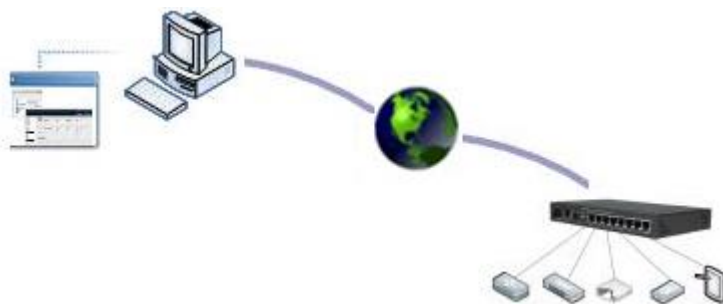


# SDT Connector

## Quick Start Guide

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*SDT Connector* is a free software tool that provides you with secure point and click access to your new console server and to the network and serial devices connected to it. It also simplifies remote access when using CMS and VCMS central management.



This Quick Start walks you through installation and basic configuration of the *SDT Connector* client. For more detail please refer to the *SDT Connector* chapter in the *User Manual* on the CDROM.

## Step 1 Configure the console server

The first step is to check you have configured the console server with the appropriate services and user/device access privileges.

*SDT Connector* uses SSH to connect securely so you should ensure this service is running on the console server (it is enabled by default):

- Browse to the console server
- Select the **Service Access** tab on the **System: Firewall** menu. Ensure **SSH Command Shell** is enabled on the Network interface and any out of band interfaces. Also enable **SSH direct to serial ports**. Click **Apply**

Ensure you have set up any connected network devices and servers that you wish to access with *SDT Connector* as *Network Hosts*:

- For each host select **Serial & Network: Network Hosts** and click **Add Host**

- Enter the **IP Address/DNS Name** of the host, a descriptive **Host Name**, and optionally a further **Description/Notes**
- Edit the **Permitted Services** for use with *SDT Connector* such as Remote Desktop/RDP (TCP port 3389), VNC (TCP port 5900) or add custom TCP or UDP port numbers
- Click **Apply**

Check you have added a *user* with permission to access these network hosts and console server serial ports:

- Select **Serial & Network: Users & Groups** and click **Add User**
- Enter a **Username** and enter and confirm a **Password**
- Check the **Accessible Hosts** and **Accessible Ports** this user will access using *SDT Connector*
- Click **Apply**

*Administrators* by default have gateway, network and serial port access privileges.

## Step 2      Install the *SDT Connector* client

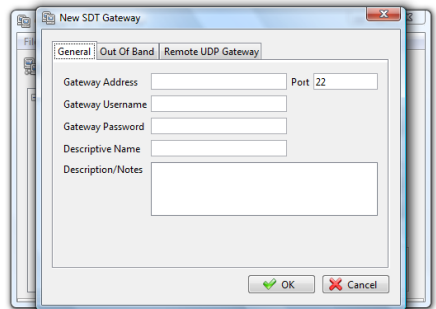
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**Note:**    The system running *SDT Connector* must have Java 1.4.2 or later installed. This is a free download from: <http://java.sun.com/>

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The *SDT Connector* install files are available on the CDROM that shipped with your console server, or available for download from <http://opengear.com/download>

- If you are running Windows, run the *SDTConnectorSetup-x.y.z.exe* setup program
- For Linux/Solaris/UNIX, extract *sdtconnector-x.y.x.tar.gz*
- For Mac OS X, extract *sdtconnector-mac-1.x.tar.gz*
- Double click the *SDTConnector* icon (Windows) or from the command line run: `./SDTConnector` (other OSes)
- Click **File**, then **New Gateway**
- Enter the IP address of the console server in **Gateway Address**
- Enter the credentials of the *user* added in *Step 1* in **Gateway Username** and **Gateway Password**
- Enter an optional **Descriptive Name**, click **Add**



## Step3 Auto-configure & connect

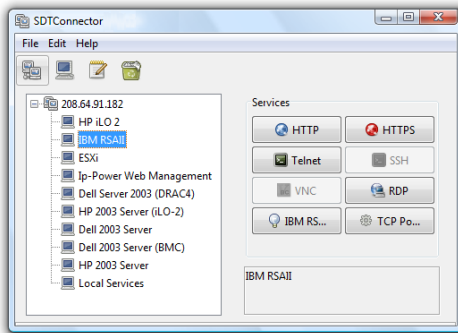
- In the left hand column, select the newly added gateway
- Click **Retrieve Hosts**
- *SDT Connector* connects to the console server and retrieves accessible hosts and serial ports for the user, as configured in *Step 1*
- Once complete, click the + left of the gateway's icon to expand the accessible hosts, accessible serial ports

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**Note:** The console server's Management Console and serial ports are grouped under the *Local Services* host.

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- Select the host to connect to, and click the service to access



- *SDT Connector* establishes a secure SSH tunnel through the gateway, to the host, and connects the appropriate local client (e.g. Remote Desktop Client) to the remote service
- Simply **point** at the host to be accessed **and click** on the service to be used in accessing that host. An SSH tunnel will then automatically be set up to the console server with the appropriate ports redirected through to the host, and the appropriate local client application is launched pointing at the local endpoint of the redirection

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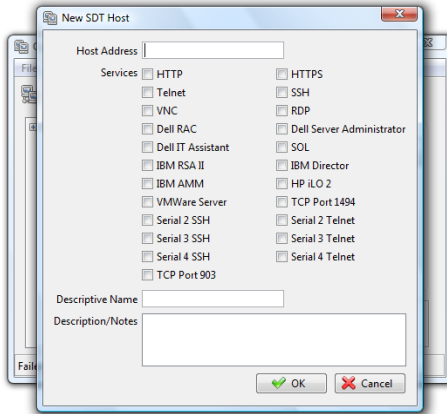
**Note:** The Retrieve Hosts function described in this step can be used for any user added on the console server – however *SDT Connector* will not Retrieve Hosts for the *root* user. It is recommended that this account is only used for initial setup of the console server, and to add an initial *admin* account for administration of the console server.

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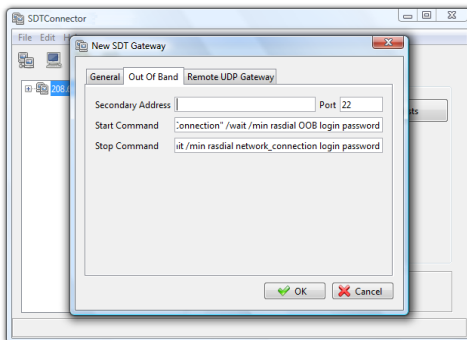
## Step 4 Advanced configurations

*SDT Connector* offers advanced functions including:

- ❖ Manually add hosts and specify accessible services for the host (click **File, New Host**)



- ❖ Add custom services and local clients for connecting to them (click **Edit, Preferences**)
- ❖ Distribution of pre-configured *SDT Connector* configuration files for backup or for importing into other *SDT Connector* clients (click **File, Import/Export Preferences**)
- ❖ Out-of-band (OoB) dial in or network access to the console server if the default network connection is not available (**Edit gateway, Out Of Band**)



- ❖ Other advanced features, such as *Public Key Authentication* and *Nagios integration* – these are covered in detail in the *SDT Connector* chapter in the *User Manual* on the CDROM

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**Note:** Each *SDT Connector* client can be configured to access multiple remote console servers, each of which provides the gateway to hundreds of serially or network connected hosts. Similarly, hundreds of *SDT Connector* clients can be configured to access a single console server gateway

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