



CHAPTER 7

IP-RAN Alarms

Revised: November 1, 2008, OL-17935-01

This chapter contains a list of the alarms for the IP Radio Access Network (IP-RAN) that the Cisco Mobile Wireless Transport Manager 6.1 supports.

Table 7-1 IP-RAN Alarms

| Name | Source | Type | Auto Clear | Severity | Message Text |
|------------|--------|-------|------------|----------|---|
| BitsClock | Trap | Alarm | Yes | Normal | \$NodeDisplayName (\$NodeClliCode) - BITS clocking source has switched roles, new role is \$SourceRoleCurrent, admin role is \$SourceRoleAdmin. |
| BitsClock | Trap | Alarm | Yes | Minor | \$NodeDisplayName (\$NodeClliCode) - BITS clocking source unavailable, internal clock will operate in freerun mode. |
| BitsClock | Trap | Alarm | Yes | Warning | \$NodeDisplayName (\$NodeClliCode) - BITS clocking source unavailable, internal clock will operate in holdover mode. |
| \$TrapName | Trap | Alarm | Yes | Minor | A \$TrapName alarm (NSA) occurred on \$ModelRecordFQDN. |
| \$TrapName | Trap | Alarm | Yes | Major | A \$TrapName alarm (NSA) occurred on \$ModelRecordFQDN. |
| \$TrapName | Trap | Alarm | Yes | Critical | A \$TrapName alarm (NSA) occurred on \$ModelRecordFQDN. |
| \$TrapName | Trap | Alarm | Yes | Minor | A \$TrapName alarm (SA) occurred on \$ModelRecordFQDN. |
| \$TrapName | Trap | Alarm | Yes | Major | A \$TrapName alarm (SA) occurred on \$ModelRecordFQDN. |
| \$TrapName | Trap | Alarm | Yes | Minor | A \$TrapName alarm (SA) occurred on \$ModelRecordFQDN. |
| \$TrapName | Trap | Alarm | Yes | Normal | A \$TrapName alarm cleared on \$ModelRecordFQDN. |
| \$TrapName | Trap | Alarm | Yes | Minor | A \$TrapName event (SA) occurred on \$ModelRecordFQDN. |

Table 7-1 IP-RAN Alarms (continued)

| Name | Source | Type | Auto Clear | Severity | Message Text |
|------------|--------|-------|------------|---------------|--|
| \$TrapName | Trap | Event | Yes | Informational | A \$TrapName event (NSA) occurred on \$ModelRecordFQDN. |
| \$TrapName | Trap | Event | Yes | Informational | A \$TrapName event occurred on \$ModelRecordFQDN. |
| CardState | Poll | Alarm | Yes | Normal | Card \$NodeDisplayName/\$CardSlotNumber - \$CardDisplayName added in state Active/ActiveReason. |
| CardState | Poll | Event | Yes | Warning | Card \$NodeDisplayName/\$CardSlotNumber - \$CardDisplayName added in state Warning/WarningReason. |
| CardState | Poll | Event | Yes | Warning | Card \$NodeDisplayName/\$CardSlotNumber - \$CardDisplayName added in state Unknown/UnknownReason. |
| CardState | Poll | Alarm | Yes | Critical | Card \$NodeDisplayName/\$CardSlotNumber - \$CardDisplayName added in state Failed/FailedReason. |
| CardState | Poll | Event | Yes | Informational | Card \$NodeDisplayName/\$CardSlotNumber - \$CardDisplayName added in state \$CardState/\$CardStateReason. |
| CardState | Poll | Alarm | Yes | Normal | Card \$NodeDisplayName/\$CardSlotNumber - \$CardDisplayName changed state from \$CardLastState to Active/ActiveReason. |
| CardState | Poll | Event | Yes | Warning | Card \$NodeDisplayName/\$CardSlotNumber - \$CardDisplayName changed state from \$CardLastState to Warning/WarningReason. |
| CardState | Poll | Alarm | Yes | Critical | Card \$NodeDisplayName/\$CardSlotNumber - \$CardDisplayName changed state from \$CardLastState to Failed/FailedReason. |
| CardState | Poll | Event | Yes | Warning | Card \$NodeDisplayName/\$CardSlotNumber - \$CardDisplayName changed state from \$CardLastState to Unknown/UnknownReason. |

Table 7-1 IP-RAN Alarms (continued)

| Name | Source | Type | Auto Clear | Severity | Message Text |
|------------------|--------|-------|------------|---------------|--|
| CardState | Poll | Event | Yes | Informational | Card \$NodeDisplayName/\$CardSlotNumber - \$CardDisplayName changed state from \$CardLastState to \$CardState/\$CardStateReason. |
| RanBackhaulState | Poll | Alarm | Yes | Normal | RanBackhaul \$NodeDisplayName/\$RanBackhaulDisplay Name added in state Active/ActiveReason. |
| RanBackhaulState | Poll | Alarm | Yes | Warning | RanBackhaul \$NodeDisplayName/\$RanBackhaulDisplay Name added in state Warning/WarningReason. |
| RanBackhaulState | Poll | Event | Yes | Warning | RanBackhaul \$NodeDisplayName/\$RanBackhaulDisplay Name added in state Unknown/UnknownReason. |
| RanBackhaulState | Poll | Alarm | Yes | Critical | RanBackhaul \$NodeDisplayName/\$RanBackhaulDisplay Name added in state Failed/FailedReason. |
| RanBackhaulState | Poll | Event | Yes | Informational | RanBackhaul \$NodeDisplayName/\$RanBackhaulDisplay Name added in state \$RanBackhaulState/\$RanBackhaulStateRe ason. |
| RanBackhaulState | Poll | Alarm | Yes | Normal | RanBackhaul \$NodeDisplayName/\$RanBackhaulDisplay Name changed state from \$RanBackhaulLastState to Active/ActiveReason. |
| RanBackhaulState | Poll | Alarm | Yes | Warning | RanBackhaul \$NodeDisplayName/\$RanBackhaulDisplay Name changed state from \$RanBackhaulLastState to Warning/WarningReason. |
| RanBackhaulState | Poll | Event | Yes | Warning | RanBackhaul \$NodeDisplayName/\$RanBackhaulDisplay Name changed state from \$RanBackhaulLastState to Unknown/UnknownReason. |
| RanBackhaulState | Poll | Alarm | Yes | Critical | Ran Back haul \$NodeDisplayName/\$Ran Back haul Display Name changed state from \$Ran Back haul Last State to Failed/Failed Reason. |

Table 7-1 IP-RAN Alarms (continued)

| Name | Source | Type | Auto Clear | Severity | Message Text |
|-----------------------|--------|-------|------------|---------------|--|
| RanBackhaulState | Poll | Event | Yes | Informational | Ran Back haul \$NodeDisplayName/\$Ran Back haul Display Name changed state from \$Ran Back haul Last State to \$Ran Back haul State/\$Ran Back haul State Reason. |
| RanBackhaulSentUtil | Poll | Alarm | Yes | Warning | Ran Back haul \$Back haul Display Name sent utilization percentage has changed to \$Back haul Utilization, new state is Warning. |
| RanBackhaulSentUtil | Poll | Alarm | Yes | Critical | Ran Back haul \$Back haul Display Name sent utilization percentage has changed to \$Back haul Utilization, new state is Overloaded. |
| SnmpError | Poll | Alarm | No | Warning | Node \$NodeDisplayName has no snmp-able addresses to poll. |
| IpRanBackHaulGsmAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is \$BackhaulGsmAlarmConnectState, LocalState is \$BackhaulGsmAlarmLocalState, Remote State is \$BackhaulGsmAlarmRemoteState and Redundancy State is \$BackhaulGsmAlarmRedundancyState. |
| IpRanBackHaulGsmAlarm | Trap | Event | No | Normal | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Connected, LocalState is Green, Remote State is Green and Redundancy State is Active. |
| IpRanBackHaulGsmAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Connected, LocalState is Blue, Remote State is Red and Redundancy State is Active. |
| IpRanBackHaulGsmAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Connected, LocalState is Blue, Remote State is Blue and Redundancy State is Active. |
| IpRanBackHaulGsmAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Connected, LocalState is Blue, Remote State is Green and Redundancy State is Active. |

Table 7-1 IP-RAN Alarms (continued)

| Name | Source | Type | Auto Clear | Severity | Message Text |
|-----------------------|--------|-------|------------|----------|---|
| IpRanBackHaulGsmAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Connected, LocalState is Green, Remote State is Blue and Redundancy State is Active. |
| IpRanBackHaulGsmAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Connected, LocalState is Red, Remote State is Red and Redundancy State is Active. |
| IpRanBackHaulGsmAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Connected, LocalState is Red, Remote State is Blue and Redundancy State is Active. |
| IpRanBackHaulGsmAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Connected, LocalState is Green, Remote State is Red and RedundancyState is Active. |
| IpRanBackHaulGsmAlarm | Trap | Event | No | Critical | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Disconnected, LocalState is Green, Remote State is Green and Redundancy State is Active. |
| IpRanBackHaulGsmAlarm | Trap | Event | No | Critical | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Disconnected, LocalState is Green, Remote State is Unavailable and RedundancyState is Active. |
| IpRanBackHaulGsmAlarm | Trap | Event | No | Critical | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Disconnected, LocalState is Red, Remote State is Unavailable and Redundancy State is Active. |
| IpRanBackHaulGsmAlarm | Trap | Event | No | Critical | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Disconnected, LocalState is Red, Remote State is Red and RedundancyState is Active. |
| IpRanBackHaulGsmAlarm | Trap | Event | No | Critical | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is RecConnect, LocalState is Blue, Remote State is Unavailable and Redundancy State is Active. |

Table 7-1 IP-RAN Alarms (continued)

| Name | Source | Type | Auto Clear | Severity | Message Text |
|------------------------|--------|-------|------------|----------|--|
| IpRanBackHaulGsmAlarm | Trap | Event | No | Critical | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Send Connect, LocalState is Blue, Remote State is Unavailable and Redundancy State is Active. |
| IpRanBackHaulGsmAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is SendConnect, LocalState is Green, Remote State is Unavailable and Redundancy State is Active. |
| IpRanBackHaulGsmAlarm | Trap | Event | No | Critical | \$NodeDisplayName Interface \$IfNumber(\$IfDescr): ConnectState is Connection Rejected and Redundancy State is Active |
| IpRanBackHaulGsmAlarm | Trap | Event | No | Critical | \$NodeDisplayName Interface \$IfNumber(\$IfDescr): ConnectState is ConnectionAck and Redundancy State is Active |
| IpRanBackHaulGsmAlarm | Trap | Event | No | Critical | \$NodeDisplayName Interface \$IfNumber(\$IfDescr): ConnectState is ConnectedCheck and Redundancy State is Active. |
| IpRanBackHaulUmtsAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is \$BackhaulUmtsConnectState, Local Receive State is \$BackhaulAlarmRxLocalState, Local Transmit State is \$BackhaulAlarmTxLocalState, Remote Receive State is \$BackhaulAlarmRxRemoteState, Remote Transmit State is \$BackhaulAlarmTxRemoteState and RedundancyState is \$BackhaulUmtsConnRedundancyState. |
| IpRanBackHaulUmtsAlarm | Trap | Event | No | Normal | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Open, Local Receive State is Green, Local Transmit State is Green, Remote Receive State is Green, Remote Transmit State is Green and Redundancy State is Active. |

Table 7-1 IP-RAN Alarms (continued)

| Name | Source | Type | Auto Clear | Severity | Message Text |
|------------------------|--------|-------|------------|----------|---|
| IpRanBackHaulUmtsAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Open, Local Receive State is Red, Local Transmit State is Green, Remote Receive State is Green, Remote Transmit State is Green and Redundancy State is Active. |
| IpRanBackHaulUmtsAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Open, Local Receive State is Red, Local Transmit State is Green, Remote Receive State is Red, Remote Transmit State is Green and Redundancy State is Active. |
| IpRanBackHaulUmtsAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Open, Local Receive State is Green, Local Transmit State is Green, Remote Receive State is Red, Remote Transmit State is Green and RedundancyState is Active. |
| IpRanBackHaulUmtsAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Stopped, Local Receive State is Green, Local Transmit State is Green, Remote Receive State is Unavailable, Remote Transmit State is Unavailable and Redundancy State is Active. |
| IpRanBackHaulUmtsAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Init, Redundancy State is Active. |
| IpRanBackHaulUmtsAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Starting, Redundancy State is Active. |
| IpRanBackHaulUmtsAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Closed, Redundancy State is Active. |
| IpRanBackHaulUmtsAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Stopped, Redundancy State is Active. |
| IpRanBackHaulUmtsAlarm | Trap | Event | No | Critical | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Closing, Redundancy State is Active. |
| IpRanBackHaulUmtsAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is Stopping, Redundancy State is Active. |

Table 7-1 IP-RAN Alarms (continued)

| Name | Source | Type | Auto Clear | Severity | Message Text |
|------------------------|--------|-------|------------|---------------|---|
| IpRanBackHaulUmtsAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is ConnectSent, Redundancy State is Active. |
| IpRanBackHaulUmtsAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is AckReceived, Redundancy State is Active. |
| IpRanBackHaulUmtsAlarm | Trap | Event | No | Major | \$NodeDisplayName Interface \$IfNumber(\$IfDescr):ConnectState is AckSent, Local Receive State is Green, Local Transmit State is Green, Remote Receive State is Unavailable, Remote Transmit State is Unavailable and Redundancy State is Active. |
| FolderState | Poll | Event | No | Normal | Folder \$NodeDisplayName/\$FolderDisplayName added in state Active/ActiveReason. |
| FolderState | Poll | Event | No | Warning | Folder \$NodeDisplayName/\$FolderDisplayName added in state Warning/WarningReason. |
| FolderState | Poll | Event | No | Warning | Folder \$NodeDisplayName/\$FolderDisplayName added in state Unknown/UnknownReason. |
| FolderState | Poll | Event | No | Informational | Folder \$NodeDisplayName/\$FolderDisplayName added in state \$FolderState/\$FolderStateReason. |
| FolderState | Poll | Event | No | Normal | Folder \$NodeDisplayName/\$FolderDisplayName changed state from \$FolderLastState to Active/Active Reason. |
| FolderState | Poll | Event | No | Warning | Folder \$NodeDisplayName/\$FolderDisplayName changed state from \$FolderLastState to Warning/WarningReason. |
| FolderState | Poll | Event | No | Warning | Folder \$NodeDisplayName/\$FolderDisplayName changed state from \$FolderLastState to Unknown/UnknownReason. |
| FolderState | Poll | Event | No | Informational | Folder \$NodeDisplayName/\$FolderDisplayName changed state from \$FolderLastState to \$FolderState/\$FolderStateReason. |

Table 7-1 IP-RAN Alarms (continued)

| Name | Source | Type | Auto Clear | Severity | Message Text |
|----------------------|----------------|-------|------------|---------------|--|
| VirtualBackhaulState | Poll | Event | No | Normal | Virtual Backhaul \$VirtualBackhaulDisplayName added in state Active/ActiveReason. |
| VirtualBackhaulState | Poll | Event | No | Warning | Virtual Backhaul \$VirtualBackhaulDisplayName added in state Warning/WarningReason. |
| VirtualBackhaulState | Poll | Event | No | Warning | Virtual Backhaul \$VirtualBackhaulDisplayName added in state Unknown/UnknownReason. |
| VirtualBackhaulState | Poll | Event | No | Informational | Virtual Backhaul \$VirtualBackhaulDisplayName added in state \$VirtualBackhaulState/\$VirtualBackhaulSt ateReason. |
| VirtualBackhaulState | Poll | Event | No | Normal | Virtual Backhaul \$VirtualBackhaulDisplayName changed state from \$VirtualBackhaulLastState to Active/ActiveReason. |
| VirtualBackhaulState | Poll | Event | No | Warning | Virtual Backhaul \$VirtualBackhaulDisplayName changed state from \$VirtualBackhaulLastState to Warning/WarningReason. |
| VirtualBackhaulState | Poll | Event | No | Warning | Virtual Backhaul \$VirtualBackhaulDisplayName changed state from \$VirtualBackhaulLastState to Unknown/UnknownReason. |
| VirtualBackhaulState | Poll | Event | No | Informational | Virtual Backhaul \$VirtualBackhaulDisplayName changed state from \$VirtualBackhaulLastState to \$VirtualBackhaulState/\$VirtualBackhaulSt ateReason. |
| TrapOutOfSequence | Poll | Event | No | Minor | \$NodeDisplayName (\$NodeCllCode) - Trap \$SequenceNumber received out of sequence. Last trap received was \$LastSequenceNumber. |
| TL1Error | Poll | Event | No | Major | \$NodeDisplayName --TL1 Access Error: \$TL1ErrorMessage. |
| CardIgnoredSet | User Action | Event | No | Informational | Card \$NodeDisplayName/\$CardSlotNumber - \$CardDisplayName ignore flag is set to \$IgnoredFlag by \$User. |
| FolderIgnoredSet | User Action | Event | No | Informational | Folder \$NodeDisplayName/\$FolderDisplayName ignore flag is set to \$IgnoredFlag by \$User. |

Table 7-1 IP-RAN Alarms (continued)

| Name | Source | Type | Auto Clear | Severity | Message Text |
|--------------------------------|-------------|-------|------------|---------------|---|
| RanBackhaulIgnoredSet | User Action | Event | No | Informational | RanBackhaul \$NodeDisplayName/\$RanBackhaulDisplay Name ignore flag is set to \$IgnoredFlag by \$User. |
| VirtualBackhaulIgnoredSet | User Action | Event | No | Informational | Virtual Backhaul \$VirtualBackhaulDisplayName ignore flag is set to \$IgnoredFlag by \$User. |
| CardUserDataUpdated | User Action | Event | No | Informational | Card \$NodeDisplayName/\$CardSlotNumber - \$CardDisplayName edited by user \$User. |
| FolderUserDataUpdated | User Action | Event | No | Informational | Folder \$NodeDisplayName/\$FolderDisplayName edited by user \$User. |
| RanBackhaulUserDataUpdated | User Action | Event | No | Informational | RanBackhaul \$NodeDisplayName/\$RanBackhaulDisplay Name edited by user \$User. |
| VirtualBackhaulUserDataUpdated | User Action | Event | No | Informational | Virtual Backhaul \$VirtualBackhaulDisplayName edited by user \$User. |
| CardDeleted | User Action | Event | No | Informational | Card \$NodeDisplayName/\$CardSlotNumber - \$CardDisplayName deleted by user \$User. |
| FolderDeleted | User Action | Event | No | Informational | Folder \$NodeDisplayName/\$FolderDisplayName deleted by user \$User. |
| RanBackhaulDeleted | User Action | Event | No | Informational | RanBackhaul \$NodeDisplayName/\$RanBackhaulDisplay Name deleted by user \$User. |
| VirtualBackhaulCreated | User Action | Event | No | Informational | Virtual Backhaul \$VirtualBackhaulDisplayName created by user \$User. |
| VirtualBackhaulDeleted | User Action | Event | No | Informational | Virtual Backhaul \$VirtualBackhaulDisplayName deleted by user \$User. |