



Getting Started with SGM

This chapter provides information about starting and stopping SGM, and provides an overview of how to use SGM to manage your Cisco IP Transfer Point (ITP) installation. It includes the following major sections:

- [Starting SGM, page 2-2](#)
- [Running Simultaneous SGM Sessions, page 2-6](#)
- [Exiting the SGM Client, page 2-6](#)

For detailed information about SGM's supported platforms, and hardware and software requirements, see the *Cisco Signaling Gateway Manager Installation Guide*.



Note

The default directory for installing SGM is */opt*. In commands that call for the default directory, if you installed SGM in a different directory, you must specify that directory instead of */opt*.

Starting SGM

Because the SGM application is comprised of a server component and a client component, you must start both components to run the application.

Before starting an SGM server, verify the following prerequisite conditions:

- The router uses a supported IOS image with the ITP feature
- SNMP is enabled on the router
- (Optional) ITP traps are enabled on the router
- (Optional) A trap host is defined on the router
- The SGM server has IP connectivity to the ITP routers

To start just the SGM server on a Solaris system, enter the following commands:

```
$ cd /opt/CSCOsgm/bin
```

```
$ ./sgm start
```

**Note**

To issue the **sgm start** command, you must be logged in as the root user or as a super user, or your login must have administrator privileges. See the [“Becoming the Root User \(Solaris Only\)”](#) section on page 3-2 and the [“Specifying a Super User \(Solaris Only\)”](#) section on page 4-22 for more information.

To start just the SGM client on a Solaris system on which the SGM server is installed, make sure the SGM server is running, then enter the following commands:

```
$ cd /opt/CSCOsgm/bin
```

```
$ ./sgm client
```

To start just the SGM client on a Solaris system other than the one on which the SGM server is installed, make sure the SGM server is running, then enter the following commands:

```
$ cd /opt/CSCOsgmClient/bin
```

```
$ ./sgm client
```

To start the SGM client on a Solaris system on which the SGM server is installed, and connect to an SGM server other than the default server, make sure the SGM server is running, then enter the following commands:

```
$ cd /opt/CSCOsgm/bin
```

```
$ ./sgm client server_name_or_ip_address
```

To start the SGM client on a Solaris system other than the one on which the SGM server is installed, and connect to an SGM server other than the default server, enter the following commands:

```
$ cd /opt/CSCOsgmClient/bin
```

```
$ ./sgm client server_name_or_ip_address
```

where *server_name_or_ip_address* is the name or IP address of the Solaris system on which the SGM server is running.

SGM presents its version, release, and patch level with the format *x.y.z*, where:

- *x* is the version number
- *y* is the release number
- *z* is the patch level.

When you start an SGM client, the version and release of the client must match that of the SGM server, and the patch level must be greater than or equal to that of the server. For example, the following SGM client-server connections are allowed:

Table 2-1 Allowed SGM Client-Server Connections

Client Level	Server Level
2.2.0	2.2.0
2.2.1	2.2.0
2.2.9	2.2.3

The following SGM client-server connections are *not* allowed:

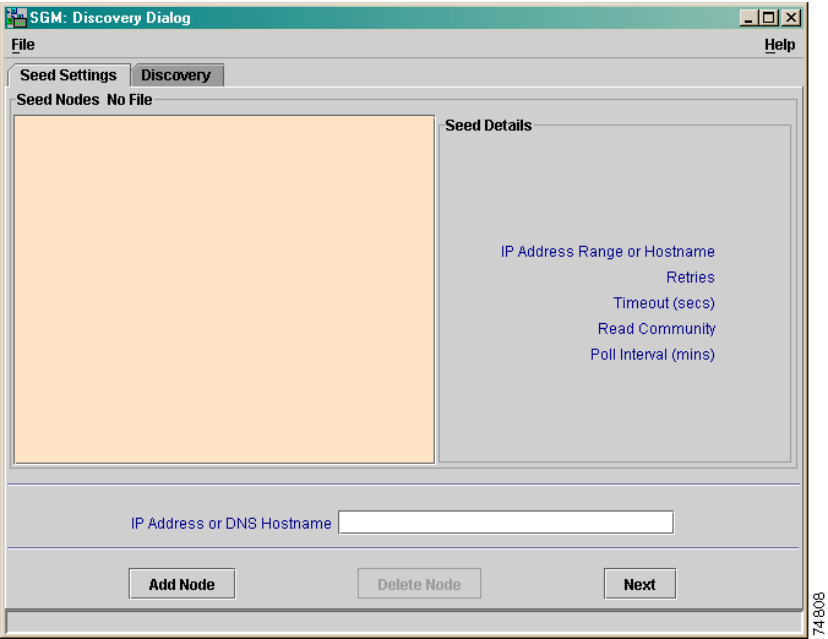
Table 2-2 *Disallowed SGM Client-Server Connections*

Client Level	Server Level
2.1.3	2.1.9
2.2.0	2.1.0
3.0.0	2.1.0

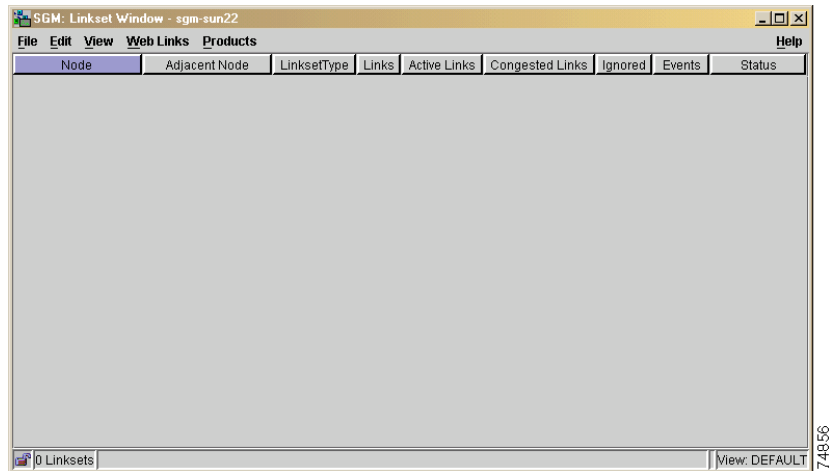
If there is a client-server mismatch, SGM displays a warning message. If you have a Web browser installed, SGM opens a Web page enabling you to download an allowed, matching client. See the [“Downloading the SGM Client from the Web” section on page 7-81](#) for more information about downloading the SGM client.

When you start SGM for the first time, SGM displays the Discovery Dialog (Figure 2-1) and the Linkset window (Figure 2-1).

Figure 2-1 *Discovery Dialog*



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Figure 2-2 Linkset Window

When you start SGM for the first time, the database contains no information, and the Linkset window is blank. The database is populated, and reflected in the Linkset window, when you run Discovery for the first time; SGM displays the Discovery Dialog to make it easier for you to do so. In fact, any time you start the SGM client and the SGM database is empty, SGM automatically opens the Discovery Dialog so you can run Discovery and populate the database. For more information about Discovery, see the [“Discovering the Network”](#) section on page 3-6.

SGM will always display the Linkset window at startup unless you specify otherwise in the General GUI Settings section of the Preferences window. For more information about setting GUI preferences, see the [“Modifying Preference Settings”](#) section on page 5-3.

Running Simultaneous SGM Sessions

SGM uses a client/server architecture that allows you to run multiple sessions of the SGM client simultaneously. Central services and database functions are provided on an SGM server that communicates with multiple SGM clients. You can install the SGM client software on the same system as the SGM server, or on a different system on the same network as the SGM server.

**Note**

Running more than one SGM client on the same workstation can degrade the workstation's performance.

SGM recommends a maximum of 20 clients per SGM server. If you connect more than 20 clients to a single server, the server requires additional memory and a more powerful CPU.

Exiting the SGM Client

When you are finished monitoring network performance statistics, you can exit the SGM client using the following procedure:

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- Step 1** From the SGM Main Menu, select **File > Exit**. The Exit SGM confirmation window is displayed.
 - Step 2** Click **Yes** to close the SGM client application.
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