

Unity Connection FAQ: How do you take a network capture from Unity Connection?



Document ID: 116190

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Jun 13, 2013

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Introduction

This article describes how to take a network capture from Unity Connection. Directions are given in order to gather the logs from the Real Time Monitor Tool (RTMT) and from the CLI.

Q. How do you take a network capture from Unity Connection?

A. You can take a sniffer capture from the command–line or CLI of Unity Connection. In order to start the capture, enter this command with the file name that you want:

```
utils network capture eth0 size ALL count 100000 file <file-name>
```

Press **Enter** in order to start the capture, and **Ctrl–C** in order to stop the capture.

In order to gather the capture, follow one of these steps:

- You can gather a capture from RTMT the same way that you gather a trace.

Note: When you check the boxes, the capture is not on the first page of items, but toward the bottom of the second page.

1. Navigate to **RTMT > Trace & Log Central > Collect Files**.
2. Click **Next**. Check the **Packet Capture Logs** check box.
3. Select the timeframe when the capture was taken, and the location that you want to download to.

- You can gather a capture via CLI.
 1. In order to display the directory where the capture is placed, enter the **file list activelog /platform/cli/*** command.
 2. In order to download the file to an SFTP server, enter the **file get activelog /platform/cli/<filename>** command.

Note: After the command is entered, further information with regards to access to the SFTP server is required.