## 18/12/2012 Product



## ETERE MONITORING CONSOLE

Etere SNMP Console: monitor, control and manage risks within your Media/IT system.



Etere logo



SNMP Console



Snmp Multiple Views

Etere SNMP Console is a simple, intuitive and user-friendly solution that helps to optimize all the infrastructure performance and availability of a system, it provides smarter solution since it takes under control not only an Etere system but all the devices and processes involved in the overall IT/media system.

We know that in a complex IT system, as every broadcast system today, it is crucial to have an overall control of the entire system, capable of being pro-active in problem solving; and since security is never enough, Etere innovates and upgrades its SNMP Console continuously to transform any broadcast system into a completely safe solution.

Etere SNMP Console provides a common, flexible and easy-to-use browser interface, designed to be highly customizable to facilitate system monitoring, it's able to detect and recover potential problems automatically. It includes, as part of a system monitoring software package, easy-to-use warehouse and advanced reporting capabilities.

All processes are monitored by Etere SNMP, so in case of a system's failure it will immediately notify, through a graphical interface, the operator thus allowing an error checking in real-time

The operator can choose the best graphical interface for its system since it is possible to counts with different and specific interfaces:

- Total racks view
  - Total devices view for a specific rack
- Priority devices view
- Structure/office view

The system is always protected and safe and the operator chooses which is the best way do to it !

A key feature allows not only to record all encountered errors but to go further: the Etere SNMP Console creates an historical log! .A history of what happens in the system is saved and stored alongside with the service manuals, thus avoiding reoccurrence of errors.

Etere SNMP Console allows monitoring any Etere solution, collecting and storing its management related information, thus becoming a key part of the broadcasting process thanks to its ability of providing a complete report of the way the Etere modules are working, allowing to catch errors, store them in a database for a further analysis and also forward them to an another console (i.e. forward the message to the pertinent operator who is intended to solve it), thus saving time and resources which are invaluable assets in the broadcasting business.

Etere SNMP Console is the perfect tool for you, it has been completely redesigned to give you not only one but multiple graphical views of your system; it will allow you, through a series of simple rules, to create a clear, intuitive and concise interface for each user!

## **Key Features**

- □ Sends you an alarm if the PC is down or unreachable
- □ Registers every Etere unattended process automatically

□ Handshakes Etere applications to check if they are correctly running

- $\Box$  Controls any SNMP enabled process
- $\hfill\square$  Saves the history of what happens in your system
- $\hfill\square$  Stores all your service manuals
- $\hfill\square$  Gives you a view of your machine room to easily locate every pc
- $\hfill\square$  Works across multiple signal formats and platforms
- $\hfill\square$  Web access to the console for an easy control of the system
- $\hfill\square$  Manages multiple graphical views for easy monitoring

## **Graphical Interface**

The Etere SNMP Console is also the Etere 'graphic configuration tool'. It allows to graphically create a simple resource map that reflects which objects makes part of the entire system and how they are connected.

Etere SNMP Console is capable to receive SNMP messages sent by other non-Etere applications or devices such as network switches, routers, and firewalls.

Different connections (SDI, Ethernet, GPI, RS-422) have different colors for an intuitive and 'speed view'.

Etere SNMP is not only a configurator: with it you can easily know in 'real time' who is using a resource just by viewing.





