears, as shown in Figure 2-1, page 18.



**Figure 2-1** Console Manager Graphical User Interface Main Window

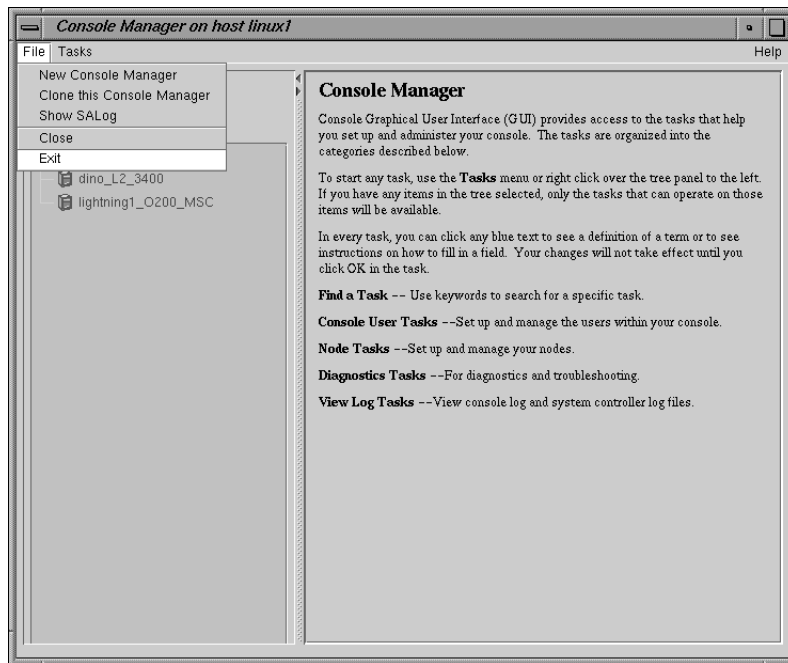
## Quitting the Console Manager Graphical User Interface

### Procedure 2-2 Quitting the Console Manager Graphical User Interface

To quit the Console Manager GUI, perform these steps:

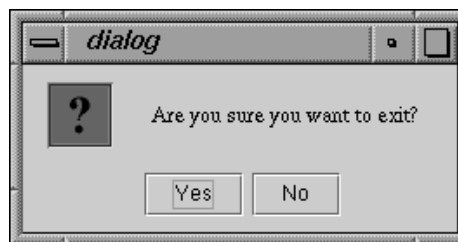


1. From the **File** pulldown menu, choose **Exit**, as shown in Figure 2-2, page 19.



**Figure 2-2** Quitting Console Manager

A confirmation message dialog box appears, as shown in Figure 2-3, page 19.



**Figure 2-3** Software Control Confirmation Message Dialog Box

2. Click the **Yes** button.

## Adding a Console User

### **Procedure 2-3** Adding a Console User

This task allows you to create a console user. This task is only executable by the root console user. You must specify a user name.

If you are adding a new user that does not exist as a system user or NIS user, a password is required.

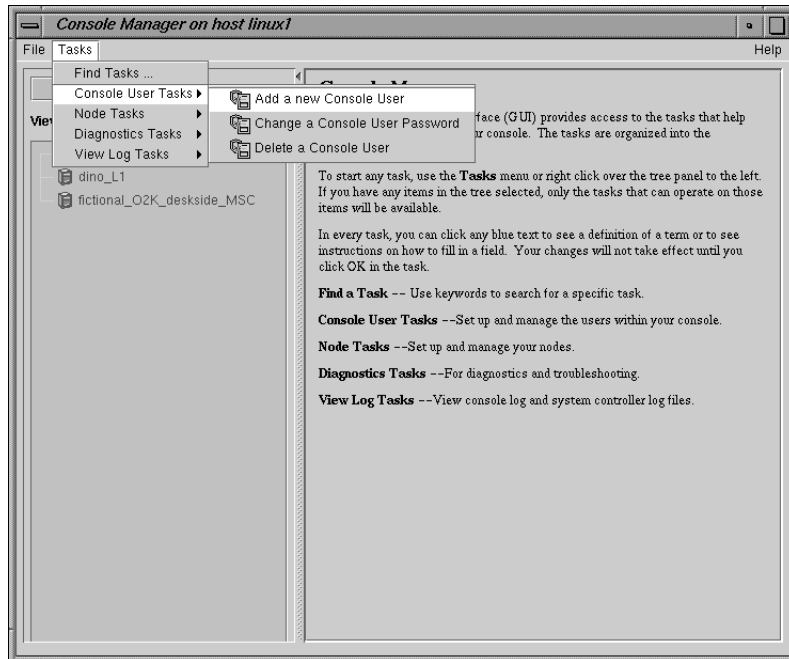
If you are adding a user that exists as a system user or NIS user, a password is optional.

Both the name and the password must not be longer than 8 characters.

To add a Console user, follow these steps:

1. From the **Tasks** menu, choose the following, as shown in Figure 2-4, page 21.

**Console Users Tasks**  
**> Add a new Console User**



**Figure 2-4 Add a new Console User Task**

2. The **Add a new Console User** dialog box appears, as shown in Figure 2-5, page 22.



**Figure 2-5** Add a new Console User

3. Enter the new user's login and password.
4. Click the **OK** button.

You will get an error message if the task fails.

The user icon entry appears on the **View** panel.

## Deleting a Console User

### **Procedure 2-4** Deleting a Console User

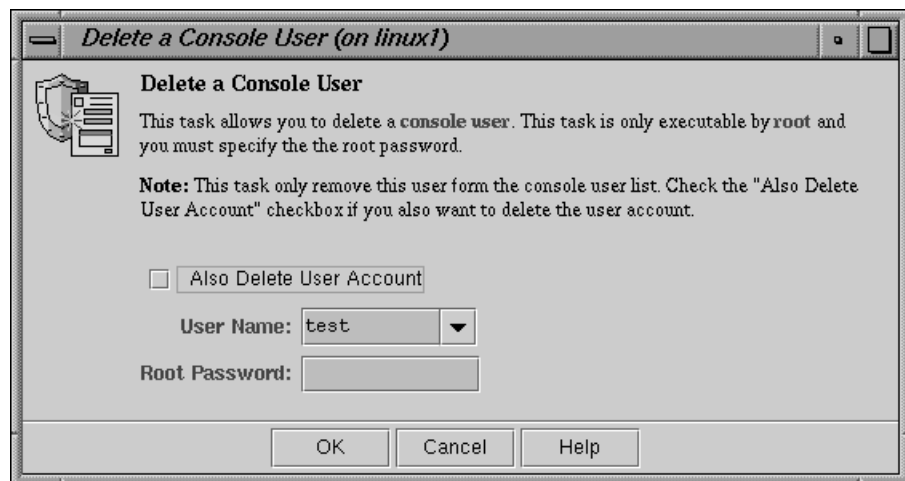
This task allows you to delete a user. The task is executable only by the root console user and you must specify the root password. This task only removes this user from the Console user list. If you select the **Also Delete User Account**, you also delete the user account.

To delete a Console Manager user, follow these steps:

1. From the **Tasks** menu, choose the following:

**Console Users Tasks**  
    > **Delete a Console User**

2. The **Delete a Console User** dialog box appears, as shown in Figure 2-6, page 23.



**Figure 2-6** Delete a Console User Dialog Box

3. Enter the user name.
4. Click the **Also Delete User Account** button is you also want to remove the user account
5. Enter the root password.
6. Click the **OK** button.

You will get an error message if the task fails.

The user icon entry is removed from the **View** panel.

## Changing A Console User Password

**Procedure 2-5** Changing a Console User Password

This task allows you to change a console user password. It can be executed by any console user.

To change a console user password, follow these steps:

1. From the **Tasks** menu, choose the following:

**Console Users Tasks**

**> Change a Console User Password**

2. The **Change a Console User Password** dialog box appears, as shown in Figure 2-7, page 24.



**Figure 2-7** Change a Console User Password Dialog Box

3. Enter the your user name, your current password , and your new password.

4. Click the **OK** button.

An error message appears if the task fails.





## Configuring Sites

This chapter describes various tasks you must perform to complete the initial configuration your site. It contains the following sections:

- "Adding a Node", page 27
- "Deleting a Node", page 32
- "Modifying a Node Configuration", page 34

### Adding a Node

#### **Procedure 3-1** Adding a Node

This task lets you define a new node. After defining the node, you can use Console Manager to perform functions such as reset, power up, power down, get console, and spy console by running tasks from the **Node Tasks** pulldown menu.

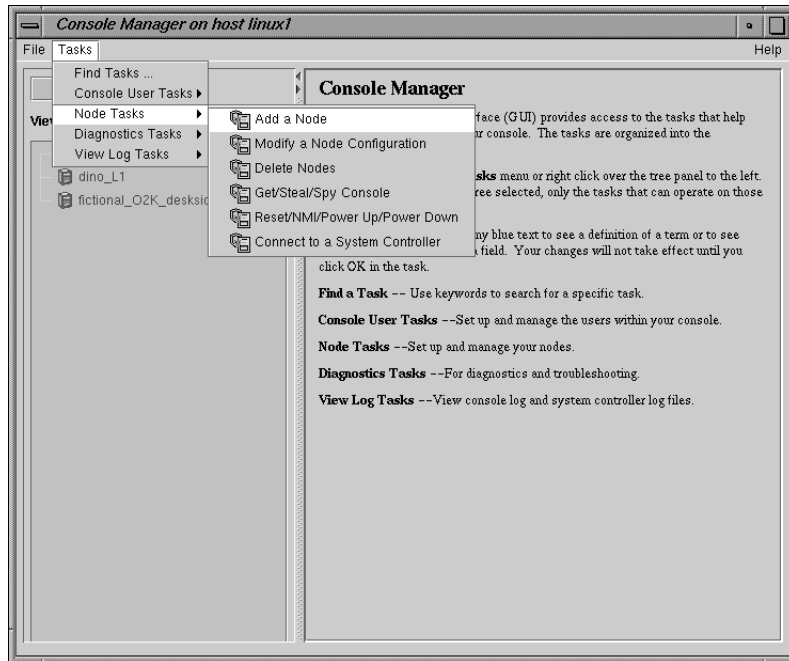
The following tables shows which fields are required for various node types (see step 2 for more information on node types):

<b>Node Type</b>	<b>Fields Required</b>
All Nodes	Node name, user name, hostname for this node
L2	Partition number, L2 address
L1	System Controller TTY device name
MSC	System controller TTY device name, console TTY device name, system controller password (optional), Serial speed.
MMSC	System controller TTY device name, system controller password (optional).

To add a node to Console Manager, follow these steps:

1. From the **Tasks** pulldown menu, choose the following, as shown in Figure 3-2, page 29.

**Node Tasks**  
**> Add a Node**



**Figure 3-1** Node Tasks Pull-down Menu

The **Add a Node Dialog** dialog box appears, as shown in Figure 3-2, page 29.

**Add a Node**

This task lets you define a new node. After defining the node, you can can perform the following functions such as reset, power up, power down, get console, steal console, and spy console by running the tasks.

Node Name:

Management Port Type: O2000 Single Module (MSC) ▼

Console TTY Device Name: /dev/ttyN010

Console TTY Serial Speed: 9600 ▼

System Controller TTY Device Name: /dev/ttyN011

System Controller Password:

Partition Number: 1

L2 Address:

User Name for Viewing Log: root

Host Name for this node:

OK Cancel Help

**Figure 3-2 Add a Node Dialog** Dialog Box

2. In the Add a Node Dialog Box fields, add the following information:
  - **Node Name:** The name you want to assign to this node, such as lightning1.
  - **Management Port Type:** From the **Management Port Type** pulldown menu (see Figure 3-3, page 30) choose one of the following node types:

---

**Note:** When you select a type, the non-applicable fields are deactivated.

---

**Note:** Console Manager does **not** support any connection types not provided by SGI. Only the following nodes can be added: SGI Origin 200, SGI Origin 2000, Silicon Graphics Onyx2, SGI Origin 300, SGI Origin 3000, SGI Origin 300 with a NumaLink module and a Silicon Graphics Onyx 3000. Any node that does not support MMSC, MSC, L1 or L2 protocols will not work.

---

- **02000 Single Module (MSC)** SGI Origin 2000 system with a single module System Controller (MSC)
- **02000 Rackmount Module (MMSC)** SGI Origin 2000 rackmount system with a multimodule System Controller (MMSC)
- **0200 (MSC)** SGI Origin 200 system with MSC
- **03000 (L2)** SGI Origin 3000 system with rack-level L2 system controllers
- **0300 (L1)** SGI Origin 300 system with an L1 system controller or an SGI Origin 3200C system with an L1 system controller

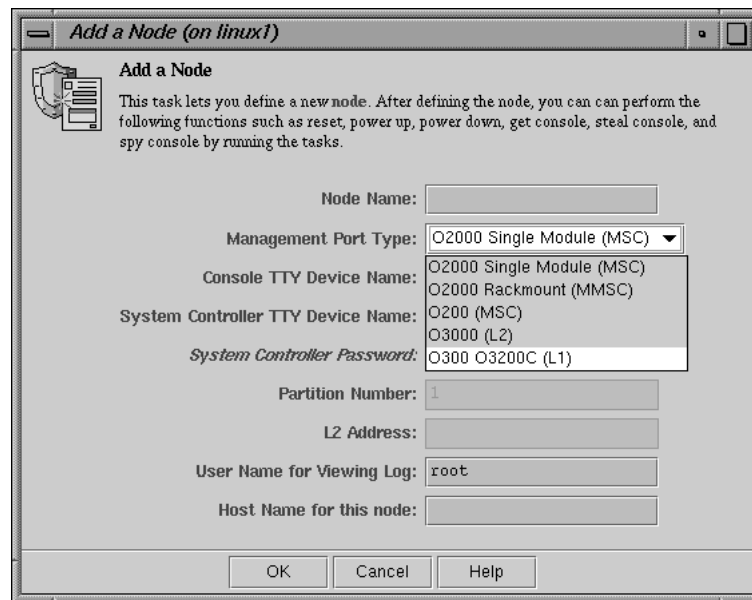


Figure 3-3 Management Port Type Pulldown Menu

- **Console TTY Device Name:** The device name of the port that is connected to the console port on the node, such as `/dev/ttyN011`, which would be port 12 on the EL-16 unit. This field is not applicable for L2 management port type.
- **Console TTY Serial Speed:** If you selected the **02000 Single Module (MSC)** or **0200 (MSC)** Management Port type from the pulldown menu, select one of the following baud rates: 300, 1200, 2400, 4800, 9600, 19200, 38400, or 57600, as shown in Figure 3-4, page 31.

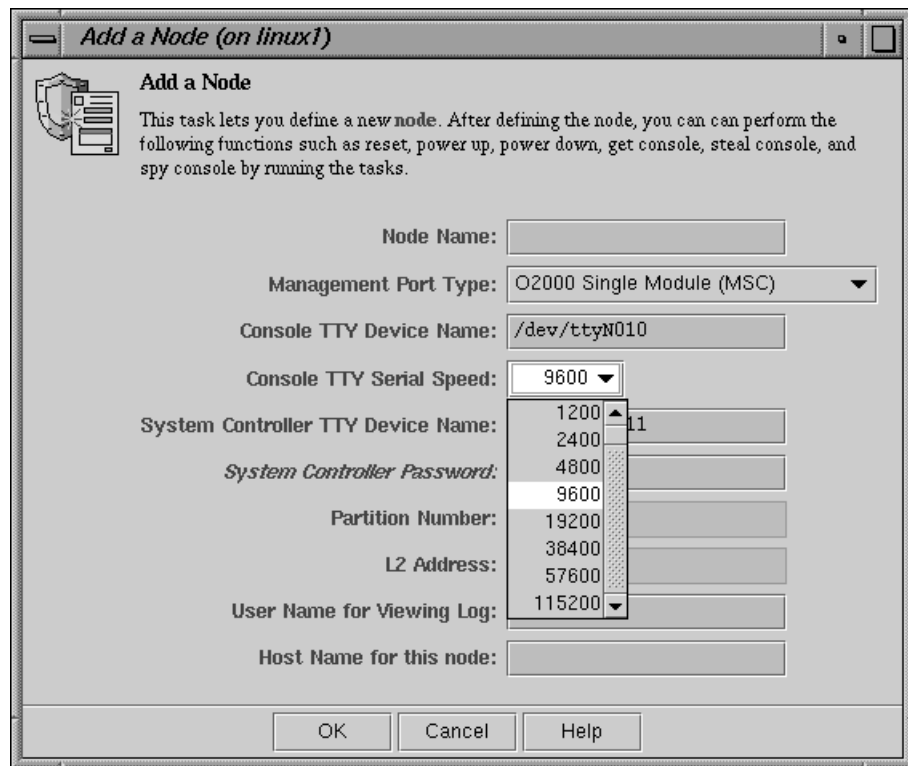


Figure 3-4 Console TTY Serial Speed: Pulldown Menu

For MMSC and L2 Management Port types, this field is disabled.

- **System Controller TTY Device Name:** Name of the terminal port (TTY) on the EL-16 unit to which the system controller is connected, such as

`/dev/ttyN012`. The other end of the cable connects to this node's system controller port, so the node can be controlled remotely by the other node.

- **System Controller Password:** The password for the system controller port, **not** the node's `root` password or PROM password. On some machines, the system administrator may not have set this password. If you wish to set or change the system controller port password, consult the hardware manual for your node.
- **Partition Number:** Uniquely defines a partition in a partitioned SGI Origin 3000 system. Valid partition numbers range from 1 to 256. This is a required parameter for SGI Origin 3000 systems with an L2 controller. If your system is not partitioned, enter zero in this field.
- **L2 Address:** L2 system controller Internet Protocol (IP) address of the private network or hostname. You can either enter a resolvable hostname, a fully qualified hostname, such as *name.sgi.com*. or an IP address, such as *192.1.2.3*. This is a required parameter for SGI Origin 3000 systems with an L2 controller.
- **User Name for Viewing Log:** Example: Root user. This user name is used to log into the node to obtain the logs to display.
- **Host Name:** Hostname of the node you are defining, such as *mynode.company.com*.

The host name is for `rsh` access to the node managed by the Console Manager. This host name is not the same as the SGIconsole host name but may be the same as the node name assigned in the **Node Name** field. You need a `.rhosts` entry for the SGI 1100 system on the target system.

3. Click the **OK** button.

An error message appears if the task fails.

An icon entry appears on the **View** panel.

## Deleting a Node

### Procedure 3-2 Deleting a Node

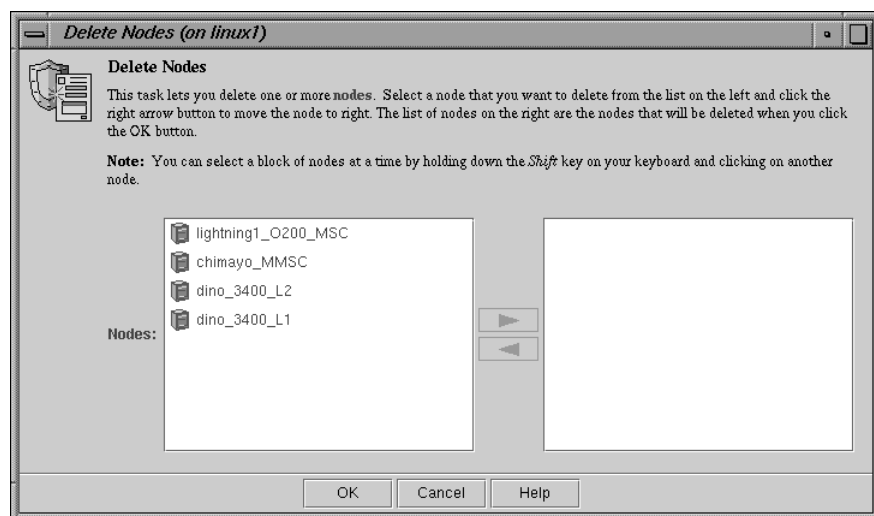
This task allows you delete a node or group of nodes.

To remove a node from Console Manager, follow these steps:

1. From the **Tasks** pulldown menu, choose the following, as shown in Figure 3-2, page 29.

**Node Tasks**  
**> Delete Nodes**

The **Delete Nodes** dialog box appears, as shown in Figure 3-5, page 33.



**Figure 3-5 Delete Nodes** Dialog Box

2. Select a node that you want to delete from the list on the left and click the right arrow button to move the node to the right. The list of nodes on the right are the nodes that will be deleted when you click the OK button. You can select a block nodes at a time by the holding down the Shift button on your keyboard and clicking on another node.
3. Click the **OK** button

An error message appears if the task fails.

The icon entry is removed from the **View** panel.

## Modifying a Node Configuration

### **Procedure 3-3** Modifying a Node Configuration

This task lets you modify a node. You select the node to modify by clicking on the down arrow button on the Node Name tab.

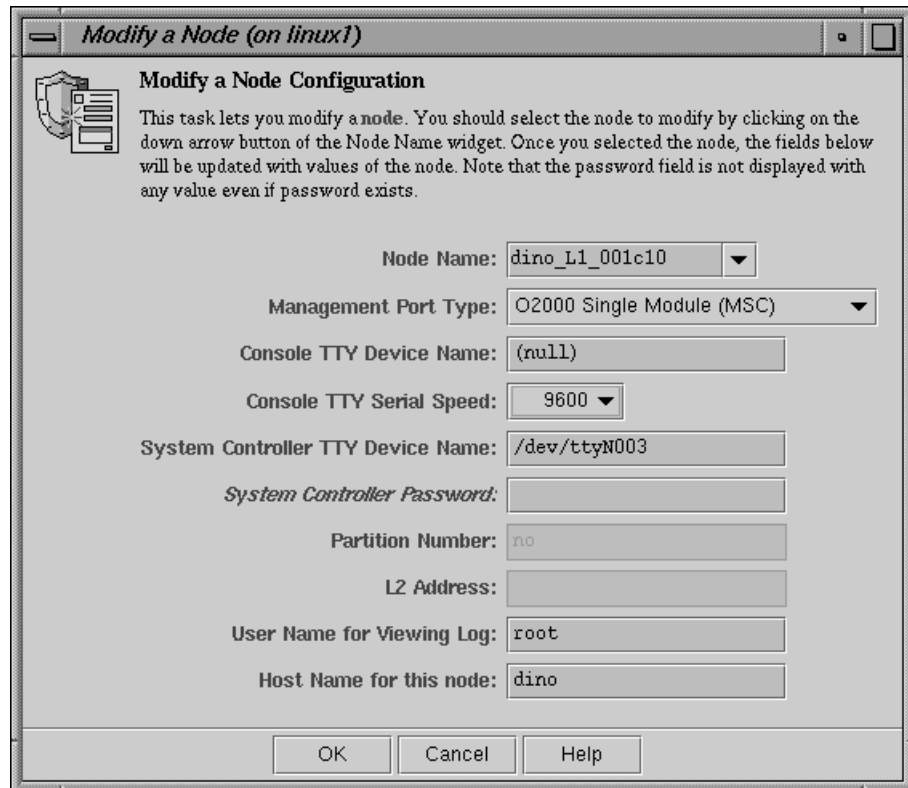
To modify a Node configuration, follow these steps:

1. From the **Tasks** pulldown menu, choose the following:

**Node Tasks**  
    > **Modify Node configuration**

The **Modify a Node Configuration** dialog box appears, as shown in Figure 3-6, page 35.





**Figure 3-6** Modify a Node Configuration Dialog Box

2. In the **Modify a Node Configuration** dialog box fields, modify the fields as required. For an explanation of each field, see "Adding a Node", page 27.
3. Click the **OK** button

If you attempt to modify a node in a way not allowed by the Console Manager, an error message appears.



## Administering Your Site

This chapter explains how to use Console Manager to administer the nodes that it controls.

The main Console Manager GUI, described in Chapter 3 of this manual, allows you to power down, power up, reset a node, generate a non-maskable interrupt (NMI), and change the properties of a node, view system logs for a specific node in a site, or connect to, spy, or steal the system console for a specific node. This chapter describes how you can use the Console Manager GUI to perform these administrative actions.

This chapter contains the following sections:

- "Powering Down, Powering Up, Resetting, or Interrupting a Node", page 39
- "Getting, Stealing, or Spying a System Console", page 37
- "Restarting the Console Manager Daemon", page 44
- "Viewing System Logs", page 46

### Getting, Stealing, or Spying a System Console

#### **Procedure 4-1** Connecting to a System Console

This task creates a console window for the node as follows:

- The **Get** option creates a read-write console window if there is no other read-write console in use for that node.
- The **Steal** option creates a read-write console window and converts any other read-write console in use to a read-only window.

---

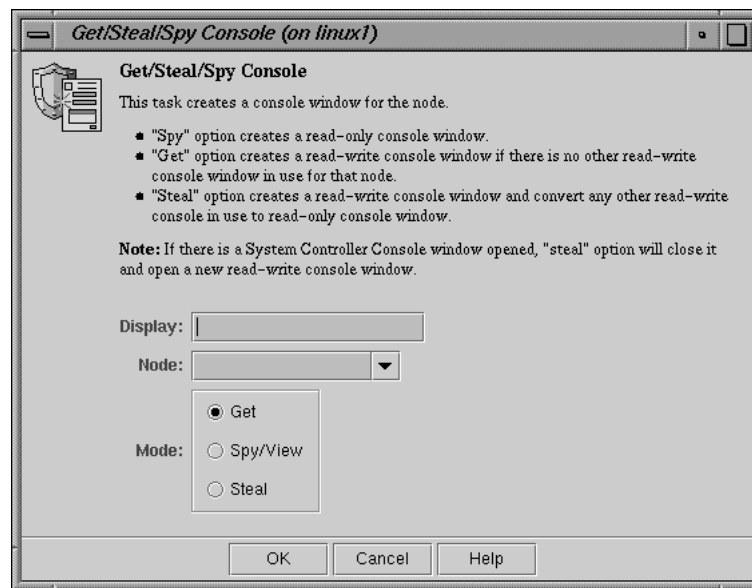
**Note:** If there is a System Controller Console window opened, the **Steal** option will close it and open a new read-write console window.

---

- The **spy** option creates a read-only console window.
1. From the **Tasks** pulldown menu, choose the following, as shown in Figure 3-1, page 28.

**Node Tasks**  
**> Get/Steal/Spy Console**

The **Get/Steal/Spy Console** dialog box appears, as shown in Figure 4-1, page 38.



**Figure 4-1** Get/Steal/Spy Console Dialog Box

2. In the **Display** field, type the name of you system where the console window should be displayed.
3. In the **Node** field, using the pull-down tab select the name of the server for which you want to get, steal, or spy the system console.
4. In the **Mode** field, select the **Get**, **Spy**, or **Steal** button.
5. Click the **OK** button.

## Powering Down, Powering Up, Resetting, or Interrupting a Node

### Procedure 4-2 Powering Down, Powering Up, Resetting, or Interrupting a Node

This task allows you to power down, power up, reset a node, or send a nonmaskable interrupt to a node.

To power down, power up, reset, or send a nonmaskable interrupt (NMI) to a node, follow these steps:

1. From the **Tasks** pulldown menu, choose the following:

#### Node Tasks

> **Reset/ NMI/ Power Up/ Power Down**

The **Reset/NMI/Power Up/Power Down** dialog box appears, as shown in Figure 4-2, page 39.

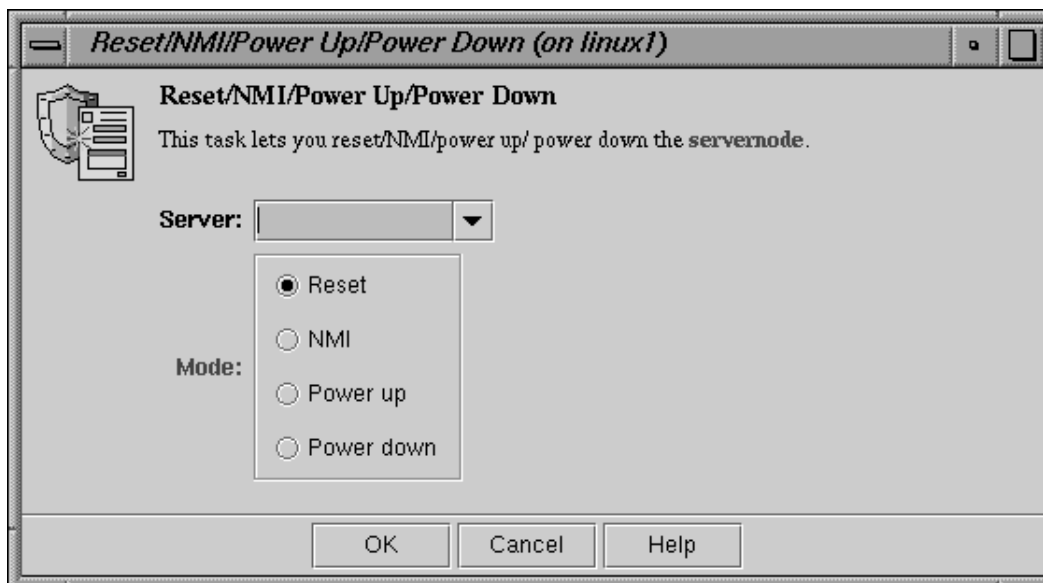


Figure 4-2 Reset/NMI/Power Up/Power Down Dialog Box

- From the Server field pulldown tab, select the node to which you want to perform the operation, as shown in Figure 4-3, page 40.

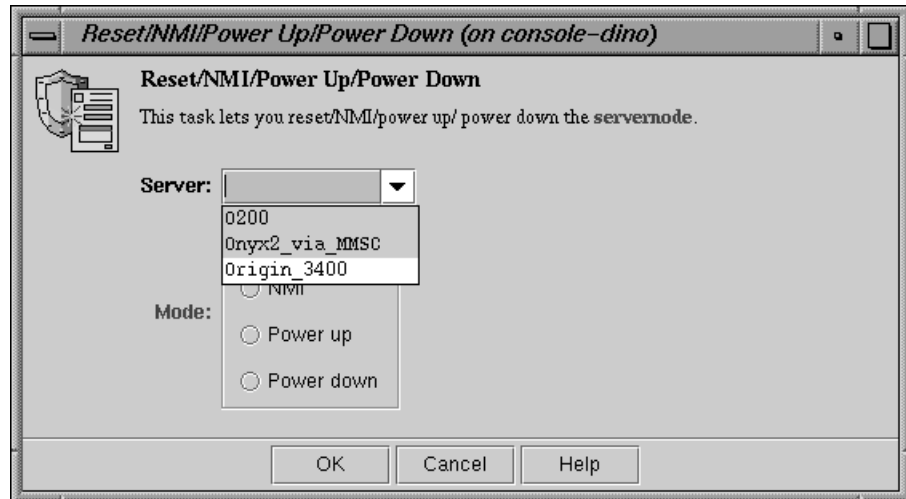


Figure 4-3 Reset/NMI/Power Up/Power Down Server Pulldown Menu

- Click the button to the left of the operation you wish to perform.
- Click the **OK** button.

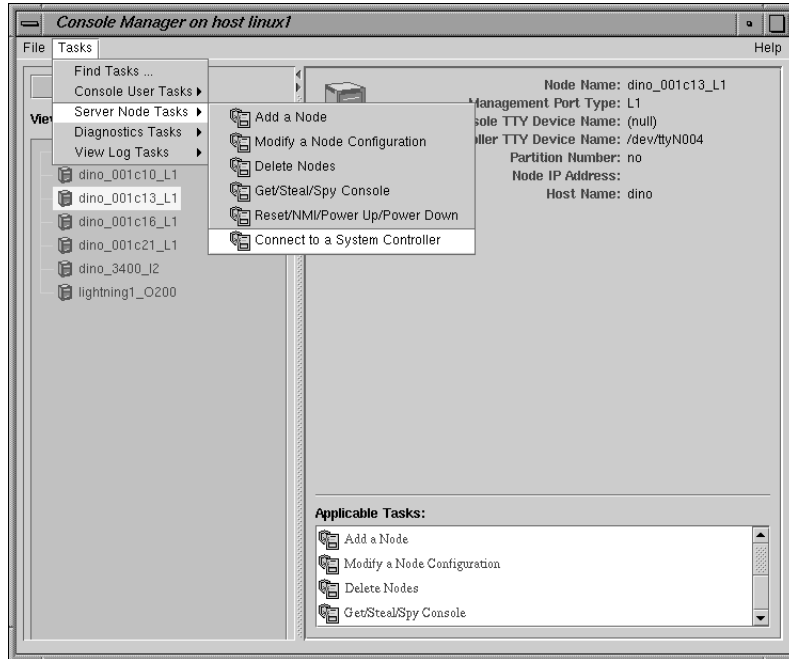
## Connecting to the System Controller for a Node

### Procedure 4-3 Connecting to the System Controller for a Node

This task lets you open a connection to the system controller of a node as follows:

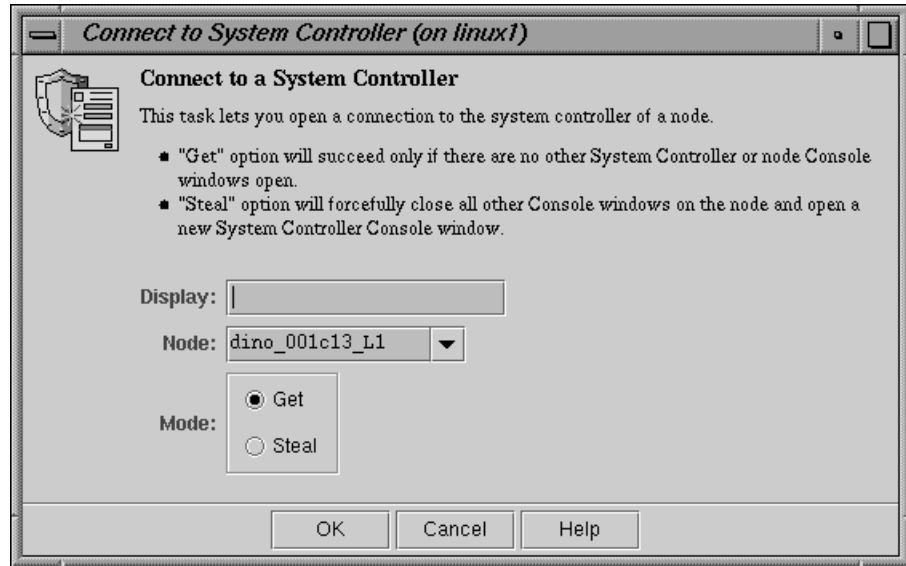
- The **Get** option will succeed only if there are no other System Controllers or node Console windows open.
  - The **Steal** option will forcefully close all other Console windows on the node and open a new System Controller Console window.
- From the **Tasks** pulldown menu, choose the following, as shown in Figure 4-4, page 41.

**Node Tasks**  
**> Connect to a System Controller**



**Figure 4-4** Connect to a System Controller

The **Connect to a System Controller** dialog box appears, as shown in Figure 4-5, page 42.



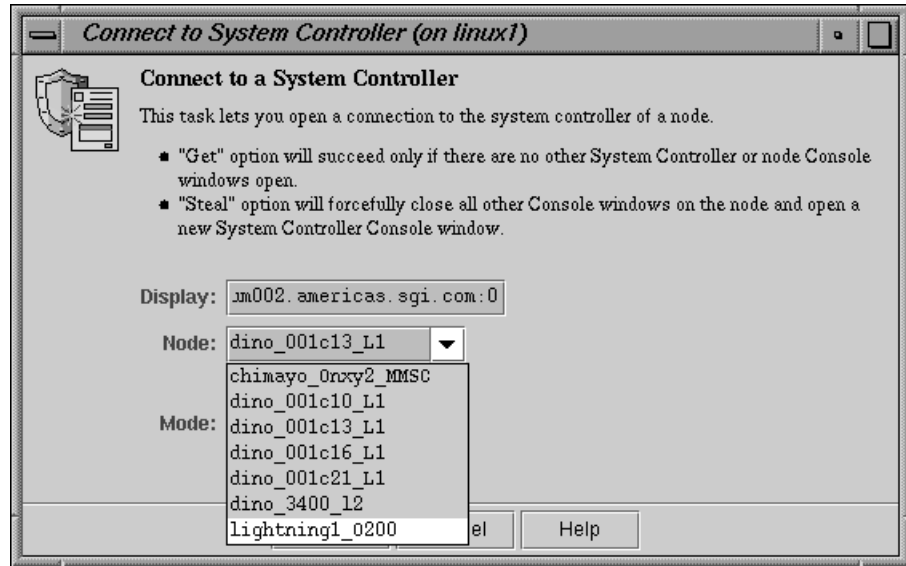
**Figure 4-5** Connect to a System Controller Dialog Box

2. In the **Display** field, type in your display hostname as follows:

*hostname.mycompany.com:0*

3. From the **Node** field pulldown tab, choose the name of the node for which you want the system controller, as shown in Figure 4-6, page 43.





**Figure 4-6** Connect to a System Controller Node Type Pulldown Menu

4. In the **Mode** field click the **Get** or **Steal** button.
5. Click the **OK** button.

A System Controller Console appears, as shown in Figure 4-7, page 44.

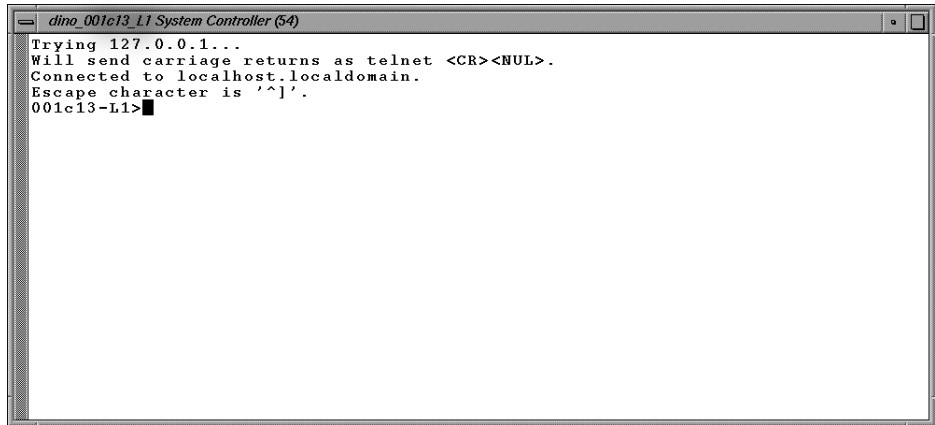


Figure 4-7 System Controller Console

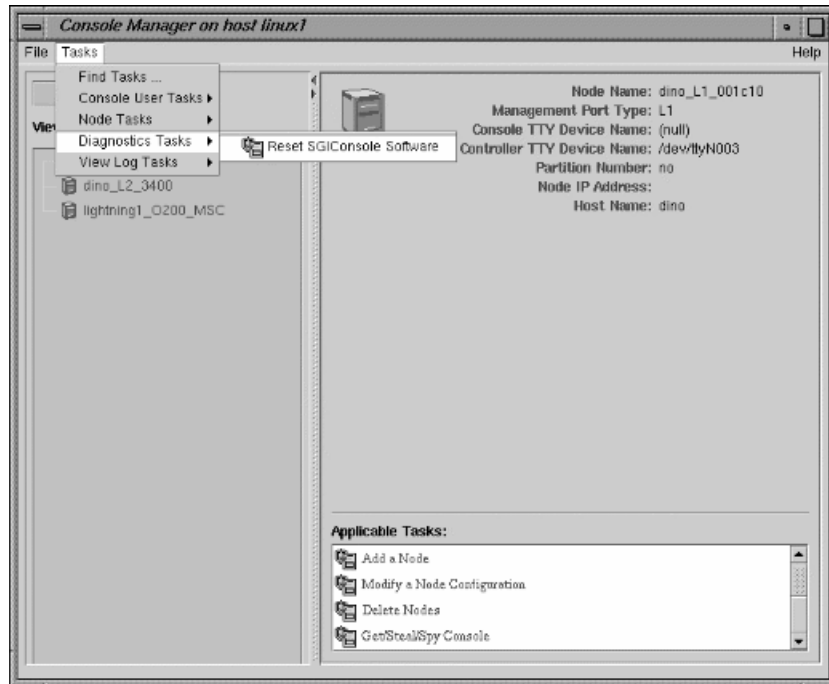
## Restarting the Console Manager Daemon

**Procedure 4-4** Restarting the Console Manager Daemon

This task allows you to restart the Console Manager (*nexus*) daemon. Running this task will cause all opened console windows to disappear for all users.

1. From the **Tasks** pulldown menu, choose the following, as shown in Figure 4-8, page 45.

**Diagnostics Tasks**  
**> Reset Console Backend Software**



**Figure 4-8** Resetting the Console Manager Daemon

The **Reset SGIconsole Software** dialog box appears, as shown in Figure 4-9, page 46.



**Figure 4-9** Reset SGIConsole Software Dialog Box

2. Click the **OK** button.

## Viewing System Logs

### **Procedure 4-5** Viewing System Logs

This task allows you to view system logs (`syslog`) of the servers and system controller logs of the servers.

---

**Note:** Console users can get only the system console or the system controller console for any node at one time.

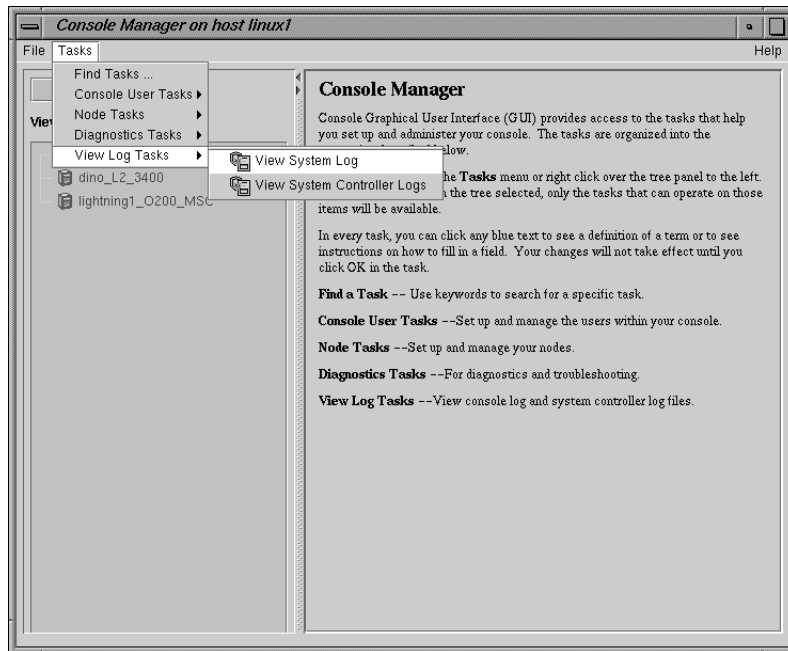
---

**Note:** For SGI Origin 2000 rackmount servers (servers that use the multimodule System Controller (MMSC)), the system controller logs from the module System Controllers (MSCs) in rack 1 (both upper and lower bays) are displayed.

---

To get the system log or system controller logs for a server, follow these steps:

1. From the **Tasks** pulldown menu, choose **View Log Tasks**, as shown in Figure 4-10, page 47.



**Figure 4-10** Getting the System Log

2. Choose **View System Log** or **View System Controller Logs**.

The **View System Log** Dialog Box (or **View System Controller Logs** Dialog Box) appears, as shown in Figure 4-11, page 48.

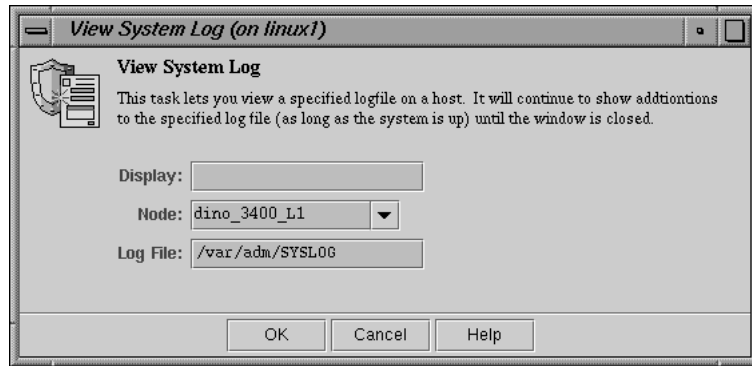


Figure 4-11 View System Log Dialog Box

3. In the **Display** field, type in your display hostname as follows:  
*hostname.mycompany.com:0*
4. From the **Server** field pulldown tab, choose the name of the node for which you want the system log, as shown in Figure 4-12, page 48.

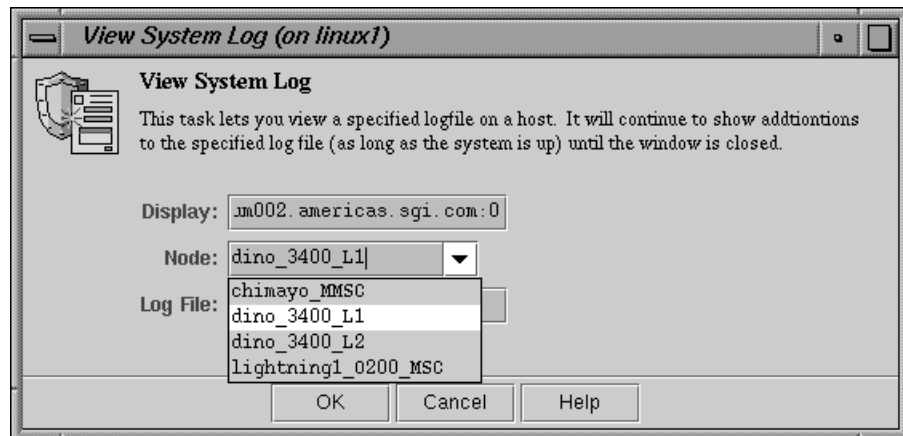


Figure 4-12 View System Log Pulldown Menu

The system log window appears, as shown in Figure 4-13, page 49.

```

O200 tail -f /var/adm/SYSLOG
Sep 24 21:53:03 5D:lightning1 timed[244]: slave to b43-11-sqil
Sep 25 00:45:28 6E:lightning1 rshd[1553]: wei@info.engr.sgi.com as guest: cmd='e
cho Running info.engr.sgi.com:/www/adhoc/sybase/bin/describe>/dev/null; /bin/sh'
Sep 25 09:28:50 6D:lightning1 bootp[1951]: SGI bootp/dhcp Server V3.1.2 starting
at Tue Sep 25 09:28:50 2001
Sep 25 10:02:20 6E:lightning1 rshd[2003]: root@console-dino.engr.sgi.com as gues
t: cmd='/usr/bin/tail -f /var/adm/SYSLOG'
Sep 25 10:05:52 6D:lightning1 bootp[1999]: SGI bootp/dhcp Server V3.1.2 starting
at Tue Sep 25 10:05:52 2001
Sep 25 10:15:03 6D:lightning1 bootp[2020]: SGI bootp/dhcp Server V3.1.2 starting
at Tue Sep 25 10:15:03 2001
Sep 25 10:20:41 6D:lightning1 bootp[2035]: SGI bootp/dhcp Server V3.1.2 starting
at Tue Sep 25 10:20:41 2001
Sep 25 11:07:48 5E:lightning1 login[1197]: root on /dev/ttyd1
Sep 25 12:51:53 6E:lightning1 rshd[2170]: wei@info.engr.sgi.com as guest: cmd='e
cho Running info.engr.sgi.com:/www/adhoc/sybase/bin/describe>/dev/null; /bin/sh'
Sep 25 13:26:41 6E:lightning1 rshd[2253]: root@console-dino.engr.sgi.com as gues
t: cmd='/usr/bin/tail -f /var/adm/SYSLOG'

```

Figure 4-13 System Log

---

**Note:** If the log screen does **not** appear, make sure that you enter your complete display name as shown in Procedure 4-5, page 46.

---





## SGIconsole Log Files and Console Manager Execution Flow

This chapter describes the following topics:

- "SGIconsole Log Files", page 51
- "Console Manager Execution Flow", page 51

### SGIconsole Log Files

The following log files provide useful information on SGIconsole operations:

<b>SGIconsole Log</b>	<b>Description</b>
<code>/var/log/vacm.log</code>	Resides on the SGIconsole system and contains a log of VACM activity.
<code>/var/adm/SYSLOG</code>	Resides on every IRIX server and contains a log of messages written to the system console.
<code>/var/lib/sysadm/salog</code>	The ConsoleManager GUI log which contains all backend command and parameters executed by the console manager GUI.
<code>/tmp/els00.log</code>	The log for the first EL-16 device installed and contains the following when the EL-16 device is configured successfully:

```
[root@linux1 /tmp]# cat els00.log
09/19/01 09:03:16: EtherLite daemon running
09/19/01 09:03:16: Vendor ID: DigiIntl, Firmware Version: V7.6
Model Name: EL-16, IP Address: 192.12.1.20
09/19/01 09:03:16: Unit Online
```

### Console Manager Execution Flow

Each Console Manager task has the following flow of execution when a GUI task is executed, such as connecting to a node or getting a console port:

GUI task → privcmd CLI → VACM (nexxus) → VACM plugins → EL-16 driver  
(if present)

**Key:**

- privcmd = privileged command
- CLI = command line interface
- VACM = cluster manager software
- nexxus = Console Manager backend software (Console Manager daemon)
- VACM plugins = SGI software plugins to support various SGI servers.

---

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