C H A P T E R **5**

Working with Events

MWTM enables you to view information about all discovered events, including their associated network objects and other information.

This chapter includes the following information:

Related Topics:

Viewing Basic Information for All Events

To view basic information for all events, select **Events** in the left pane of the MWTM Main Window. MWTM displays the Event Window.

The Event Window displays information about the events delivered by the MWTM event logger and event processor for all objects in the current network view.

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Note   You can display more than one Event Window at one time. This enables you to view multiple Event Windows at the same time, with different event filtering in each window or dialog.

The Event Window is composed of the following sections:

Event Toolbar Buttons

The Event Window provides the following toolbar buttons:

Button	Description
Set Filter	Opens the Event Filter dialog.
Apply Filter or **Remove Filter**	Activates and deactivates the event filter specified in the Event Filter dialog: - If the filter is activated, MWTM displays only those events that pass the filter. - If the filter is deactivated, MWTM displays all events. - If you activate a filter in an object's Recent Events table in the MWTM Main Window, the filter is activated in all Recent Events tables in the MWTM Main Window for all other objects. The filter is not activated in Recent Events tables in Show In New Window windows or Real-Time Data and Charts windows.
Pause or **Resume**	Pauses or resumes the table. While the table is paused, MWTM does not display new events in the table (unless you apply an event filter or edit your event preferences). When the table is resumed, all new events since the table was paused are added to the display. If events are deleted while the table is paused, they are not removed from the table. Instead, they are grayed-out and cannot be acknowledged or edited. Deleted events are removed from the table when you resume the table.
Acknowledge	Makes the selected event or events acknowledged.
Unacknowledge	Makes the selected event or events unacknowledged.
Event Properties	Opens the Event Properties window.
Edit Notes	Opens the Edit Event Dialog.

Button	Description
Time Difference	Displays the difference in days, minutes, hours, and seconds between two events.
Find	Finds specific text in the event table.
Create Sound Filter	Opens the Event Sound Filters dialog and the Event Sound Filters List dialog, with fields populated based on the selected event.
Adjust Row Height	Adjusts the table row height and wraps the message text as follows: • Click once to double the row height and wrap the message text. • Click again to triple the row height and wrap the message text. • Click again for single row height and no message text wrapping. This is the default setting. This setting is saved automatically with your preferences.
Help for Event	Displays context-sensitive help for the selected event in a separate Web browser.

Right-Click Menu for All Events

To see the right-click menu for all events, select **Events** in the left pane and click the right mouse button. The events right-click menu provides the following options:

Menu Command	Description
Show In New Window	Opens the Event Window in a new window.
Sort Tree By Status	Sorts the entire tree in the left pane by the status of each object.
Sort Tree By Name	Sorts the entire tree in the left pane by the name of each object.
Back > List of Windows	Navigates back to a window viewed in this session. MWTM maintains a list of up to 10 **Back** windows.
Forward > List of Windows	Navigates forward to a window viewed in this session. MWTM maintains a list of up to 10 **Forward** windows.

Right-Click Menu for a Specific Event

The Event Window provides a subset of the MWTM Main Menu as a right-click menu. To see this menu, select an event and click the right mouse button. The event right-click menu provides the following options:

Menu Command	Description
Edit Notes	Opens the Edit Event Dialog for the selected event.
Go To > *Object*	Displays the Node Window for the node or Interface Window for the interface associated with the selected event.
	If there is no object associated with the event, this option is not displayed.
View > Configuration Details	Displays the Details window for the object associated with the selected event.
View > Notes	Displays the Event Notes dialog for the selected event.
	If there are no notes associated with this event, this option is grayed-out.
View > Center in Topo	Opens the Topology Window, with the display zoomed to center on the object associated with the selected event.
	If more than one view contains the object associated with the selected event, MWTM prompts you to choose one of the views.
Event History > Status Change Messages	Displays the MWTM Network Status Log for Status Change Messages in a Web browser, with messages displayed for only the object associated with selected event.
Event History > SNMP Trap Messages	Displays the MWTM Network Status Log for SNMP Trap Messages in a Web browser, with messages displayed for only the object associated with selected event.
Event History > Status and Trap Messages	Displays the MWTM Network Status Log for Status Change Messages and SNMP Trap Messages in a Web browser, with messages displayed for only the object associated with selected event.
Event History > Network Status Metrics	Displays the MWTM Network Status Log for Metrics in a Web browser, with metrics displayed for only the object associated with selected event.
Node Drill-Down > Show Syslog Messages	Displays the Node Details: Syslog table, which polls the node associated with the selected event and displays all messages in its system log.
	This option is not available if the node is in **Unknown** or **Unmanaged** status.
Node Drill-Down > Show CPU Processes	Opens the Node Details: CPU Processes panel, which polls the node associated with the selected event for information about its CPU processes.
	This option is not available if the node is in **Unknown** or **Unmanaged** status.

Menu Command	Description
Node Drill-Down > Show Trap Configuration	Opens the Node Details: Trap Configuration panel, which displays all trap settings for the node, as well as all hosts and port numbers to which the node sends traps.
	If you have implemented MWTM User-Based Access, this option is available to users with authentication level System Administrator (Level 5).
	This option is not available if the node is in **Unknown** or **Unmanaged** status.
Acknowledge	Makes the event acknowledged, which means that it has been received and processed.
Unacknowledge	Makes a previously acknowledged event unacknowledged.
Event Properties	Opens the Event Properties window.
Create Sound Filter	Opens the Event Sound Filters dialog and the Event Sound Filters List dialog, with fields populated based on the selected event.
Help for Event	Displays context-sensitive help for the selected event in a separate Web browser.

Event Table

The event table displays information about events delivered by the MWTM event logger and event processor.

To see mouse over help popup for each column in the table, place the cursor over a column header.

If a cell is too small to show all of its data, place the cursor over the cell to see the full data in a mouse over help popup.

You can resize each column, or sort the table based on the information in one of the columns. By default, MWTM displays all of the columns in the event table except **Internal ID**, **Note**, **Message Name**, **Ack By**, **Ack Time**, **Node**, and **Router Interface**.

- To display hidden columns, right-click in the table header and select the checkboxes for the columns you want to display.
- To hide columns, right-click in the table header and clear the checkboxes for the columns you want to hide.

See the for more information about resizing, sorting, displaying, or hiding columns.

To see detailed information about an event, right-click the event in a window, then select **Event Properties** in the right-click menu.

The event table contains the following columns:

Column	Description
Internal ID	Internal ID of the event. The internal ID is a unique ID for every object, assigned by MWTM for its own internal use. It can also be useful when the TAC is debugging problems.
Ack	Indicates whether the event has been acknowledged: • To acknowledge an unacknowledged event, use the **Acknowledge** toolbar button. • To make a previously acknowledged event unacknowledged, use the **Unacknowledge** toolbar button.
Category	Type of the event. Default values are: • **Create**—Creation event, such as the creation of a seed file. • **Delete**—Deletion event, such as the deletion of an object or file. • **Discover**—Discovery event, such as Discovery beginning. • **Edit**—Edit event. A user has edited an object. • **Ignore**—Ignore event. A user has **Ignored** a link or linkset. • **Login**—Login event. A user has logged in to MWTM. • **LoginDisable**—LoginDisable event. MWTM has disabled a user's User-Based Access authentication as a result of too many failed attempts to log in to MWTM. • **LoginFail**—LoginFail event. An attempt by a user to log in to MWTM has failed. • **Logout**—Logout event. A user has logged out of MWTM. • **OverWrite**—OverWrite event. An existing file, such as a seed file or route file, has been overwritten. • **Poll**—Poll event, such as an SNMP poll. • **Purge**—Purge event. A user has requested Discovery with **Delete Existing Data** selected, and MWTM has deleted the existing MWTM database. • **Status**—Status change message generated. • **Trap**—SNMP trap message generated. You can customize this field. See the "Changing Event Categories" section on page 5-23 for more information.
Severity	Severity of the event. Default values are: • **Critical**—The default color is red. • **Indeterminate**—The default color is aqua. • **Informational**—The default color is white. • **Major**—The default color is orange. • **Minor**—The default color is yellow. • **Normal**—The default color is green. • **Warning**—The default color is blue. You can customize this field. See the "Changing Event Severities and Colors" section on page 5-24 for more information.
Note	Indicates whether there is a note associated with the event.

Column	Description
Message Name	User-specified message name for the event, used by MWTM for trap forwarding. The default message name is **MWTM**. For more information about user-specified message names and trap forwarding, see the "Forwarding Events as Traps to Other Hosts" section on page 5-35.
Time	Date and time the event was logged.
Ack By	If you have not implemented MWTM User-Based Access, name of the device that last acknowledged the event. If you have implemented MWTM User-Based Access, name of the user who last acknowledged the event. If no one has acknowledged the event, this field is blank.
Ack Time	Date and time the event was last acknowledged or unacknowledged.
Node	Name of the node associated with the event. If there is no node associated with the event, **None** is displayed.
Message	Message associated with the event. You can customize this field. See the "Changing the Way MWTM Processes Events" section on page 5-17 for more information.
Router Interface	Name of the router interface associated with the event. If there is no router interface associated with the event, **None** is displayed.

Viewing Events for a Specific Object

MWTM enables you to view events for only a selected object. To do so, right-click an object in a window, then select **View > Events** from the right-click menu. MWTM displays recent events for the selected object. For more information, see the following sections:

- Node Details: Recent Events, page 6-38
- View Details: Recent Events, page 4-19

Viewing Detailed Information for an Event

MWTM enables you to view detailed configuration information for the object associated with a specific event.

To display detailed information for an event, select **Events** in the left pane of the MWTM Main Window, right-click an event in a window, then select **View > Configuration Details** in the right-click menu. MWTM displays detailed information for the selected object. For more information, see the following sections:

- Viewing Detailed Information for a Node, page 6-10
- Viewing Detailed Information for a View, page 4-9

Setting an Event Filter

MWTM enables you to change the way it presents event information.

To change the way MWTM presents event information, select the **Set Filter** button at the top of the Event Window. MWTM displays the Event Filter dialog with the **Properties** tab selected.

The Event Filter dialog is composed of the following sections:

Related Topics:

Event Filter Buttons

The Event Filter dialog contains the following buttons:

Button	Description
OK	Applies any changes you made to the event filter and closes the Event Filter dialog.
Load	Opens the Load File Dialog: Load Filter, which enables you to load an already existing event filter file. If you are viewing events for a specific object in the left pane of the MWTM Main Window, this button is not available.
Save	Opens the Save File Dialog: Save Filter, which enables you to save the event filter file with a new name, or overwrite an existing event filter file. If you are viewing events for a specific object in the left pane of the MWTM Main Window, this button is not available.
Cancel	Closes the Event Filter dialog without applying any changes to the event filter.
Help	Displays online help for the current dialog.

Properties Settings

The Properties settings in the Event Filter dialog enable you to specify the types of event MWTM is to display in the Event Window, including the category and severity of event, whether the event is acknowledged, and other properties.

To display the Properties settings, select the **Properties** tab in the Event Filter dialog.

The Properties settings contain the following sections:

- Other, page 5-10

Categories

Use the Categories section of the Properties settings to specify which event categories you want to display in the Event Window.

The Categories section contains the following default fields and buttons.

> **Note** These are the default categories; there might be additional categories, as defined by the MWTM system administrator. For information about custom categories, see the "Changing Event Categories" section on page 5-23.

Field or Button	Description
Status	Checkbox used to indicate whether Status events are to be displayed in the Event Window. The default setting for this checkbox is selected.
Trap	Checkbox used to indicate whether Trap events are to be displayed in the Event Window. The default setting for this checkbox is selected.
Create	Checkbox used to indicate whether Create events are to be displayed in the Event Window. The default setting for this checkbox is selected.
Delete	Checkbox used to indicate whether Delete events are to be displayed in the Event Window. The default setting for this checkbox is selected.
Discover	Checkbox used to indicate whether Discover events are to be displayed in the Event Window. The default setting for this checkbox is selected.
Edit	Checkbox used to indicate whether Edit events are to be displayed in the Event Window. The default setting for this checkbox is selected.
Ignore	Checkbox used to indicate whether Ignore events are to be displayed in the Event Window. The default setting for this checkbox is selected.
Login	Checkbox used to indicate whether Login events are to be displayed in the Event Window. The default setting for this checkbox is selected.
LoginDisable	Checkbox used to indicate whether LoginDisable events are to be displayed in the Event Window. The default setting for this checkbox is selected.
LoginFail	Checkbox used to indicate whether LoginFail events are to be displayed in the Event Window. The default setting for this checkbox is selected.
Logout	Checkbox used to indicate whether Logout events are to be displayed in the Event Window. The default setting for this checkbox is selected.
OverWrite	Checkbox used to indicate whether OverWrite events are to be displayed in the Event Window. The default setting for this checkbox is selected.
Poll	Checkbox used to indicate whether Poll events are to be displayed in the Event Window. The default setting for this checkbox is selected.
Purge	Checkbox used to indicate whether Purge events are to be displayed in the Event Window. The default setting for this checkbox is selected.
Select All	Selects all event category checkboxes.
Deselect All	Clears all event category checkboxes.

Severities

Use the Severities section of the Properties settings to specify which event severities you want to display in the Event Window.

The Severities section contains the following default fields.

> **Note** These are the default severities; there might be additional severities, as defined by the MWTM system administrator. For information about custom severities, see the "Changing Event Severities and Colors" section on page 5-24.

Field	Description
Informational	Checkbox used to indicate whether events of severity Informational are to be displayed in the Event Window. The default setting for this checkbox is selected.
Normal	Checkbox used to indicate whether events of severity Normal are to be displayed in the Event Window. The default setting for this checkbox is selected.
Indeterminate	Checkbox used to indicate whether events of severity Indeterminate are to be displayed in the Event Window. The default setting for this checkbox is selected.
Warning	Checkbox used to indicate whether events of severity Warning are to be displayed in the Event Window. The default setting for this checkbox is selected.
Critical	Checkbox used to indicate whether events of severity Critical are to be displayed in the Event Window. The default setting for this checkbox is selected.
Minor	Checkbox used to indicate whether events of severity Minor are to be displayed in the Event Window. The default setting for this checkbox is selected.
Major	Checkbox used to indicate whether events of severity Major are to be displayed in the Event Window. The default setting for this checkbox is selected.

Other

Use the Other section of the Properties settings to further define the event filter for the Event Window. These settings are applied to all event displays in the current view.

The Other section contains the following fields:

Field	Description
Acknowledged	Checkbox used to indicate whether only acknowledged events are to be displayed in the Event Window. The default setting for this checkbox is cleared.
Unacknowledged	Checkbox used to indicate whether only unacknowledged events are to be displayed in the Event Window. The default setting for this checkbox is selected.
Time Before	Checkbox used to indicate whether only events logged by MWTM prior to a specified date and time are to be displayed in the Event Window. The default setting for this checkbox is cleared.

Field	Description
Time Before Field	Specifies the date and time prior to which events logged by MWTM are to be displayed in the Event Window. This field is grayed-out unless the **Time Before** checkbox is selected.
Time After	Checkbox used to indicate whether only events logged by MWTM after a specified date and time are to be displayed in the Event Window. The default setting for this checkbox is cleared.
Time After Field	Specifies the date and time after which events logged by MWTM are to be displayed in the Event Window. This field is grayed-out unless the **Time After** checkbox is selected.
Message Contains	Checkbox used to indicate whether only events that contain the specified message text are to be displayed in the Event Window. The default setting for this checkbox is cleared.
Match Case	Checkbox used to indicate whether only events that match the case of the text in the **Message Contains** field are to be displayed in the Event Window. This field is grayed-out unless the **Message Contains** checkbox is selected. If the **Message Contains** checkbox is selected, the default setting for this checkbox is cleared.

Selected Objects Settings

MWTM enables you to specify the object for which MWTM is to display events in the Event Window. To do so, select the **Selected Objects** tab in the Event Filter dialog. MWTM displays the Event Filter dialog with the **Selected Objects** tab highlighted.

The Selected Objects settings contains the following fields and buttons:

Field or Button	Description
Node	Drop-down list box of all nodes that have been discovered by MWTM: • If you want to filter events based on a node, select a node from the drop-down list box. The **Rtr Interface** drop-down list box appears. • If you do not want to filter events based on a node, select **None**. MWTM grays-out the other object fields. This is the default setting.
Rtr Interface	Drop-down list box of all interfaces associated with the selected router: • If you want to filter events based on a router interface, select an interface from the drop-down list box. • If you do not want to filter events based on a router interface, select **None**. This is the default setting.
Reset	Restores **Node** to **None**, grays-out other object fields.
Selected Objects: Object Type	Indicates the type of object, if any, upon which the event filter is based.
Selected Objects: Node	Indicates the node, if any, upon which the event filter is based.
Selected Objects: Rtr Interface	Indicates the router interface, if any, upon which the event filter is based.

Loading an Existing Event Filter

MWTM enables you to load a specific event filter file and change the list of event filter files.

To load an existing event filter, click **Load** in the Event Filter dialog. MWTM displays the Load File Dialog: Load Filter dialog.

The Load File Dialog: Load Filter contains the following fields and buttons:

Field or Button	Description
Type	Icon indicating whether the item in the table is a file or a folder.
Name	Name of the event filter file or folder.
Last Modified	Date and time the event filter file or folder was last modified.
Size (bytes)	Size of the event filter file or folder, in bytes.
Number of Files (displayed in bottom left corner)	Total number of event filter files and folders.
OK	Loads the selected event filter, saves any changes you made to the list of files, and closes the dialog. To load an event filter file, double-click it in the list, select it in the list and click **OK**, or enter the name of the file and click **OK**. MWTM loads the event filter file, saves any changes you made to the list of files, closes the Load File Dialog: Load Filter dialog, and returns to the Event Filter dialog.

Field or Button	Description
Delete	Deletes the selected file from the event filter file list. MWTM issues an informational message containing the name and location of the deleted file.
Cancel	Closes the dialog without loading an event filter file or saving any changes to the event filter file list.
Help	Displays online help for the dialog.

Saving an Event Filter File

MWTM enables you to save a specific event filter file and change the list of event filter files.

When you are satisfied with the filter settings, click **Save** in the Event Filter dialog. MWTM displays the Save File Dialog: Save Filter dialog.

The Save File Dialog: Save Filter contains the following fields and buttons:

Field or Button	Description
Type	Icon indicating whether the item in the table is a file or a folder.
Name	Name of the event filter file or folder.
Last Modified	Date and time the event filter file or folder was last modified.
Size (bytes)	Size of the event filter file or folder, in bytes.
Filename	Name by which you want to save the event filter file.
	If you create a new event filter file name, you can use any letters, numbers, or characters in the name that are allowed by your operating system. However, if you include any spaces in the new name, MWTM converts those spaces to dashes. For example, MWTM saves file "a b c" as "a-b-c".
Number of Files (displayed in bottom left corner)	Total number of event filter files and folders.
OK	Saves any changes you made to the current event filter file and closes the dialog.
	To save the event filter file with a new name, use one of the following procedures:
	• To save the file with a completely new name, enter the new name and click **OK**.
	• To save the file with an existing name, overwriting an old event filter file, select the name in the list and click **OK**.
	MWTM saves the event filter file with the new name, saves any changes you made to the list of files, closes the Save File Dialog: Save Filter dialog, and returns to the Event Filter dialog.
Delete	Deletes the selected file from the event filter file list. MWTM issues an informational message containing the name and location of the deleted file.

Field or Button	Description
Cancel	Closes the dialog without saving the event filter file or saving any changes to the event filter file list.
Help	Displays online help for the dialog.

Viewing Event Properties

MWTM enables you to view detailed information about a selected event, including its associated object, status, and other information.

To view detailed information about an event, right-click the event in a window, then select **Event Properties** in the right-click menu.

MWTM displays the Event Properties Dialog.

The Event Properties dialog contains the following tabs, fields, and button:

Tab, Field, or Button	Description
Properties Tab	Displays detailed information about the selected event.
Message	Message text for the event. You can customize this field. See the "Changing the Way MWTM Processes Events" section on page 5-17 for more information.
Category	Type of the event. Default values are: • **Create**—Creation event, such as the creation of a seed file. • **Delete**—Deletion event, such as the deletion of an object or file. • **Discover**—Discovery event, such as Discovery beginning. • **Edit**—Edit event. A user has edited an object. • **Ignore**—Ignore event. A user has **Ignored** a link or linkset. • **Login**—Login event. A user has logged in to MWTM. • **LoginDisable**—LoginDisable event. MWTM has disabled a user's User-Based Access authentication as a result of too many failed attempts to log in to MWTM. • **LoginFail**—LoginFail event. An attempt by a user to log in to MWTM has failed. • **Logout**—Logout event. A user has logged out of MWTM. • **OverWrite**—OverWrite event. An existing file, such as a seed file or route file, has been overwritten. • **Poll**—Poll event, such as an SNMP poll. • **Purge**—Purge event. A user has requested Discovery with **Delete Existing Data** selected, and MWTM has deleted the existing MWTM database. • **Status**—Status change message generated. • **Trap**—SNMP trap message generated. You can customize this field. See the "Changing Event Categories" section on page 5-23 for more information.

Tab, Field, or Button	Description
Severity	Severity of the event. Default values are: • **Critical**—The default color is red. • **Indeterminate**—The default color is aqua. • **Informational**—The default color is white. • **Major**—The default color is orange. • **Minor**—The default color is yellow. • **Normal**—The default color is green. • **Warning**—The default color is blue. You can customize this field. See the "Changing Event Severities and Colors" section on page 5-24 for more information.
Timestamp	Date and time the event was logged.
Message Name	User-specified message name for the event, used by MWTM for trap forwarding. The default message name is **MWTM**. For more information about user-specified message names and trap forwarding, see the "Forwarding Events as Traps to Other Hosts" section on page 5-35.
Acknowledged	Indicates whether the event has been acknowledged.
Acknowledged By	Name of the device that last acknowledged the event. If no one has acknowledged the event, this field is blank.
Ack Timestamp	Date and time the event was last acknowledged or unacknowledged.
Node	Name of the node associated with the event. If there is no node associated with the event, **None** is displayed.
Notes Tab	Displays notes associated with this event.
Last Update	Date and time the **Notes** field for this event was last updated. If there is no note currently associated with this event, this field displays the value **Not Set**.
Notes	Notes associated with this event. If there is no note currently associated with this event, this field displays the value **No Notes**.
Close	Closes the Event Properties dialog.

Related Topic:

• Viewing Basic Information for All Events, page 5-1

Attaching a Note to an Event

MWTM enables you to annotate an event, attaching a descriptive string to the event.

To annotate an event, right-click an event in the Event Window, then select **Edit Notes** in the right-click menu.

MWTM displays the Edit Event Dialog.

The Edit Event Dialog contains the following fields and buttons:

Field or Button	Description
Name	Message text of the event.
Last Update	Date and time the **Notes** field for this event was last updated. If there is no note currently associated with this event, this field displays the value **Not Set**. You cannot edit this field.
Notes	Notes to associate with this event. In this field, you can enter any important information about the event, such as its associated object, what triggered the event, how often it has occurred, and so on.
Save	Saves changes you have made to the event information and exits the Edit Event Dialog.
Cancel	Exits the Edit Event Dialog without saving any changes.
Help	Displays online help for the current window.

Related Topics:

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Viewing Notes for an Event

MWTM enables you to view the notes that have been associated with an event.

To view a note, right-click an event in a window, then select **View > Notes** in the right-click menu. (The **Notes** option is grayed-out if there is no note associated with the selected event.)

MWTM displays the Event Notes dialog.

The Event Notes dialog contains the following fields and button:

Field or Button	Description
Name	Message text of the event.
Last Updated	Date and time the **Notes** field for this event was last updated.
Notes	Notes associated with this event.
OK	Closes the Event Notes dialog.

Related Topics:

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Changing the Way MWTM Processes Events

There are three main types of events in MWTM:

- **Trap** events, which are incoming events that are not solicited by MWTM.

- **Status** events, which are status changes detected by MWTM.
- **User Action** events, which are events triggered by user actions.

Within those broad types, there are many subordinate types of events, each with a default category, severity, color, message text, and event help file. MWTM enables you to change the default characteristics of each type of event, tailoring them to meet your needs.

> **Note**   Changes you make to MWTM event processing can adversely affect your operating environment. In most environments, MWTM recommends that you use the default event processing settings without modification.

To change MWTM event processing, use one of the following procedures:

- Select **Tools > Event Configurator** from the MWTM Main Menu.
- Select **Start > Programs > Cisco MWTM Client > Launch MWTM Event Configurator** in Windows.
- Enter the **mwtm eventeditor** command. See the for more information.

MWTM launches the MWTM Event Configurator.

The Event Configurator enables you to customize the displayed category, severity, color, and message associated with events; and load, save, and deploy customized event configurations. You can also specify a list of SNMP server to which MWTM is to forward events in the form of traps.

The high-level MWTM event processing settings are displayed in the left pane of the MWTM Event Configurator window. The detailed settings for each high-level setting are displayed in the right pane.

The MWTM Event Configurator menu provides the following options:

Menu Command	Description
File > Load Draft	Loads the local copy of the event configuration that you saved.
File > Save Draft (Ctrl-S)	Saves a local copy of the event configuration, including any changes you made using the Event Configurator. You can save only one local copy of the event configuration. You cannot specify a file name for the local copy.
File > Load Default	Loads the default event configuration on this MWTM client.
	The default event configuration is the standard event configuration used by MWTM when it is first installed. The default event configuration stored on the MWTM server and shared by all MWTM clients, but it cannot be modified by the clients.
File > Load Running	Loads the event configuration that is currently running on the MWTM server.
File > Load Backup	Loads the backup event configuration from the MWTM server.
	MWTM creates a backup event configuration every time the event configuration on the MWTM server is overwritten.
File > Revert	Reverts to the last event configuration that was loaded on the MWTM client. This could be the draft, default, running, or backup event configuration.

Menu Command	Description
File > Deploy	Deploys the event configuration that is currently being edited on this MWTM client to the MWTM server.
	The deployed event configuration does not take effect until you restart the MWTM server. When you restart the MWTM server, MWTM automatically reflects your changes to the event configuration on the MWTM server and on all MWTM clients that connect to that server, and reflects any new or changed categories, severities, and other event characteristics in its Web display navigation bars.
File > Exit	Closes the Event Configurator window. If you have made any changes to the event configuration, MWTM asks if you want to save the changes before leaving the window:
	• Click **Save Draft** to save the changes in a local copy of the event configuration. You can save only one local copy of the event configuration. You cannot specify a file name for the local copy.
	• Click **Deploy** to deploy the event configuration, including any changes you made, to the MWTM server.
	The deployed event configuration does not take effect until you restart the MWTM server. When you restart the MWTM server, MWTM automatically reflects your changes to the event configuration on the MWTM server and on all MWTM clients that connect to that server, and reflects any new or changed categories, severities, and other event characteristics in its Web display navigation bars.
	• Click **No** or **Cancel** to close the prompt window and return to the Event Configurator window.
Help > Topics (F1)	Displays the table of contents for the MWTM online help.
Help > Window (Shift-F1)	Displays online help for the current window.
Help > About (F3)	Displays build date, version, SSL support, and copyright information about the MWTM application.

This section provides the following information:

Changing Event Limits

To change limits for the MWTM event database, select the turner beside **Event Configuration**, then click **Limits** in the left pane. MWTM displays the Limits Configuration window in the right pane, which contains the following fields:

Field	Description
MaxEventDbRecords	Sets the maximum number of events the MWTM event database can hold.
	By default, the MWTM event database can hold a maximum of 5000 events. If the database exceeds 5000 events, MWTM deletes the oldest events until the database is reduced to 5000 events.
	To change the size of the MWTM event database, enter the new size, in number of events, in this field. The valid range is 0 events (that is, no limit) to an unlimited number of events. The default setting is 5000 events.
	Note As you increase the size of the event database, the performance of the MWTM server and clients is impacted.
MaxEventTimeToLive	Sets the maximum length of time, in days, MWTM is to retain an event in the database.
	By default, the MWTM event database retains events a maximum of 7 days. MWTM deletes events that are older than 7 days.
	To change the maximum age for events, enter the new age, in days, in this field. The valid range is 0 days (events are purged at each maintenance interval) to an unlimited number of days. The default setting is 7 days.
CompressEventDbInterval	Sets the length of time, in minutes, between maintenance checks of the database.
	By default, MWTM performs maintenance on the event database every 60 minutes, deleting all events in excess of 5000 and all events older than 7 days.
	To change the maintenance interval, enter the new interval, in minutes, in this field. The valid range is 0 minutes (perform continual maintenance; not advised) to an unlimited number of minutes. The default setting is 60 minutes.
	Note The shorter the maintenance interval, the greater the impact on the performance of the MWTM server and clients.

Field	Description
AutomationTimeout	Sets the maximum length of time, in seconds, MWTM is to allow an event automation script to run.
	By default, the MWTM event database allows an event automation script to run for 300 seconds (5 minutes) before canceling the script and moving on.
	To change the event automation timeout interval, enter the new interval, in seconds, in this field. The valid range is 0 seconds (no automation) to an unlimited number of seconds. The default setting is 300 seconds.
	Note MWTM runs each automation script sequentially, not in parallel. Therefore, the longer the automation timeout interval, the greater the chance that a failed script can delay follow-on scripts.
ProcessUndiscovered	Determines whether MWTM is to process events from undiscovered nodes:
	• **False**—Do not process events from undiscovered nodes. This is the default setting.
	• **True**—Begin processing events from undiscovered nodes.

Specifying a List of SNMP Servers for Trap Forwarding

MWTM enables you to specify a list of SNMP server, or hosts, to which MWTM is to forward events in the form of traps.

For more information about enabling MWTM trap forwarding, see the "Forwarding Events as Traps to Other Hosts" section on page 5-35.

To specify the list of hosts, select the turner beside **Event Configuration**, then click **SNMP Servers** in the left pane. MWTM displays the SNMP Servers Configuration window in the right pane, which contains the following fields and buttons:

Field or Button	Description
Host	Name of the host NMS device that is to receive traps from MWTM. The host must be IP-routable, and the name must be a valid IP address or DNS name.
Port	Host port number to which MWTM is to forward traps.
Community	SNMP community string that MWTM is to include in forwarded traps.
Version	Trap version to forward. Valid values are **1** and **2c**.
Trap Type	Type of trap MWTM is to forward to this host. Valid trap types are: • **CISCO-SYSLOG**: The CISCO-SYSLOG-MIB clogMessageGenerated trap. • **CISCO-EPM-NOTIFICATION**: CISCO-EPM-NOTIFICATION-MIB ciscoEpmNotificationAlarm trap.
Add	Adds a new host name to the bottom of the list. Type over the default values with the new values.
Delete	Deletes the selected host name from the list.
Send a trap for all events	Selects the **Send Traps** checkbox for all MWTM events. Select this button if you want MWTM to forward all events to the list of hosts. If you select this button, and then you clear even a single **Send Traps** checkbox for any event, MWTM clears this button. This radio button is mutually exclusive with the **Send a trap for no events** button.
Send a trap for no events	Clears the **Send Traps** checkbox for all MWTM events. Select this button if you do not want MWTM to forward any events to the list of hosts. This is the default setting. If you select this button, and then you select even a single **Send Traps** checkbox for any event, MWTM clears this button. This radio button is mutually exclusive with the **Send a trap for all events** button.

Changing Event Categories

To change categories for the MWTM event database, select the turner beside **Event Configuration**, then click **Categories** in the left pane. MWTM displays the Categories Configuration window in the right pane, which contains the following field and buttons:

Field or Button	Description
Category Name	Lists the names of the currently defined MWTM event categories.
	By default, MWTM provides the following event categories:
	• **Status**—Status change message generated.
	• **Trap**—SNMP trap message generated.
	• **Create**—Creation event, such as the creation of a seed file.
	• **Delete**—Deletion event, such as the deletion of an object or file.
	• **Discover**—Discovery event, such as Discovery beginning.
	• **Edit**—Edit event. A user has edited an event, linkset, or node.
	• **Ignore**—Ignore event. A user has **Ignored** a link or linkset.
	• **Login**—Login event. A user has logged in to MWTM.
	• **LoginDisable**—LoginDisable event. MWTM has disabled a user's User-Based Access authentication as a result of too many failed attempts to log in to MWTM.
	• **LoginFail**—LoginFail event. An attempt by a user to log in to MWTM has failed.
	• **Logout**—Logout event. A user has logged out of MWTM.
	• **OverWrite**—OverWrite event. An existing file, such as a seed file or route file, has been overwritten.
Category Name (continued)	• **Poll**—Poll event, such as an SNMP poll.
	• **Purge**—Purge event. A user has requested Discovery with **Delete Existing Data** selected, and MWTM has deleted the existing MWTM database.
	To change the name of an existing event category, highlight the category name and type over it with the new name. For example, you could replace every occurrence of **LoginFail** with **BadLogin**.
Add	Adds a new category name to the bottom of the list. Type over the default category name with the new name.
Delete	Deletes the selected category name from the list.
	If there are events in the MWTM database that use the deleted category name, MWTM displays the Entry Substitution Dialog, which enables you to select a new category name to use in place of the deleted category name. Either select an existing category name from the drop-down list box, or enter a new category name. If you enter a new category name, it is added to the **Category Name** field.

Changing Event Severities and Colors

To change severities or colors for the MWTM event database, select the turner beside **Event Configuration**, then click **Severities** in the left pane. MWTM displays the Severities Configuration window in the right pane, which contains the following fields and buttons:

Field or Button	Description
Severity Name	Lists the names of the currently defined MWTM event severities. By default, MWTM provides the following event severities: • **Informational** • **Normal** • **Indeterminate** • **Warning** • **Critical** • **Minor** • **Major** To change the name of an existing event severity, highlight the severity name and type over it with the new name. For example, you could replace every occurrence of **Error** with **Problem**.
Severity Color	Lists the colors of the currently defined MWTM event severities. By default, MWTM provides the following event colors: • **Informational**—The default color is white. • **Normal**—The default color is green. • **Indeterminate**—The default color is aqua. • **Warning**—The default color is blue. • **Critical**—The default color is red. • **Minor**—The default color is yellow. • **Major**—The default color is orange. To change the color associated with an existing severity, select the current color, then select a new color from the drop-down list box. For example, you can display **Warning** events in maroon instead of yellow.
Add	Adds a new severity name to the bottom of the list. Type over the default severity name with the new name, then select a color from the drop-down list box. The default color is **white**.
Delete	Deletes the selected severity name from the list. If there are events in the MWTM database that use the deleted severity name, MWTM displays the Entry Substitution Dialog, which enables you to select a new severity name to use in place of the deleted severity name. Either select an existing severity name from the drop-down list box, or enter a new severity name. If you enter a new severity name, it is added to the **Severity Name** field.

Field or Button	Description
Move Up	Moves the selected severity up in the list.
Move Down	Moves the selected severity down in the list.

Changing Trap Events

Trap events are incoming events that are not solicited by MWTM.

To change traps for the MWTM event database, select the turner beside **Event Configuration**, then select the turner beside **Traps**. MWTM lists the currently defined traps in the left pane.

To add a trap, right-click **Traps** and select **Add** from the right-click menu. MWTM opens the Add Entry Dialog, which lists the traps that are supported by MWTM but not yet configured. If all traps are configured, the **Add** and **Delete** options in the right-click menu are grayed out. Select a trap and click **Add**. MWTM adds the selected trap to the list of configured traps in the left pane.

To list all events associated with a trap, select the turner beside the trap. MWTM lists the currently defined events for that trap in the left pane.

- To add an event to a trap, right-click the trap (or one of its existing events) and select **Add** from the right-click menu. MWTM adds a new event to the list of events for that trap and opens the Trap Event Configuration panel for the new event, which enables you to change all aspects of that event.

- To delete a trap from the list of configured traps, right-click the trap and select **Delete** from the right-click menu. MWTM deletes the selected trap from the list of configured traps in the left pane.

- To delete an event from a trap, right-click the event and select **Delete** from the right-click menu. MWTM deletes the selected event from the list of events associated with the trap in the left pane.

- To change an event, select the event in the left pane. MWTM displays the Trap Event Configuration panel in the right pane, which enables you to change all aspects of that event.

The Trap Event Configuration panel contains the following fields and buttons:

Field or Button	Description
Name	Name of the trap. You cannot change this field.
Event Keys and Setting	Names of the event keys, such as **RouteDestinationState**, and their settings, such as **False**.
	You cannot change the names of the event keys, but you can change their settings. To change an event key setting, select a new setting from the drop-down list box. For example, you can change the setting for **RouteDestinationState** from **Accessible** to **Unknown**.
Category	Category of the trap event, such as **Trap**.
	To change the category, select a new category from the drop-down list box. The default category for traps is **Trap**.
Severity	Severity of the trap event, such as **Normal**.
	To change the severity, select a new severity from the drop-down list box.
	Note The order of the severities affects the sort order of the severities in MWTM client tables.
Message Name	User-specified message name for the event, used by MWTM for trap forwarding.
	If you want MWTM to forward this event in the form of a trap to another host, you can specify a new, more meaningful message name for the event. The new message name can be from 1 to 30 characters, and can contain any letters (upper- or lowercase), any numbers, and any special characters. If you do not specify a new message name, MWTM uses the default message name, **MWTM**.
	For more information about trap forwarding, see the "Forwarding Events as Traps to Other Hosts" section on page 5-35.
Message	Message text associated with the trap event.
	To change the message text, type over the message text.
	You can also insert variable text in the message. To do so, right-click in the message text area. MWTM displays a popup menu of the valid substitution variables for this event. To insert a variable in the text area, select it in the popup menu.

Field or Button	Description
Help File	Help file associated with the trap.
	By default, MWTM provides extensive type-specific help for traps. However, if you prefer to provide your own enterprise-specific instructions to operators in the help file, MWTM enables you to do so.
	To change the help file, create a new HTML help file or change the default MWTM help file:
	• If you installed MWTM in the default directory, */opt*, then the default help files are in the */opt/CSCOsgm/apache/share/htdocs/eventHelp* directory.
	• If you installed MWTM in a different directory, then the default help directory and files are located in that directory.
	If you use an MWTM help file as a basis for your help file, rename it when you save it; do not use the existing MWTM name. If you do so, then the next time you install MWTM, MWTM overwrites the file and you lose your changes.
	When you have created your new help files, store them in the */opt/CSCOsgm/apache/share/htdocs/customHelp* directory. This directory and its contents are preserved when you upgrade to a new MWTM release. If you do not store your new help files in the *customHelp* directory, the files are lost the next time you upgrade to a new MWTM release.
	When you have created your new help files and stored them in the *customHelp* directory, enter the new help file path and file name in the **Help File** field.
	After you deploy the new event settings and restart the MWTM server, whenever you display help for the trap, MWTM displays your new, custom help file.
Open	Opens the help file associated with the trap.
	To see the help file, click **Open**. MWTM displays context-sensitive help for the selected trap in a separate Web browser.
Action: Run	Automation command or script for the trap event, to be executed by a UNIX process.
	MWTM enables you to automate events. That is, you can configure MWTM to call a UNIX script to drive automatic paging or e-mail, for example, whenever MWTM logs an event for which you have defined an automation script.
	To configure automation for an event, enter a **Run** line with the following format:
	UNIXCommand EventParameters
	where:
	• *UnixCommand* specifies either a binary command name or a shell script.
	• *EventParameters* are information from the event that MWTM sends to *UnixCommand* as parameters. The set of *EventParameters* is the same as the set of Message element parameters, and they are specified the same way.
	After you deploy the new event settings and restart the MWTM server, the specified event causes the automation script to run.

Field or Button	Description
Action: Run (continued)	When configuring automation for events, keep in mind the following considerations: • Detailed information about event automation scripts, including the times they start and stop and any output produced by the scripts, is recorded in the MWTM system event automation log file. For more information, see the "Viewing the MWTM System Event Automation Log" section on page 13-40. • MWTM event automation scripts run separately from all other MWTM processing. • If MWTM logs more than one automated event in rapid succession, MWTM runs each automation script sequentially, not in parallel. MWTM spawns a new UNIX process for each script, and waits for it to complete before running the next script. • By default, MWTM allows an event automation script to run for 300 seconds (5 minutes) before canceling the script and moving on to the next script. To change the maximum run-time for event automation scripts, see the "Changing Event Limits" section on page 5-20.
Action: Poll	Checkbox indicating whether MWTM is to poll the associated nodes: • If you want MWTM to poll the nodes, select the checkbox. • If you do not want MWTM to poll the nodes, clear the checkbox.
Action: Send Trap	Checkbox indicating whether MWTM is to forward the event as a trap to other systems: • If you want MWTM to forward the event, select the checkbox. • If you do not want MWTM to forward the event, clear the checkbox. This is the default setting.
Errors	Error messages associated with the trap. Correct all errors before deploying the new event configuration.

Changing Status Alarm Events

Status alarm events are status changes detected by MWTM.

To change status alarms for the MWTM event database, select the turner beside **Event Configuration**, then select the turner beside **Status Alarms**. MWTM lists the currently defined status alarms in the left pane.

To add a status alarm, right-click **Status Alarms** and select **Add** from the right-click menu. MWTM opens the Add Entry Dialog, which lists the status alarms that are supported by MWTM but not yet configured. Select a status alarm and click **Add**. MWTM adds the selected status alarm to the list of configured status alarms in the left pane.To list all status settings associated with a status alarm, select the turner beside the status alarm. MWTM lists the currently defined status settings for that status alarm in the left pane.

- To add a status setting to a status alarm, right-click the status alarm (or one of its existing status settings) and select **Add** from the right-click menu. MWTM adds a new status setting to the list of status settings for that status alarm and opens the Status Event Configuration panel for the new status setting, which enables you to change all aspects of that status setting.

- To delete a status alarm from the list of configured status alarms, right-click the status alarm and select **Delete** from the right-click menu. MWTM deletes the selected status alarm from the list of configured status alarms in the left pane.

- To delete a status setting from a status alarm, right-click the status setting and select **Delete** from the right-click menu. MWTM deletes the selected status setting from the list of status settings associated with the status alarm in the left pane.

- To change a status setting, select the status setting in the left pane. MWTM displays the Status Event Configuration panel in the right pane, which enables you to change all aspects of that status setting.

The Status Event Configuration panel contains the following fields and buttons:

Field or Button	Description
Name	Name of the status alarm, such as **RtrInterfaceStateChanged**. You cannot change this field.
Status Key and Setting	Name of the status key, such as **RtrInterfaceState**, and its setting, such as **Active**. You cannot change the name of the status key, but you can change its setting. To change a status key, select a new key from the drop-down list box. For example, you can change the setting for **RtrInterfaceState** from **Active** to **Down**.
Category	Category of the status alarm, such as **Status**. To change the category, select a new category from the drop-down list box. The default category for status settings is **Status**.
Severity	Severity of the status alarm, such as **Normal**. To change the severity, select a new severity from the drop-down list box.
Message Name	User-specified message name for the event, used by MWTM for trap forwarding. If you want MWTM to forward this event in the form of a trap to another host, you can specify a new, more meaningful message name for the event. The new message name can be from 1 to 30 characters, and can contain any letters (upper- or lowercase), any numbers, and any special characters. If you do not specify a new message name, MWTM uses the default message name, **MWTM**. For more information about trap forwarding, see the "Forwarding Events as Traps to Other Hosts" section on page 5-35.
Message	Message text associated with the status alarm. To change the message text, type over the message text. You can also insert variable text in the message. To do so, right-click in the message text area. MWTM displays a popup menu of the valid substitution variables for this event. To insert a variable in the text area, select it in the popup menu.

Field or Button	Description
Help File	Help file associated with the status alarm.
	By default, MWTM provides extensive type-specific help for status alarms. However, if you prefer to provide your own enterprise-specific instructions to operators in the help file, MWTM enables you to do so.
	To change the help file, create a new HTML help file or change the default MWTM help file:
	• If you installed MWTM in the default directory, */opt*, then the default help files are in the */opt/CSCOsgm/apache/share/htdocs/eventHelp* directory.
	• If you installed MWTM in a different directory, then the default help directory and files are located in that directory.
	If you use an MWTM help file as a basis for your help file, rename it when you save it; do not use the existing MWTM name. If you do so, then the next time you install MWTM, MWTM overwrites the file and you lose your changes.
	When you have created your new help files, store them in the */opt/CSCOsgm/apache/share/htdocs/customHelp* directory. This directory and its contents are preserved when you upgrade to a new MWTM release. If you do not store your new help files in the *customHelp* directory, the files are lost the next time you upgrade to a new MWTM release.
	When you have created your new help files and stored them in the *customHelp* directory, enter the new help file path and file name in the **Help File** field.
	After you deploy the new event settings and restart the MWTM server, whenever you display help for the status alarm, MWTM displays your new, custom help file.
Open	Opens the help file associated with the status alarm.
	To see the help file, click **Open**. MWTM displays context-sensitive help for the selected status alarm in a separate Web browser.
Action: Run	Automation command or script for the status setting, to be executed by a UNIX process.
	MWTM enables you to automate events. That is, you can configure MWTM to call a UNIX script to drive automatic paging or e-mail, for example, whenever MWTM logs an event for which you have defined an automation script.
	To configure automation for an event, enter a **Run** line with the following format:
	UNIXCommand EventParameters
	where:
	• *UnixCommand* specifies either a binary command name or a shell script.
	• *EventParameters* are information from the event that MWTM sends to *UnixCommand* as parameters. The set of *EventParameters* is the same as the set of Message element parameters, and they are specified the same way.
	After you deploy the new event settings and restart the MWTM server, the specified event causes the automation script to run.

Field or Button	Description
Action: Run (continued)	When configuring automation for events, keep in mind the following considerations: • Detailed information about event automation scripts, including the times they start and stop and any output produced by the scripts, is recorded in the MWTM system event automation log file. For more information, see the "Viewing the MWTM System Event Automation Log" section on page 13-40. • MWTM event automation scripts run separately from all other MWTM processing. • If MWTM logs more than one automated event in rapid succession, MWTM runs each automation script sequentially, not in parallel. MWTM spawns a new UNIX process for each script, and waits for it to complete before running the next script. • By default, MWTM allows an event automation script to run for 300 seconds (5 minutes) before canceling the script and moving on to the next script. To change the maximum run-time for event automation scripts, see the "Changing Event Limits" section on page 5-20.
Action: Send Trap	Checkbox indicating whether MWTM is to forward the event as a trap to other systems: • If you want MWTM to forward the event, select the checkbox. • If you do not want MWTM to forward the event, clear the checkbox. This is the default setting.
Errors	Error messages associated with the status alarm.

Changing User Action Events

User action events are events triggered by user actions.

To change user actions for the MWTM event database, select the turner beside **Event Configuration**, then select the turner beside **User Actions** in the left pane. MWTM lists the currently defined user actions in the left pane.

To add a user action, right-click **User Actions** and select **Add** from the right-click menu. MWTM opens the Add Entry Dialog, which lists the user actions that are supported by MWTM but not yet configured. Select a user action and click **Add**. MWTM adds the selected user action to the list of configured user actions in the left pane.

To list all settings associated with a user action, select the turner beside the user action. MWTM lists the currently defined settings for that user action in the left pane.

- To add a setting to a user action, right-click the user action (or one of its existing settings) and select **Add** from the right-click menu. MWTM adds a new setting to the list of settings for that user action and opens the Status Event Configuration panel for the new setting, which enables you to change all aspects of that setting.

- To delete a user action from the list of configured user actions, right-click the user action and select **Delete** from the right-click menu. MWTM deletes the selected user action from the list of configured user actions in the left pane.

- To delete a setting from a user action, right-click the setting and select **Delete** from the right-click menu. MWTM deletes the selected setting from the list of settings associated with the user action in the left pane.

- To change a setting, select the setting in the left pane. MWTM displays the Status Event Configuration panel in the right pane, which enables you to change all aspects of that setting.

The User Action Event Configuration panel contains the following fields and buttons:

Field or Button	Description
Name	Name of the user action, such as **FileModification**. You cannot change this field.
User Action Key and Setting	Name of the user action key, such as **ModificationType**, and its setting, such as **Create**. You cannot change the name of the user action key, but you can change its setting. To change a user action key, select a new key from the drop-down list box. For example, you can change the setting for **ModificationType** from **Create** to **OverWrite**.
Category	Category of the user action, such as **Delete**. To change the category, select a new category from the drop-down list box.
Severity	Severity of the user action, such as **Normal**. To change the severity, select a new severity from the drop-down list box. The default severity for user actions is **Normal**.
Message Name	User-specified message name for the event, used by MWTM for trap forwarding. If you want MWTM to forward this event in the form of a trap to another host, you can specify a new, more meaningful message name for the event. The new message name can be from 1 to 30 characters, and can contain any letters (upper- or lowercase), any numbers, and any special characters. If you do not specify a new message name, MWTM uses the default message name, **MWTM**. For more information about trap forwarding, see the "Forwarding Events as Traps to Other Hosts" section on page 5-35.
Message	Message text associated with the user action. To change the message text, type over the message text. You can also insert variable text in the message. To do so, right-click in the message text area. MWTM displays a popup menu of the valid substitution variables for this event. To insert a variable in the text area, select it in the popup menu.

Field or Button	Description
Help File	Help file associated with the user action.
	By default, MWTM provides extensive type-specific help for user actions. However, if you prefer to provide your own enterprise-specific instructions to operators in the help file, MWTM enables you to do so.
	To change the help file, create a new HTML help file or change the default MWTM help file:
	• If you installed MWTM in the default directory, */opt*, then the default help files are in the */opt/CSCOsgm/apache/share/htdocs/eventHelp* directory.
	• If you installed MWTM in a different directory, then the default help directory and files are located in that directory.
	If you use an MWTM help file as a basis for your help file, rename it when you save it; do not use the existing MWTM name. If you do so, then the next time you install MWTM, MWTM overwrites the file and you lose your changes.
	When you have created your new help files, store them in the */opt/CSCOsgm/apache/share/htdocs/customHelp* directory. This directory and its contents are preserved when you upgrade to a new MWTM release. If you do not store your new help files in the *customHelp* directory, the files are lost the next time you upgrade to a new MWTM release.
	When you have created your new help files and stored them in the *customHelp* directory, enter the new help file path and file name in the **Help File** field.
	After you deploy the new event settings and restart the MWTM server, whenever you display help for the user action, MWTM displays your new, custom help file.
Open	Opens the help file associated with the user action.
	To see the help file, click **Open**. MWTM displays context-sensitive help for the selected user action in a separate Web browser.
Action: Run	Automation command or script for the user action, to be executed by a UNIX process.
	MWTM enables you to automate events. That is, you can configure MWTM to call a UNIX script to drive automatic paging or e-mail, for example, whenever MWTM logs an event for which you have defined an automation script.
	To configure automation for an event, enter a **Run** line with the following format:
	UNIXCommand EventParameters
	where:
	• *UnixCommand* specifies either a binary command name or a shell script.
	• *EventParameters* are information from the event that MWTM sends to *UnixCommand* as parameters. The set of *EventParameters* is the same as the set of Message element parameters, and they are specified the same way.
	After you deploy the new event settings and restart the MWTM server, the specified event causes the automation script to run.

Field or Button	Description
Action: Run (continued)	When configuring automation for events, keep in mind the following considerations: • Detailed information about event automation scripts, including the times they start and stop and any output produced by the scripts, is recorded in the MWTM system event automation log file. For more information, see the "Viewing the MWTM System Event Automation Log" section on page 13-40. • MWTM event automation scripts run separately from all other MWTM processing. • If MWTM logs more than one automated event in rapid succession, MWTM runs each automation script sequentially, not in parallel. MWTM spawns a new UNIX process for each script, and waits for it to complete before running the next script. • By default, MWTM allows an event automation script to run for 300 seconds (5 minutes) before canceling the script and moving on to the next script. To change the maximum run-time for event automation scripts, see the "Changing Event Categories" section on page 5-23.
Action: Send Trap	Checkbox indicating whether MWTM is to forward the event as a trap to other systems: • If you want MWTM to forward the event, select the checkbox. • If you do not want MWTM to forward the event, clear the checkbox. This is the default setting.
Errors	Error messages associated with the user action.

Forwarding Events as Traps to Other Hosts

MWTM enables you to forward MWTM events to other hosts, in the form of SNMP traps. This enables MWTM to integrate with high-level event- and alarm-monitoring systems such as the Cisco Info Center (CIC), HP OpenView, and Micromuse's Netcool suite of products. These systems can provide a single high-level view of all alarm monitoring in your network, making it easier to detect and resolve problems.

To forward MWTM events to other hosts, follow these steps:

Step 1   Specify the list of SNMP servers, or hosts, to which you want MWTM to forward traps. See the "Specifying a List of SNMP Servers for Trap Forwarding" section on page 5-22 for more information.

Step 2   Specify the events you want to forward, using one of the following procedures:

    a.   To forward all MWTM events, select the **Send a trap for all events** radio button in the SNMP Servers Configuration window of the MWTM Event Configurator. See the "Specifying a List of SNMP Servers for Trap Forwarding" section on page 5-22 for more information.

    b.   To forward only selected events, edit the events in the MWTM Event Configurator and select the **Send Trap** checkbox. For more information, see the description of the **Send Trap** field in one of the following sections:

       – Changing Trap Events, page 5-25

       – Changing Status Alarm Events, page 5-29

Step 3 (Optional) Specify new, more meaningful names for the events you want to forward. If you do not specify a new message name for an event, MWTM uses the default message name, **MWTM**. For more information, see the description of the **Message Name** field in one of the following sections:

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Step 4 Save your new event settings, deploy them to the MWTM server, and restart the MWTM server.

Setting Sounds for Events at an MWTM Client

MWTM enables you to create and change event sound filters for the MWTM client. Event sound filters determine the sounds that the MWTM client plays when specific events are logged. The MWTM client plays the sounds even if the Event Window is not currently displayed.

On Solaris/Linux, the root user can access the sound feature from a local or remote device. However, users other than the root user must use a local device, and must use a local client, not a remote Solaris/Linux MWTM client accessed using the **xhost +** UNIX command.

This section provides the following information:

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Listing Event Sound Filters

MWTM enables you to change the list of event sound filters that the MWTM client applies to events, or prevent the MWTM client from playing sounds for events.

To work with the list of event sound filters, select **Tools > Event Sounds** from the MWTM Main Menu. MWTM displays the Event Sound Filters List dialog.

The Event Sound Filters List dialog lists all event sound filters that have been defined, and contains the following fields and buttons:

Field or Button	Description
Sound filters applied in order:	Indicates the order in which sound filters are to be applied, from top to bottom. That is, if an event matches two or more filters in the list, the top-most filter determines the sound that the MWTM client plays. This field is blank until you have created at least one new sound filter for events.
Move Up	Moves the selected event sound filter up in the **Sound filters applied in order:** list.

Field or Button	Description
Move Down	Moves the selected event sound filter down in the **Sound filters applied in order:** list.
New	Opens the Event Sound Filters dialog, which enables you to create a new event sound filter.
Edit	Opens the Event Sound Filters dialog, which enables you to change an existing event sound filter in the **Sound filters applied in order:** list.
Delete	Deletes the selected event sound filter from the **Sound filters applied in order:** list.
Mute Sounds	Checkbox indicating whether the MWTM client is to play event sounds: • To play event sounds, clear this checkbox. This is the default setting. • To not play event sounds, select this checkbox.
OK	Applies any changes you made to the event sound filters list and closes the Event Sound Filters List dialog. When you are satisfied with the changes you have made to the event sound filters list, click **OK**.
Apply	Applies any changes you made to the event sound filters list without closing the Event Sound Filters List dialog.
Cancel	Closes the Event Sound Filters List dialog without applying any changes to the event sound filters list.
Help	Displays online help for the current window.

Related Topics:

- Setting Sounds for Events at an MWTM Client, page 5-36
- Working with Events, page 5-1

Creating a New Event Sound Filter

MWTM enables you to create a new event sound filter. To do so, open the Event Sound Filters List dialog, as described in "Listing Event Sound Filters" section on page 5-36, then click **New**. MWTM displays the Event Sound Filters dialog.

The Event Sound Filters dialog contains the following fields and buttons:

Button	Description
Filter Name	Name of the event sound filter file.
	Enter a name for the filter, then specify filter criteria for this event sound filter in the **Event Sound Filter Criteria** field.
Event Sound Filter Criteria	Table listing the filter criteria for this event sound filter. To add a criteria, select options from the drop-down list boxes:
	• To filter based on message text:
	a. Select **Message Text** from the first drop-down list box.
	b. Select **Contains**, **Equals**, **Does Not Contain**, or **Does Not Equal** from the second drop-down list box.
	c. Enter the message text in the character string field.
	• To filter based on event severity:
	a. Select **Severity** from the first drop-down list box.
	b. Select **Equals** or **Does Not Equal** from the second drop-down list box.
	c. Select a severity, such as **Normal** or **Error**, from the third drop-down list box.the message text.
Event Sound Filter Criteria (continued)	• To filter based on event category:
	a. Select **Category** from the first drop-down list box.
	b. Select **Equals** or **Does Not Equal** from the second drop-down list box.
	c. Select a category, such as **Status** or **Purge**, from the third drop-down list box.the message text.
	• To filter based on the name of the node associated with the event:
	a. Select **Node** from the first drop-down list box.
	b. Select **Equals** or **Does Not Equal** from the second drop-down list box.
	c. Select a node from the third drop-down list box. MWTM lists all nodes that have been discovered in the drop-down list box.
More	Adds one or more additional filter criteria to the event sound filter.
	To add a filter criteria to the event sound filter, click **More**. MWTM adds a new criteria to the bottom of the list.
Fewer	Removes one or more filter criteria from the event sound filter.
	To remove a filter criteria from the event sound filter, click **Fewer**. MWTM deletes the last criteria in the list.

Button	Description
Play this sound:	Drop-down list box indicating the sound to be played if an event matches this event sound filter. MWTM client sound files are stored in the MWTM client's *sounds* directory: • If you installed the MWTM client for Solaris/Linux in the default directory, */opt*, then the sound file directory is */opt/CSCOsgmClient/sounds*. • If you installed the MWTM client for Windows in the default directory, */Program Files*, then the sound file directory is *C:\Program Files\SGMClient\sounds*. • If you installed MWTM in a different directory, then the sound file directory is located in that directory. To add a sound file to MWTM, add it to the *sounds* directory. See the "Adding a Sound File to MWTM" section on page 5-40 for more information.
Play	Plays a sample of the sound selected in the **Play this sound:** drop-down list box.
OK	Applies any changes you made to the event sound filter criteria and closes the Event Sound Filters dialog. When you are satisfied with the changes you have made to the event sound filters, click **OK**.
Cancel	Closes the Event Sound Filters dialog without applying any changes to the event sound filter criteria.
Help	Displays online help for the current window.

Related Topics:

- Listing Event Sound Filters, page 5-36
- Working with Events, page 5-1

Adding a Sound File to MWTM

You can add sound files to an MWTM client. MWTM clients can play the following sound file formats: AIFC, AIFF, AU, SND, and WAV.

MWTM client sound files are stored in the MWTM client's *sounds* directory:

- If you installed the MWTM client for Solaris/Linux in the default directory, */opt*, then the sound file directory is */opt/CSCOsgmClient/sounds*.
- If you installed the MWTM client for Windows in the default directory, */Program Files*, then the sound file directory is *C:\Program Files\SGMClient\sounds*.
- If you installed MWTM in a different directory, then the sound file directory is located in that directory.

If for some reason MWTM cannot play a specified sound file, MWTM plays a default beep. For example, MWTM cannot play a sound file if one of the following conditions exists:

- The file has been moved or deleted from the *sounds* directory
- The *sounds* directory has been deleted or cannot be found
- Some other application is using all of the sound resources
- There is no sound card present

Related Topics:

- Creating a New Event Sound Filter, page 5-37
- Working with Events, page 5-1

Changing an Existing Event Sound Filter

MWTM enables you to change an existing event sound filter. To do so, open the Event Sound Filters List dialog, as described in "Listing Event Sound Filters" section on page 5-36, select the filter in the **Sound filters applied in order:** list, then click **Edit**. MWTM displays the Event Sound Filters dialog , populated with the selected filter's settings.

Change the settings as desired, then click **OK**. MWTM applies your changes and closes the Event Sound Filters dialog.

Deleting an Event Sound Filter

MWTM enables you to delete an existing event sound filter. To do so, open the Event Sound Filters List dialog, as described in "Listing Event Sound Filters" section on page 5-36, select the filter in the **Sound filters applied in order:** list, then click **Delete**. MWTM deletes the selected filter.

Playing and Muting Event Sounds

MWTM enables you to specify whether you want the MWTM client to play event sounds. To do so, open the Event Sound Filters List dialog, as described in "Listing Event Sound Filters" section on page 5-36:

- To play event sounds, clear the **Mute Sounds** checkbox. This is the default setting.
- To not play event sounds, select the **Mute Sounds** checkbox.