



MWTM Trap Reference

MWTM supports the following traps, listed in alphabetical order:

Trap Name	Description
ciscoEnvMonFanNotification	A ciscoEnvMonFanNotification trap is generated if any one of the fans in the fan array (where extant) fails. Since such a notification is usually generated before the shutdown state is reached, it can convey more data and has a better chance of being sent than does the ciscoEnvMonShutdownNotification.
AuthenticationFailure	An AuthenticationFailure trap is generated when the server is accessed using a wrong SNMP community string.
ciscoEnvMonRedundantSupplyNotification	A ciscoEnvMonRedundantSupplyNotification trap is generated if the redundant power supply (where extant) fails. Since such a notification is usually generated before the shutdown state is reached, it can convey more data and has a better chance of being sent than does the ciscoEnvMonShutdownNotification.
ciscoEnvMonShutdownNotification	A ciscoEnvMonShutdownNotification trap is generated if the environmental monitor detects a testpoint reaching a critical state and is about to initiate a shutdown. This notification contains no objects so that it may be encoded and sent in the shortest amount of time possible. Even so, management applications should not rely on receiving such a notification as it may not be sent before the shutdown completes.
ciscoEnvMonTemperatureNotification	A ciscoEnvMonTemperatureNotification trap is generated if the temperature measured at a given testpoint is outside the normal range for the testpoint (that is, is at the warning, critical, or shutdown stage). Since such a Notification is usually generated before the shutdown state is reached, it can convey more data and has a better chance of being sent than does the ciscoEnvMonShutdownNotification.

Trap Name	Description
ciscoEnvMonVoltageNotification	A ciscoEnvMonVoltageNotification trap is generated if the voltage measured at a given testpoint is outside the normal range for the testpoint (that is, is at the warning, critical, or shutdown stage). Since such a notification is usually generated before the shutdown state is reached, it can convey more data and has a better chance of being sent than does the ciscoEnvMonShutdownNotification.
ciscoIpRanBackHaulGsmAlarm	A ciscoIpRanBackHaulGsmAlarm trap is generated when the values of the following objects change: connect state, local alarm state, remote alarm state, and redundancy state.
ciscoIpRanBackHaulUmtsAlarm	A ciscoIpRanBackHaulUmtsAlarm trap is generated when the values of the following objects change: connect state, received local state, received remote state, transmit local state, transmit remote state, and redundancy state.
ciscoIpRanBackHaulRcvdUtil	A ciscoIpRanBackHaulRcvdUtil trap is generated when a received utilization state changes to a new state.
ciscoIpRanBackHaulSentUtil	A ciscoIpRanBackHaulSentUtil trap is generated when a sent utilization state changes to a new state.
ciscoRFProgressionNotif	A ciscoRFProgressionNotif trap is sent by the active redundant unit whenever its RF state changes or the RF state of the peer unit changes.
ciscoRFSwactNotif	A ciscoRFSwactNotif trap is sent by the newly active redundant unit whenever a switch of activity (SWACT) occurs. In the case where a SWACT event may be indistinguishable from a reset event, a network management station should use this notification to differentiate the activity.
coldStart	A coldStart trap is generated when the SNMPv2 entity, acting in an agent role, is reinitializing itself and that its configuration may have been altered.
cpmCPUFallingThreshold	A cpmCPUFallingThreshold trap is generated when CPU utilization is below the falling threshold.
cpmCPURisingThreshold	A cpmCPURisingThreshold trap is generated when CPU utilization is above the rising threshold.
linkDown	A linkDown trap is generated when a link goes down.
linkUp	A linkUp trap is generated when a link comes up.
warmStart	A warmStart trap is generated when the SNMPv2 entity, acting in an agent role, is reinitializing itself such that its configuration is unaltered.