

Manipulating WSA Physical Entities

This chapter explains how to create, modify, and use the physical entities available in the Cisco WSA Explorer application:

- Cards on page 3-2
- Locations on page 3-18
- Networks on page 3-24
- Nodes on page 3-29

Cards

The following sections give detailed information about the **Cards** entity:

- Cards—Description on page 3-2
- Cards—Create on page 3-3
- Cards—Modify on page 3-14
- Cards—Delete on page 3-16

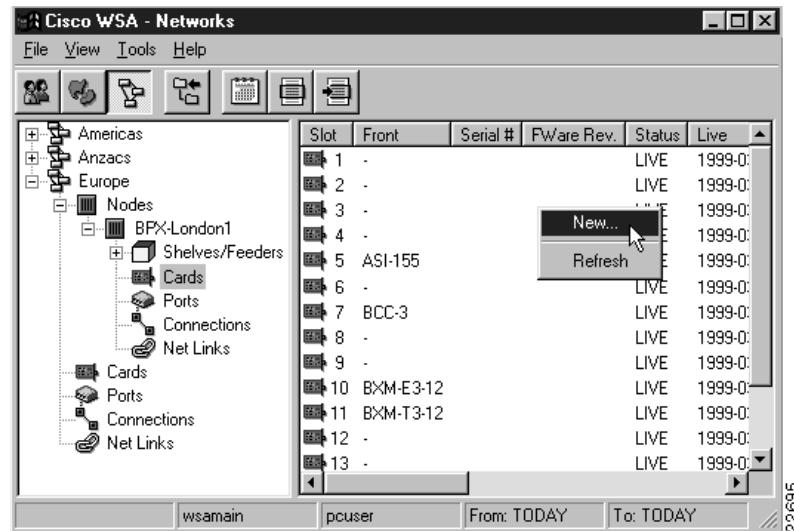
Cards—Description

Cards are located in nodes in slots that have both front cards and rear cards. The physical ports on these cards are allocated to customer ports so that Connections and Net Links can be created between them.

Cards—Create

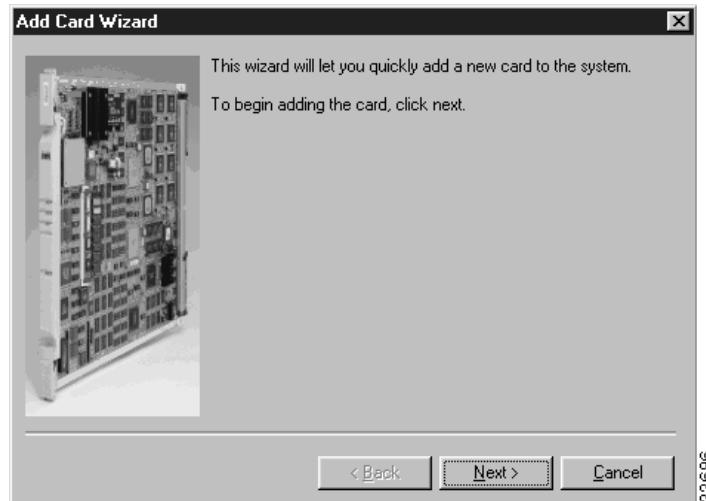
To create a new Card, select **Cards** from the network or location view and activate the **New...** right mouse menu from the list view popup menu, as shown in Figure 3-1, “Card List”.

Figure 3-1 **Card List**



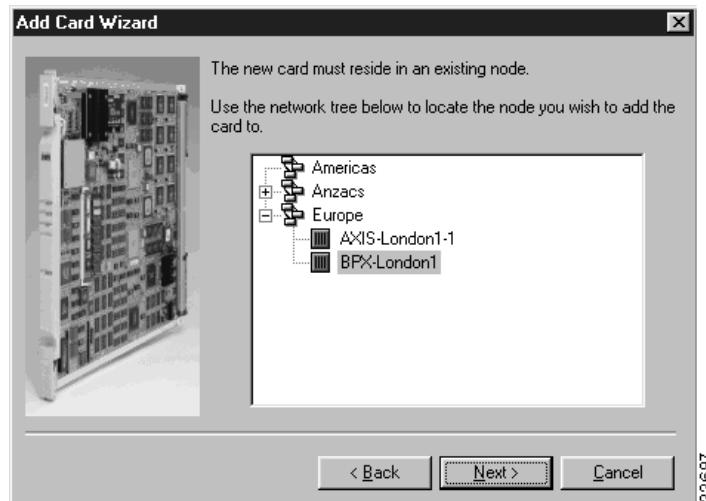
An Add Card Wizard appears, as shown in Figure 3-2, “Add Card Wizard”.

Figure 3-2 Add Card Wizard



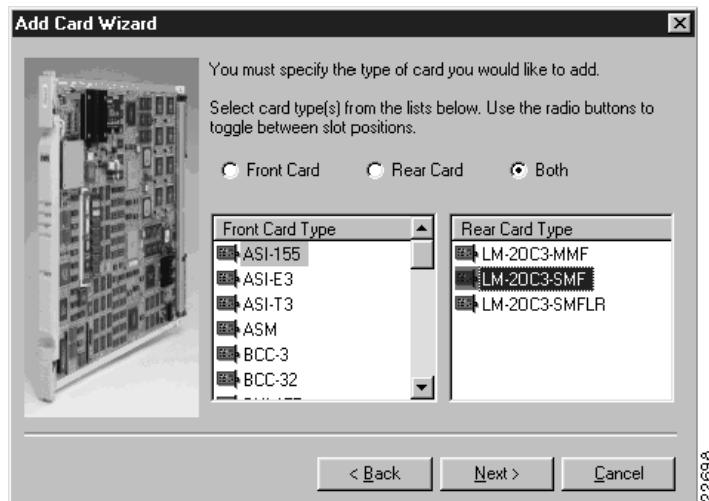
Click **Next** to continue, and select a node to which to add a card or card pair, as shown in Figure 3-3, “Selecting a Node”.

Figure 3-3 Selecting a Node



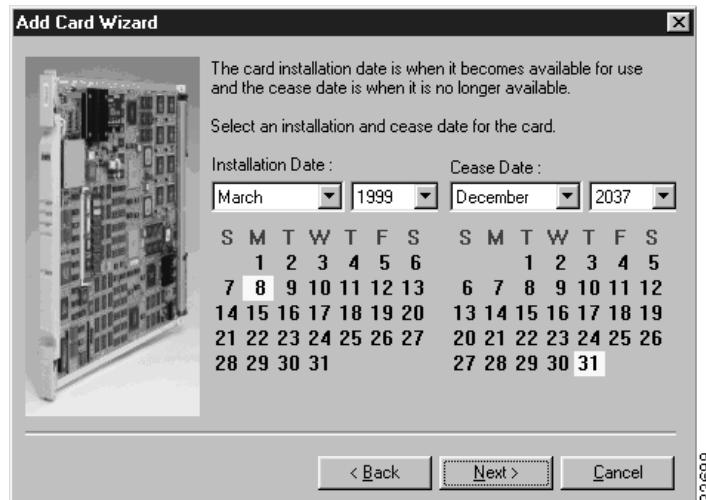
Click **Next** to continue, and select either **Front Card**, **Rear Card**, or **Both** to indicate the slot position into which the card(s) will be inserted. Then select the card type(s) to insert. When inserting a card pair, selecting the front card type populates the rear card type list with cards that can safely be inserted with this front card type, as shown in Figure 3-4, “Selecting Card Types”.

Figure 3-4 Selecting Card Types



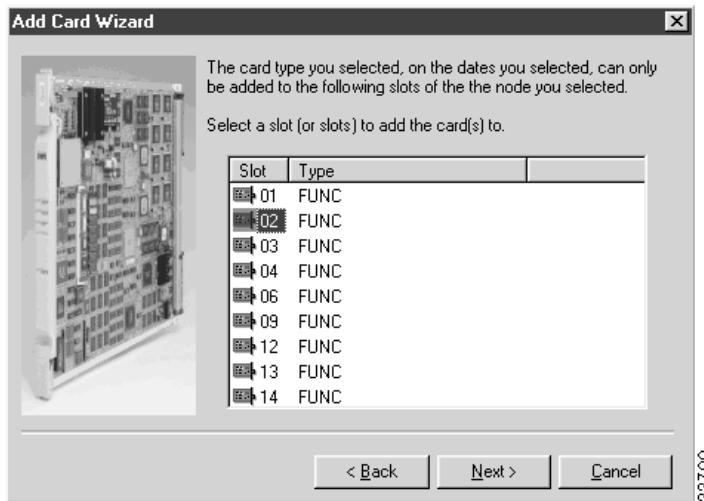
Click **Next** to continue, and indicate the installation and cease dates for the card or card pair, as shown in Figure 3-5, “Selecting End Dates”.

Figure 3-5 Selecting End Dates



Click **Next** to continue, and select one ore more slots into which to insert the card or card pair, as shown in Figure 3-6, “Selecting a Slot”.

Figure 3-6 Selecting a Slot



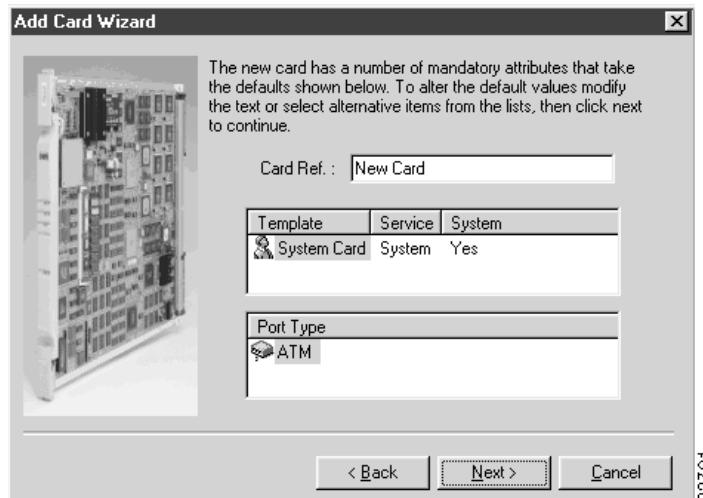
Note Only slots that do not already have a card or card pair in them between the end dates selected are shown in this list. The list shown in Figure 3-6, “Selecting a Slot”, does not display slots 5, 10, or 11 because they already have cards in them. This list does not display slots 7, 8, or 15 because they are of the wrong type.

The list shown in Figure 3-6, “Selecting a Slot”, is also filtered by the general type of the card or card pair selected for insertion. If the card type selected is an Alarm card, only slots that can support such a card are displayed.

If there are no empty slots of the correct type during the dates selected, the list shown in Figure 3-6, “Selecting a Slot”, could be empty. In this case you must modify the date range or choose a different card type to insert.

Click **Next** to continue and give the new card a reference string. If this card supports more than one port type, choose the card insertion template and a port type, as shown in Figure 3-7, “Setting Card Properties”.

Figure 3-7 Setting Card Properties

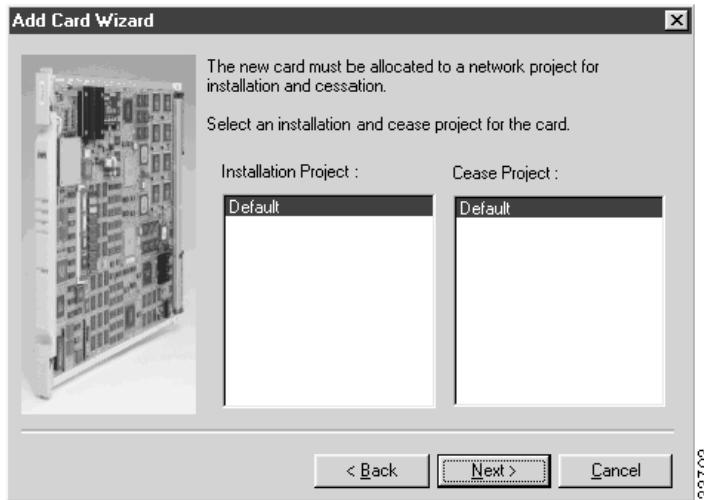


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Note If the card being added is programmable, that is it can take one of a number of port types, you will be required to select the desired port type from the port type list in this section of the Wizard.

Click **Next** to continue, and select the installation and cease projects, as shown in Figure 3-8, “Selecting Projects”.

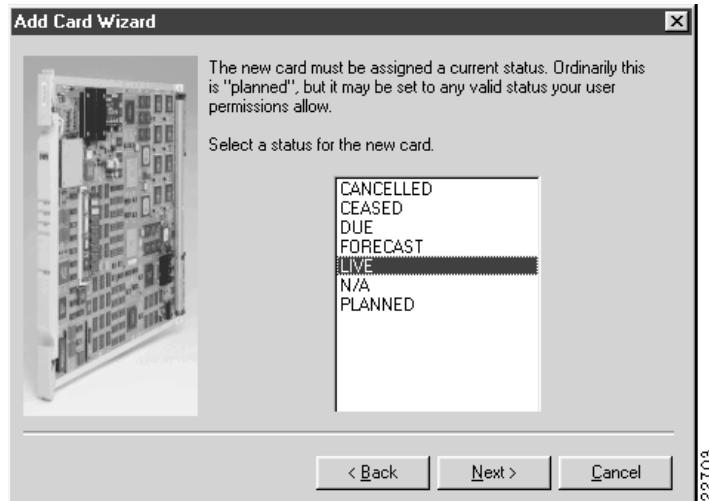
Figure 3-8 Selecting Projects



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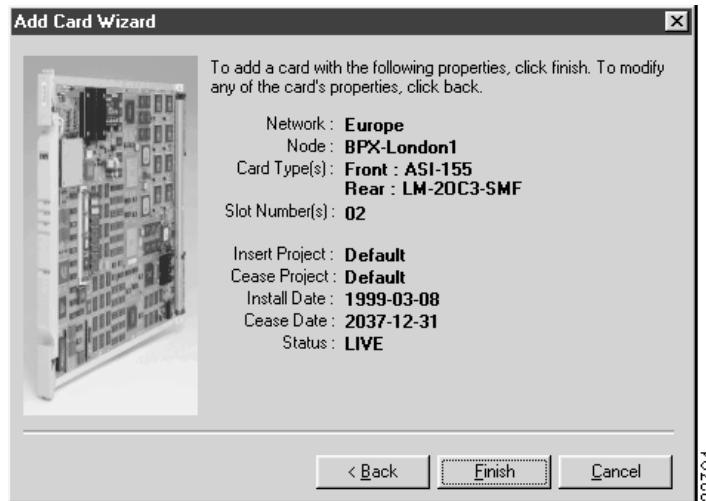
Click **Next** to continue, and set the status for the card(s), as shown in Figure 3-9, “Setting Card Status”.

Figure 3-9 Setting Card Status



Click **Next** to continue, and review the card insertion summary, as shown in Figure 3-10, “Card Insertion Summary”.

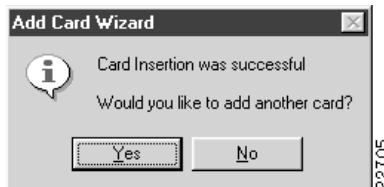
Figure 3-10 Card Insertion Summary



Press **Finish** to insert the card records.

When the cards are successfully inserted, you are asked if you wish to insert another card, as shown in Figure 3-11, “Add Another Prompt”.

Figure 3-11 Add Another Prompt

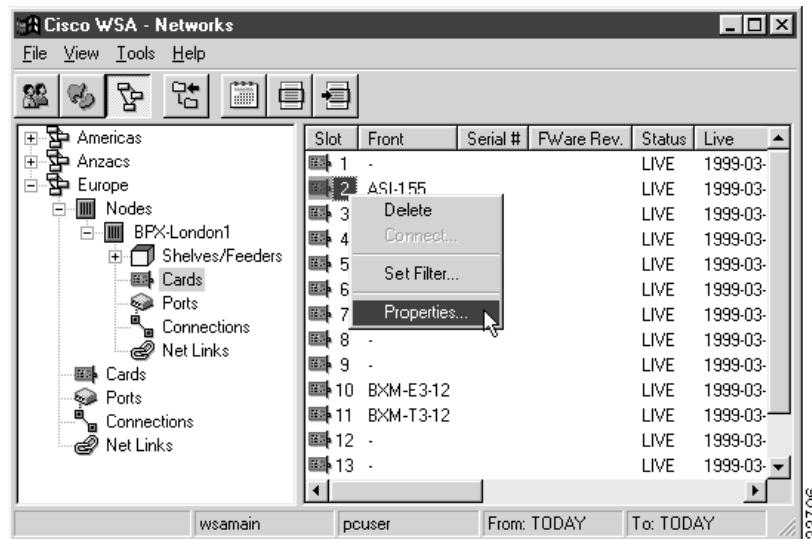


Press **Yes** to return to the Add Card Wizard, or press **No** to close the Wizard and return to the Card List.

Cards—Modify

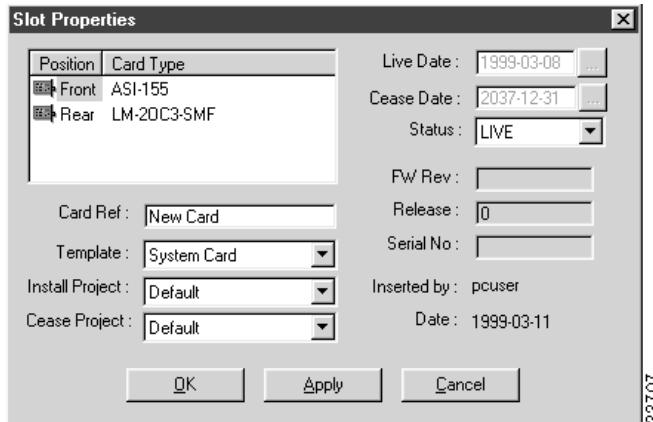
To modify an existing Card, select **Cards** in the network or location view and activate the **Properties...** right mouse menu from the item menu, as shown in Figure 3-12, “Selecting a Card for Modification”.

Figure 3-12 Selecting a Card for Modification



A Card Properties dialog appears, as shown in Figure 3-13, “Slot Properties”.

Figure 3-13 Slot Properties



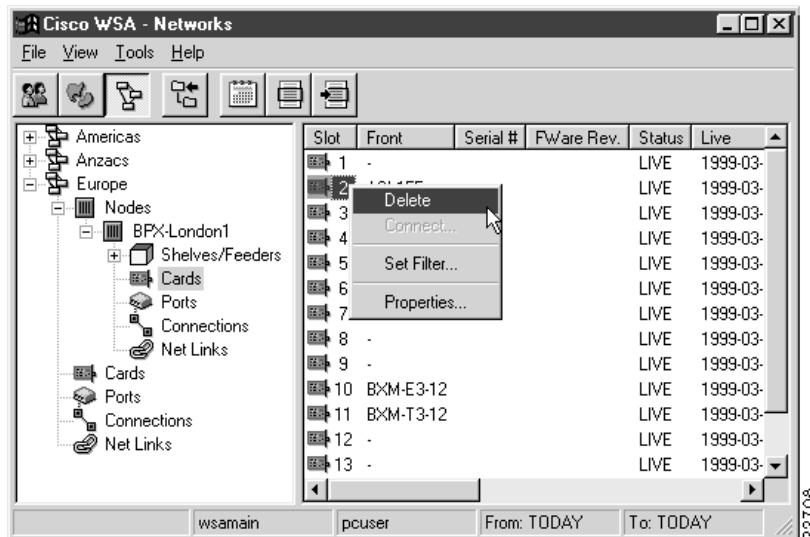
In the top left list view, select the position of the card that you want to modify.

Once you complete the settings for this Card, press **OK** to save the record and close the dialog. If you decide not to modify the properties, press **Cancel** to close the dialog.

Cards—Delete

To delete a Card, select **Cards** in the tree view and activate the **Delete...** right mouse menu from the item menu, as shown in Figure 3-14, “Selecting a Card for Deletion—Part 1”.

Figure 3-14 Selecting a Card for Deletion—Part 1



If the selected slot has both a front and a rear card in place, a card delete selection dialog appears, as shown in Figure 3-15, “Selecting a Card for Deletion—Part 2”.

Figure 3-15 Selecting a Card for Deletion—Part 2



Select one or more cards to delete and press **OK** to delete them. Press **Cancel** if you decide not to delete them.

If you selected **OK**, a delete confirmation dialog appears. Press **Yes** to delete the Card(s); press **No** if you decide not to delete them.

Locations

The following sections give detailed information about the **Locations** entity:

- Locations—Description on page 3-18
- Locations—Create on page 3-18
- Locations—Modify on page 3-22
- Locations—Delete on page 3-23

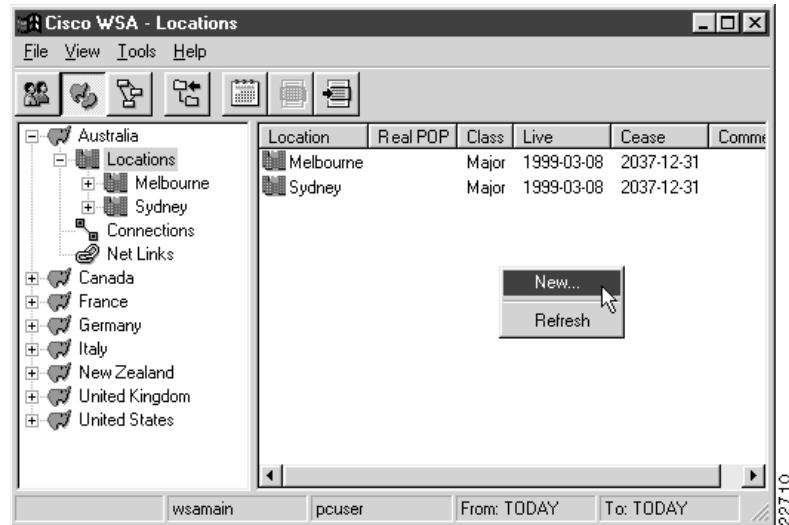
Locations—Description

Locations are considered one of the two top level physical entities in WSA. Refer to Chapter 1, “Getting Started” for more information.

Locations are grouped by country and can be regarded as **virtual** if they relate to another physical location. A virtual location is a location in which ports are presented for sale to customers, but no physical equipment is located at that site.

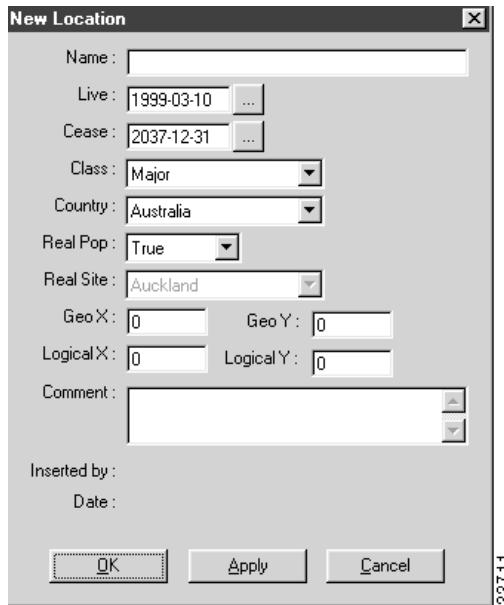
Locations—Create

To create a new Location, select the **Locations** tool bar button and activate the **New...** right mouse menu from the list view popup menu, as shown in Figure 3-16, “Locations List”.

Figure 3-16 Locations List

A New Location dialog appears, as shown in Figure 3-17, “New Location”.

Figure 3-17 New Location



Enter the new location name, and adjust its end dates and class, if required. Correctly set the country that the location is in. Then the location appears in the appropriate section of the location tree view.

If the location is considered a virtual point of presence (POP), select False for the Real Pop property and select the associated real pop. The real site drop-down list box is disabled when the location is regarded as real itself.

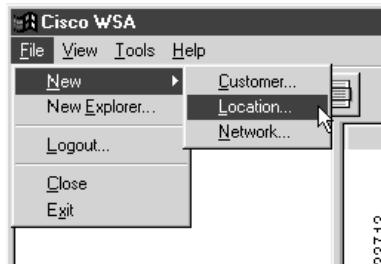
Entering actual real and logical coordinates data is optional, as is supplying a comment.

Once you complete the settings for this Location, press **OK** to save the record and close the dialog. If you decide not to create this new Location, press **Cancel** to close the dialog.

Note The first time that a location is created in WSA, the previous method cannot be used, because the top level entities in the location tree view are countries, which can only be created in the WSA System Administration Client.

To create the first location in WSA, use the **File->New->Location** menu, as shown in Figure 3-18, “Selecting the New Location Menu”.

Figure 3-18 Selecting the New Location Menu

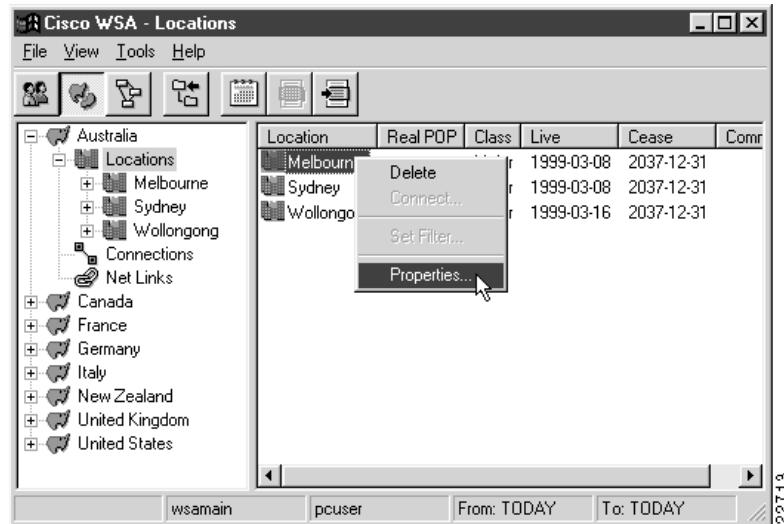


A New Location dialog appears, as shown in Figure 3-17, “New Location”.

Locations—Modify

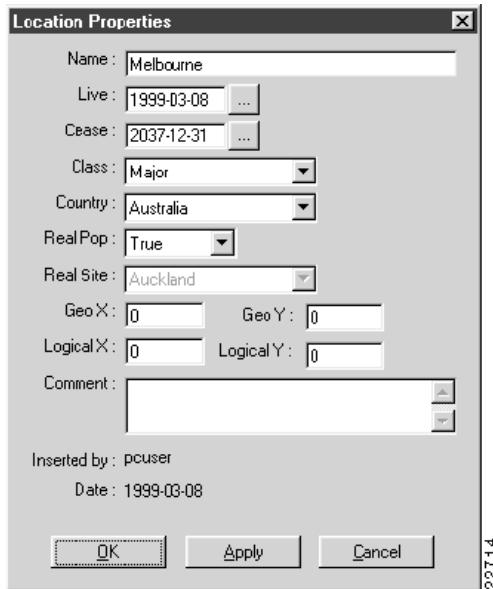
To modify an existing Location, select **Locations** in the tree view and activate the **Properties...** right mouse menu from the item menu, as shown in Figure 3-19, “Selecting a Location for Modification”.

Figure 3-19 Selecting a Location for Modification



A Location Properties dialog appears, as shown in Figure 3-20, “Location Properties”.

Figure 3-20 Location Properties



Once you complete the settings for this Location, press **OK** to save the record and close the dialog. If you decide not to modify the properties, press **Cancel** to close the dialog.

Locations—Delete

Note This version of Cisco WSA does not allow deletion of locations.

Networks

The following sections give detailed information about the **Networks** entity:

- Networks—Description on page 3-24
- Networks—Create on page 3-25
- Networks—Modify on page 3-27
- Networks—Delete on page 3-28

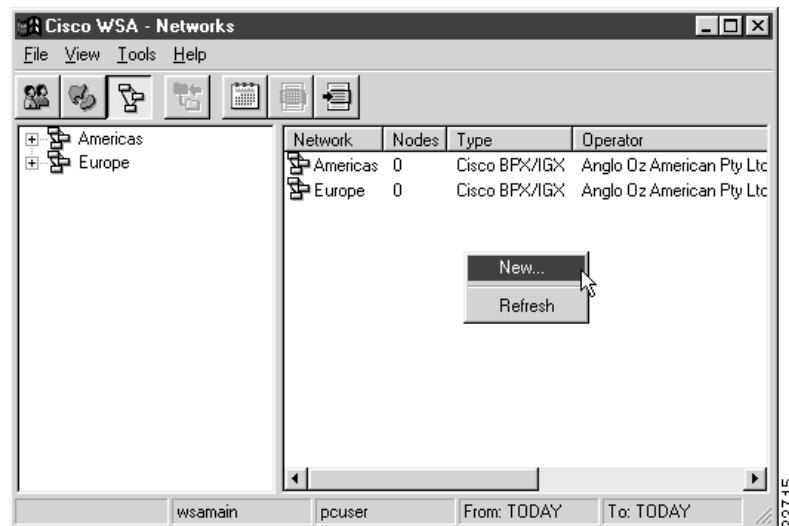
Networks—Description

Networks are the top level physical entity in WSA (refer to Chapter 1, “Getting Started.”).

Networks—Create

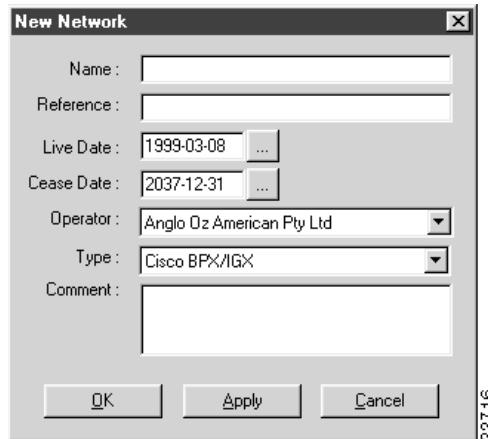
To create a new Network, select **Networks** from the tree view and activate the **New...** right mouse menu from the list view popup menu, as shown in Figure 3-21, “Network List”.

Figure 3-21 Network List



A New Network dialog appears, as shown in Figure 3-22, “New Network”.

Figure 3-22 New Network



The network must be given a name and a reference string.

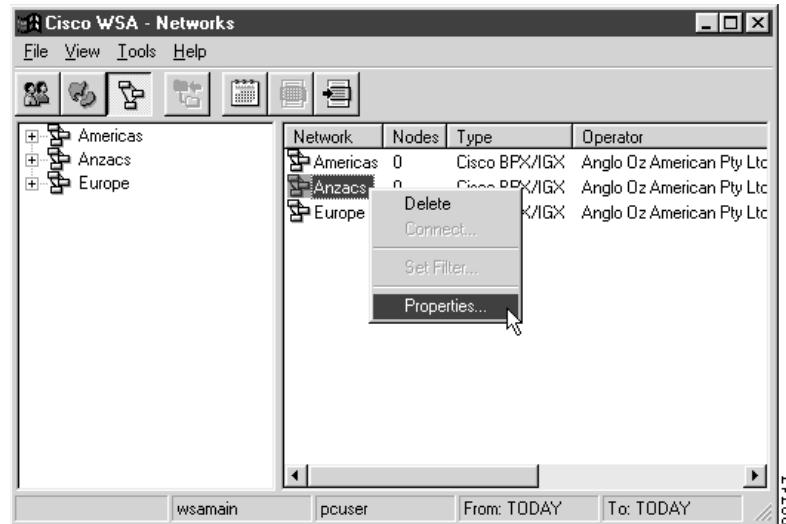
The live and cease dates determine the default live and cease dates for nodes (and hence, for cards) created within this network and can be adjusted as required.

Once you complete the settings for this Network, press **OK** to save the record and close the dialog. If you decide not to create this new Network, press **Cancel** to close the dialog.

Networks—Modify

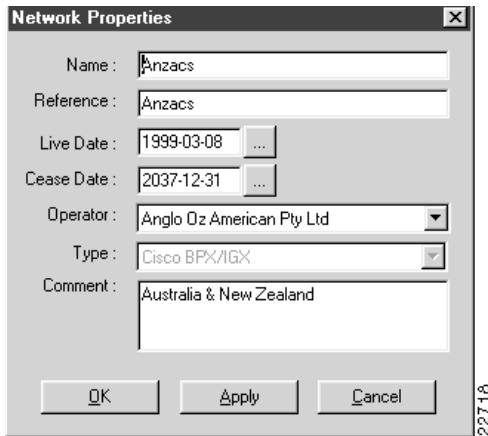
To modify an existing Network, select **Networks** in the tree view and activate the **Properties...** right mouse menu from the item menu, as shown in Figure 3-23, “Selecting a Network for Modification”.

Figure 3-23 Selecting a Network for Modification



A Network Properties dialog appears, as shown in Figure 3-24, “Network Properties”.

Figure 3-24 Network Properties



Once you complete the settings for this Network, press **OK** to save the record and close the dialog. If you decide not to modify the properties, press **Cancel** to close the dialog.

Networks—Delete

Note This version of Cisco WSA does not allow deletion of networks.

Nodes

The following sections give detailed information about the **Nodes** entity:

- Nodes—Description on page 3-29
- Nodes—Create on page 3-30
- Nodes—Modify on page 3-33
- Nodes—Delete on page 3-35

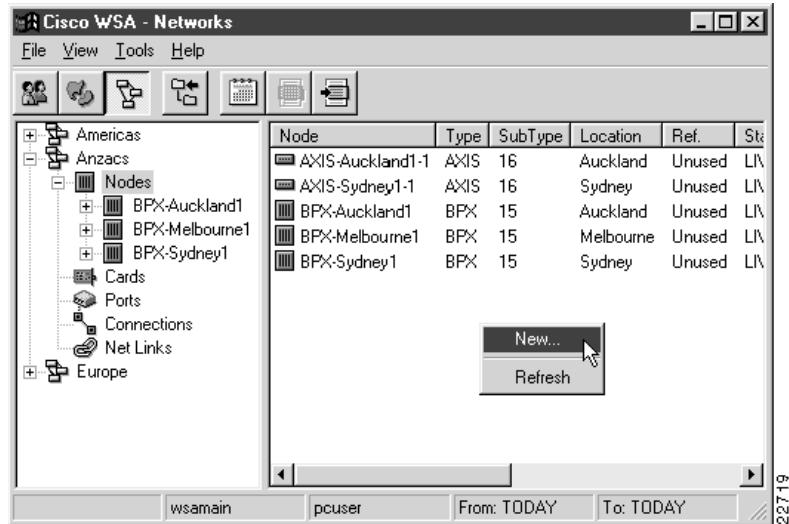
Nodes—Description

Nodes are the second level physical entity in WSA (refer to Chapter 1, “Getting Started,”) and are both *in* networks and *at* locations.

Nodes—Create

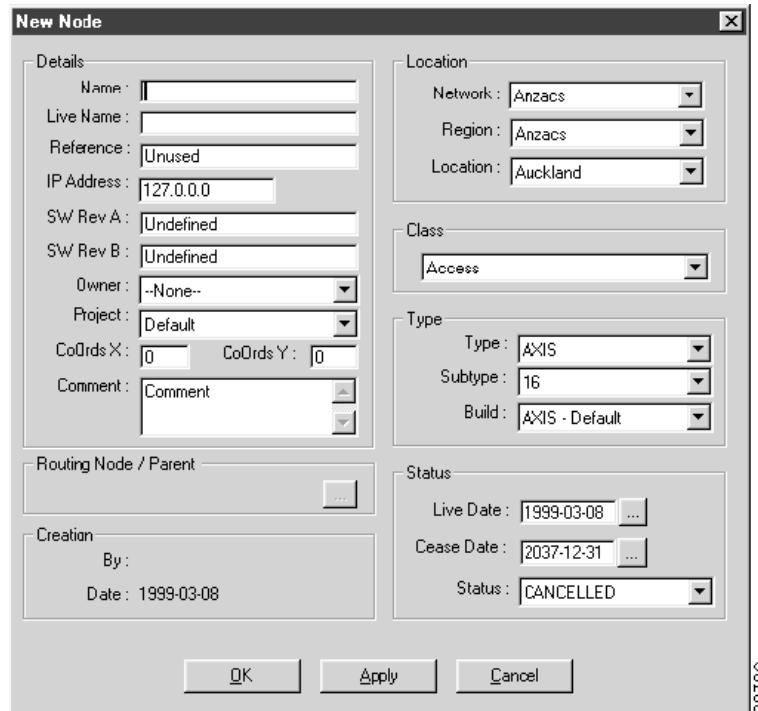
To create a new Node, select **Nodes** from either the network or location tree view and activate the **New...** right mouse menu from the list view popup menu, as shown in Figure 3-25, “Node List”.

Figure 3-25 Node List



A New Node dialog appears, as shown in Figure 3-26, “New Node”.

Figure 3-26 New Node



The node must be assigned a name, as displayed in WSA, and a live name as used by the WSA control system. The live name must be the name by which this node is managed in SV+. The node name can be the same as the live name, but can be expanded to be more readable if the live name is abbreviated.

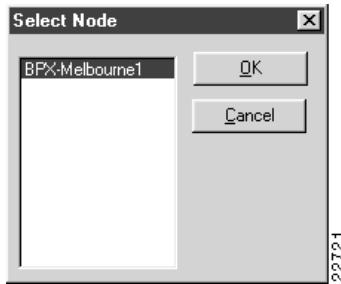
The nodes IP address should be set if you wish to telnet to the node from the WSA Explorer Client.

The network of which the node will be a part, must be set, as must the region and location. Once created, the network and location cannot be changed.

Once you complete the settings for this Node, press **OK** to save the record and close the dialog. If you decide not to create this new Node, press **Cancel** to close the dialog.

If the node is a feeder device (AXIS Shelf), you can press **Apply** to create the node in the database. Then press the ... button in the **Routing Node / Parent** section to define which routing node will control this feeder device, as shown in Figure 3-27, “Selecting a Parent / Router Node”.

Figure 3-27 Selecting a Parent / Router Node

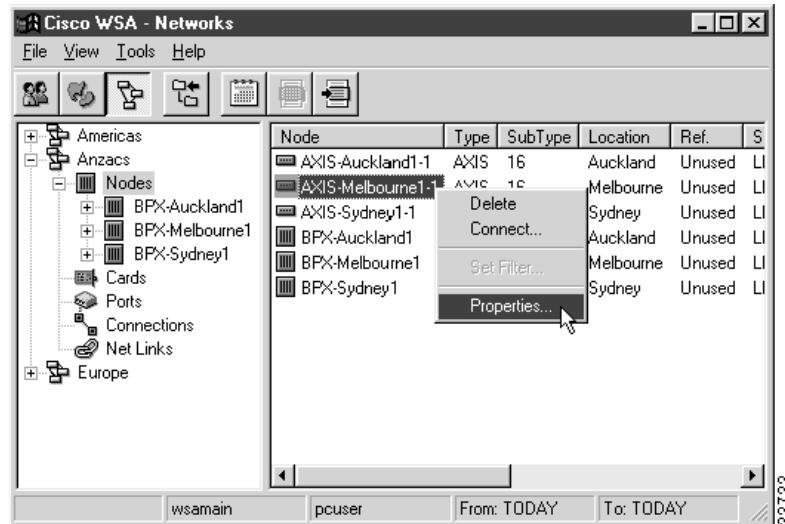


Select a parent node and press **Apply** to return to the node properties dialog, or press **Cancel** if you decide not to allocate a parent at this time.

Nodes—Modify

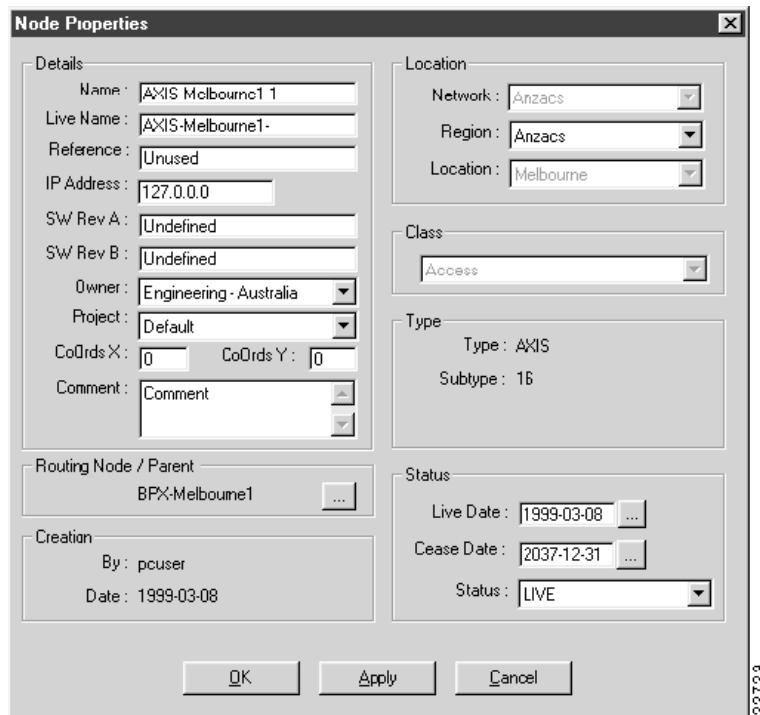
To modify an existing Node, select **Nodes** in the tree view and activate the **Properties...** right mouse menu from the item menu, as shown in Figure 3-28, “Selecting a Node for Modification”.

Figure 3-28 Selecting a Node for Modification



A Node Properties dialog appears, as shown in Figure 3-29, “Node Properties”.

Figure 3-29 Node Properties

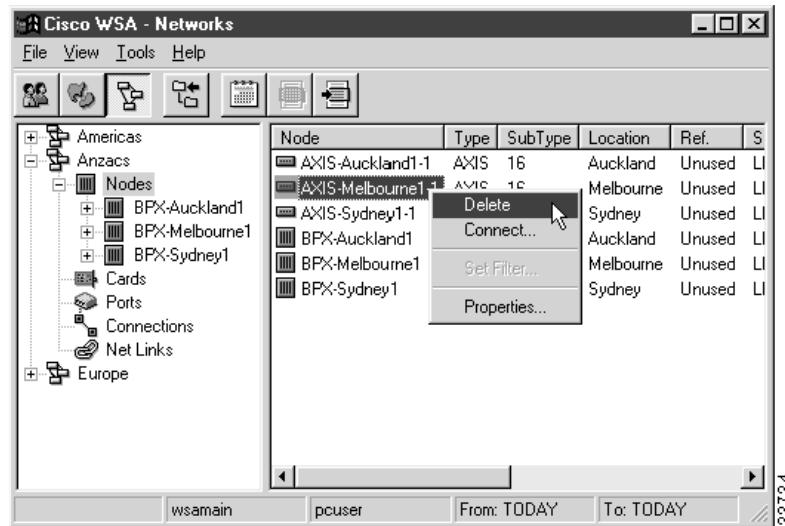


Once you complete the settings for this Node, including modifying the routing node, press **OK** to save the record and close the dialog. If you decide not to modify the properties, press **Cancel** to close the dialog.

Nodes—Delete

To delete a Node, select **Nodes** in the tree view and activate the **Delete...** right mouse menu from the item menu, as shown in Figure 3-30, “Selecting a Node for Deletion”.

Figure 3-30 Selecting a Node for Deletion



A delete confirmation dialog appears. Press **Yes** to delete the Node; press **No** if you decide not to delete it.

Note If any card in the node has a physical port that is allocated to a customer port (refer to the section Customer Ports on page 4-7), you will not be allowed to delete the node. A dialog then appears like the one in Figure 3-31, “Customer Ports Exist on Node”.

Figure 3-31 Customer Ports Exist on Node

