



About This Manual

The goal of this *Enterprise/Solver Connectivity Tools User's Guide* is to provide tutorials, in a step-by-step format, of the tasks you can perform using the NETSYS Technologies, Inc. (hereafter referred to as NETSYS) Enterprise/Solver™ family of modeling, planning, simulation, problem solving, diagnosis, and validity checking products.

The *Enterprise/Solver Connectivity Tools Reference Guide* is a companion document to this manual. While there is some overlap between the two manuals, the *Enterprise/Solver Connectivity Tools Reference Guide* is referenced based, whereas this manual is procedural in style.

Audience

This book is written for network, system, MIS, and application development managers, as well as network administrators, planners, analysts, and capacity planners. The tutorials provide examples on how to accomplish various tasks using the Connectivity Tools.

Before You Read This Book

Having just purchased one of the Connectivity Tools, you should read and follow the instructions on setting up your work environment provided in the Enterprise/Solver Connectivity Tools *READ THIS FIRST* (hereafter referred to as the *RTF*) document. Also provided in the *RTF* is information on compatibility and minimum software requirements, an inventory of the Connectivity Tools components, known problems, and any last minute information about the Connectivity Tools not available when the documents went to press.

Document Organization and Use

This book is organized as follows:

- “Product Overview” is an overview of the Connectivity Tools.
- “Creating and Opening a Baseline” provides an example on how to use the Connectivity Tools to create and load a baseline model of your network.
- “Creating a Topology” provides an example on how to create a baseline topology which can then be used in conjunction with other Connectivity Tools features to accomplish various tasks.
- “Customizing the Topology” provides an example on how to use the Connectivity Tools drawing capabilities within the Topology window.

- “Creating a Diagnostic Report” provides an example on how to use the Connectivity Tools to create a diagnostic report for a baseline, and then use the information provided in the report to fix the network problems uncovered.
- “Batch Analysis” provides an example on how to use the Connectivity Tools batch analysis capabilities by using features provided in the Find Device and Clipboard windows.
- “Round Trip IP Connectivity Requirements” provides an example on how to create and view IP connectivity requirements.
- “Simulating a LAN Failure” provides an example on how to create a “what-if” scenario to simulate the failure of a LAN.
- “Router Configuration Tutorial” provides examples on how to create “what-if” scenarios by modifying various router configuration attributes.
- “Creating IPX Requirements and Modifying Router Attributes” provides examples on how to create and view IPX connectivity requirements and modify IPX router configuration attributes.
- “Creating IPX SAP Requirements and Modifying Router Attributes” provides examples on how to create and view IPX SAP connectivity requirements by modifying IPX router configuration attributes.
- “Saving Router Configuration Changes” provides an example on how to use the Connectivity Tools configuration changes feature to provide information about modifications made to a router’s attributes and how to produce an IOS delta file of the modifications.

Related Books

Following is a list of recommended books related to the tasks described in this book:

- Cisco® Systems *Internetworking Technology Overview*, part number 78-1070-01.
- Cisco® Systems *Router Products Command Reference*, part numbers 78-1305-01, 78-1306-01, and 78-1307-01.
- Cisco® Systems *Internetworking Terms and Acronyms*, part number 78-1242-01.

Document Conventions

This section discusses conventions and terminology used throughout this manual.

Mouse Terminology

This section discusses mouse conventions and terminology used throughout this manual.

- *pointer* - indicates where the mouse action is to occur
- *select* - to push and hold down the `SELECT` mouse button
- *release* - to let up on a mouse button to initiate an action
- *click* - to select and release a mouse button without moving the pointer
- *double-click* - to click a mouse button twice quickly without moving the pointer
- *drag* - to move the pointer by sliding the mouse with one or more buttons selected

The mouse contains three buttons (described below) with their default locations in parentheses. As your mouse may be configured differently, the mouse buttons will always be referred to by the names listed below:

- **SELECT** (left) - selects objects and activates controls
- **ADJUST** (middle) - adjusts a selected group of objects, adding to or deselecting part of the group
- **MENU** (right) - displays and chooses from menus

The **SELECT** mouse button is the default button. If a particular mouse button is not specified, assume the reference is to the **SELECT** mouse button. For example, if the text specifies to “Click on the **OK** button”, it assumed to mean “Click the **SELECT** mouse button on the **OK** button.”

The following mouse button Motif standards are used when selecting entries from a list:

- single entry - click **SELECT** on the entry. A subsequent **SELECT** deselects the previous selection.
- contiguous block - select the first entry then drag to the last entry desired and release. A subsequent **SELECT** deselects the previous selections.
- extending a currently selected block - place the cursor over the desired entry then simultaneously click **SELECT** and the **Shift** key.
- adding an entry without deselecting previous selections - place the cursor over the desired entry then simultaneously click **SELECT** and the **Control** key.

Typographic Changes

Following are the typographic changes, and what they signify, used throughout this book.

Table 1 **Typographic Conventions**

Typeface or Symbol	Description of Use	Example of Use
ABCDabcd	The names of commands, files, and directories; on-screen computer output.	Edit your <code>.login</code> file. Use <code>ls -a</code> to list all files. <code>host% You have mail.</code>
ABCDabcd	Menu items and text you type on the command line.	Select the File>Exit menu option. <code>host% ls -l</code>
<i>AaBbCc123</i>	Specifies a variable name to be replaced with a real name or value.	To delete a file, type <code>rm filename</code> .
<i>ABCDabcd</i>	Book titles, newly introduced words or terms, or words to be emphasized.	See Chapter 1 in the <i>Reference Guide</i> . Following are <i>class</i> options. You <i>must</i> have root privileges.

Shell Prompts in Command Examples

The following table shows the default system and superuser prompts for the C, Bourne, and Korn shells.

Table 2 Shell Prompts

Shell Type	Prompt
C shell prompt	host%
C shell superuser (root) prompt.	host#
Bourne shell and Korn shell prompt.	\$
Bourne shell and Korn shell superuser (root) prompt.	#