



Multi-Network Management

Access: WAE Live > Network icon (default) > Network Manager

WAE Live supports multiple networks. If only one network exists, the Network menu shows “default” as the name of the default network. If there are multiple networks, the name of the network that is in use shows.

To configure collections for a specific network, you must first create the network. After creating the network, WAE Live automatically creates a map archive. These map archives are stored in `$CARIDEN_ROOT/data/mldata/archives` as `<network_name> -archive`.

After you create a network, all users have access to its data through the Explore, Analytics, and Map components.

You must have an admin role to create and manage networks.

This section contains the following topics:

- [Adding a Local Network, on page 1](#)
- [Adding a Remote Network Link, on page 2](#)
- [Setting Networks to Active/Offline, on page 2](#)
- [Viewing/Editing Networks, on page 3](#)
- [Deleting Networks, on page 3](#)

Adding a Local Network

If you have not already run collections for a network, any newly added networks have no data to display. For information on running collections, see the Cisco WAE User Guide.

When you add a network, it is assumed that you want to add local network, which is your current WAE server.

Procedure

Step 1 Click the default Network icon at the top of the WAE Live Settings page. Initially, this says “default”; choose the Network Manager.

On a fresh installation with no networks added, there are empty sections for Active Networks, Inactive Networks, and Remote Network Links. If you already added networks, this page displays all active, inactive, and network links.

Step 2 In the upper-right corner of the Network Manager page, click **Add**.

By default, the Add Network dialog box automatically selects the Local Network option.

- Step 3** Enter a unique network name to identify the network from which you are collecting, such as testnetwork1.
- Step 4** (Optional) Enter a description of the network or other useful notes about the network.
- Step 5** Set the status, and then click **Save**.

After successfully creating a network, the network name becomes available from the default network drop-down list and appears on the Network Manager page.

Adding a Remote Network Link

The network can reside on a separate WAE Live server. A remote network link lets you access another WAE Live server without having to remember its name.

Procedure

- Step 1** Click the default Network icon at the top of the WAE Live Settings page. Initially, this says “default”; choose the Network Manager.
- Step 2** Click **Add**.
- Step 3** Click the **Remote Network Link** radio button.
- Step 4** Enter a hostname.
- Step 5** Enter a network name.

After adding the remote network link, it appears under the Remote Network Links section on the Network Manager page.

Setting Networks to Active/Offline

For local networks only, you can set their state to either Active or Offline.

- **Active**—Data can be collected for this network, and the network is visible to all users.
- **Offline**—Data cannot be collected for this network, and the network is not visible to users.

If you configure collection for an active network, set it to offline, and then later change it back to active, the collection restarts automatically.

Viewing/Editing Networks

Procedure

- Step 1** From the upper-left network link, choose **Network Manager** from the list of available networks. A list of active and non-active networks appears.
 - Step 2** Click the network name that you want to edit.
 - Step 3** Enter your changes, and click **Update**.
-

Deleting Networks

If you delete a network and then add it back at a later time, you must reconfigure its collection.

Procedure

- Step 1** From the upper-left network link, choose **Network Manager** from the list of available networks. A list of active and non-active networks appears.
 - Step 2** Click the network name that you want to delete.
 - Step 3** Click **Delete**, and then click **OK** to confirm the deletion.
-

