Configure Remote Network Monitoring (RMON) Events Control Settings on a Switch

Objective

Remote Network Monitoring (RMON) was developed by the Internet Engineering Task Force (IETF) to support monitoring and protocol analysis of Local Area Networks (LANs). It is a standard monitoring specification which enables different network monitors and console systems to exchange their network-monitoring data with each other. RMON facilitates network administrators to choose among the network-monitoring probes and consoles with features that meet their particular networking needs. RMON specifically defines the information that any network monitoring system should be able to provide. Statistics, events, history, alarms, hosts, hosts top N, matrix, filter, capture, and token ring are the ten groups in RMON.

RMON enables a Simple Network Management Protocol (SNMP) agent in the device to proactively monitor traffic statistics over a given period and send traps to an SNMP manager. The local SNMP agent compares actual, real-time counters against predefined thresholds and generates alarms, without the need for polling by a central SNMP management platform. This is an effective mechanism for proactive management, provided that you have set the correct thresholds relative to the base line of your network.

Note: To know how to configure SNMP settings on your switch, click here for instructions.

RMON decreases the traffic between the manager and the device since the SNMP manager does not have to poll the device frequently for information, and enables the manager to get timely status reports, since the device reports events as they occur.

This article provides instructions on how configure RMON events control settings on your switch.

Applicable Devices

- Sx250 Series
- Sx300 Series
- Sx350 Series
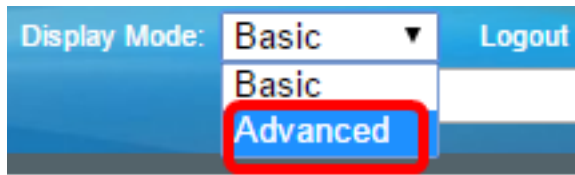- SG350X Series
- Sx300 Series
- Sx550X Series

Software Version

- 1.4.7.05 — Sx300, Sx500
- 2.2.8.04 — Sx250, Sx350, SG350X, Sx550X

Configure RMON Events Control Settings on your Switch
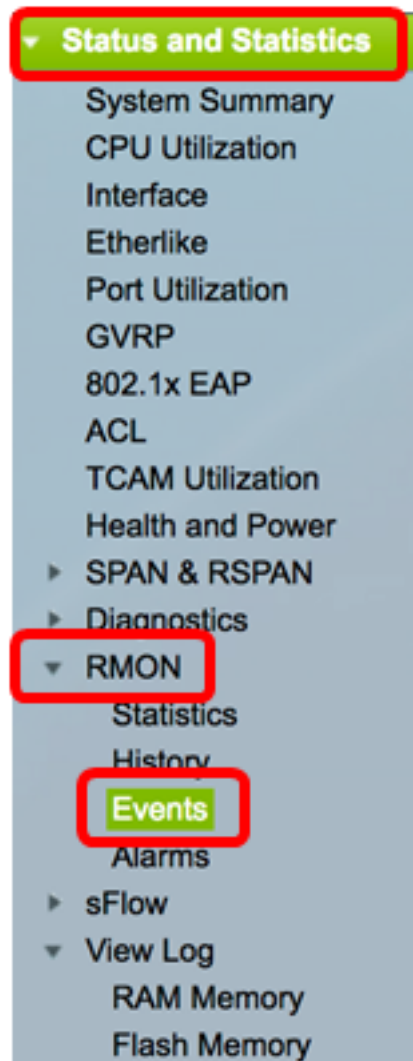
Configure RMON Events Control

Step 1. Log in to the web-based utility of your switch then choose **Advanced** in the Display Mode drop-down list.

Note: In this example, SG350X-48MP switch is used.

Note: If you have an Sx300 or Sx500 Series switch, skip to .

. Choose **Status and Statistics > RMON > Events**.

The information on the Event Table are defined by the Add RMON Events dialog box except for the Time.

Events

Step 3. Click **Add** to add a new event to the Event Table.

The Event Entry area displays the event entry index number for the new entry.

Step 4. (Optional) In the *Community* field, enter the SNMP community string to be included when traps are sent. This is used if an SNMP trap is to be sent. If it is not configured then a trap is sent to each trap group configured in the alarm category.

Note: In this example, Community 1 is used.

Step 5. Enter a user-defined name for the event to be added in the *Description* field.

Note: In this example, Logs for Community 1 is used.

Step 6. In the Notification Type area, click the type of action that results from this event.

The options are:

- None — No action occurs when the alarm goes off.

- Log (Event Log Table) — Adds a log entry to the Event Log table when the alarm goes off.
- Trap (SNMP Manager and Syslog Server) — Sends a trap to the remote log server when the alarm goes off.
- Log and Trap — Adds a log entry to the Event Log table and sends a trap to the remote log server when the alarm goes off.

Note: In this example, Log and Trap is chosen.

Step 7. Enter the device or user that defined the event in the *Owner* field.

Owner:	cisco	(5/160 characters used)

Note: In this example, cisco is used.

Step 8. Click **Apply** then click **Close**. The RMON event is saved in the running configuration file.

Event Entry: 1

Community:	Community 1	(11/127 characters used)

Description:	Logs for Community 1	(20/127 characters used)

Notification Type:
- None
- Log (Event Log Table)
- Trap (SNMP Manager and Syslog Server)
- ● Log and Trap

Owner:	cisco	(5/160 characters used)

Apply   Close

Step 9. (Optional) Click **Save** to save the settings to the startup configuration file.

⊗ Save   cisco Language: English   Display Mode: Advanced

8-Port Gigabit PoE Stackable Managed Switch

Events

Event Table

	Event Entry No.	Community	Description	Notification Type	Time	Owner
	1	Community 1	Logs for Community 1	Log and Trap	2017-Feb-21 08:03:43	cisco

Add...   Edit...   Delete
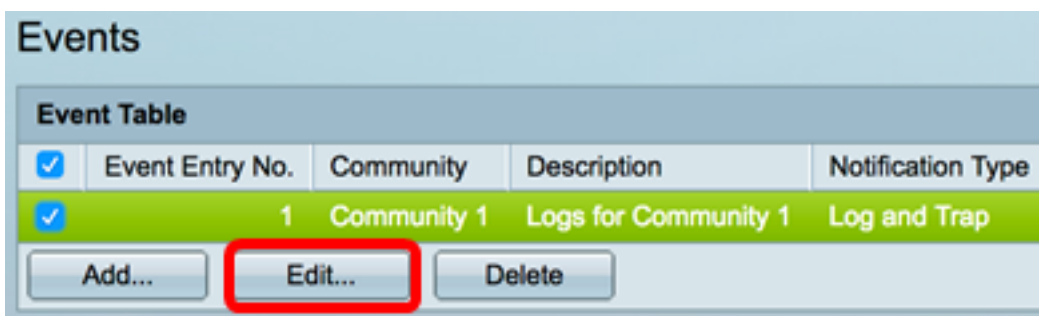
Event Log Table

You should now have successfully added a new event in the Event Table.
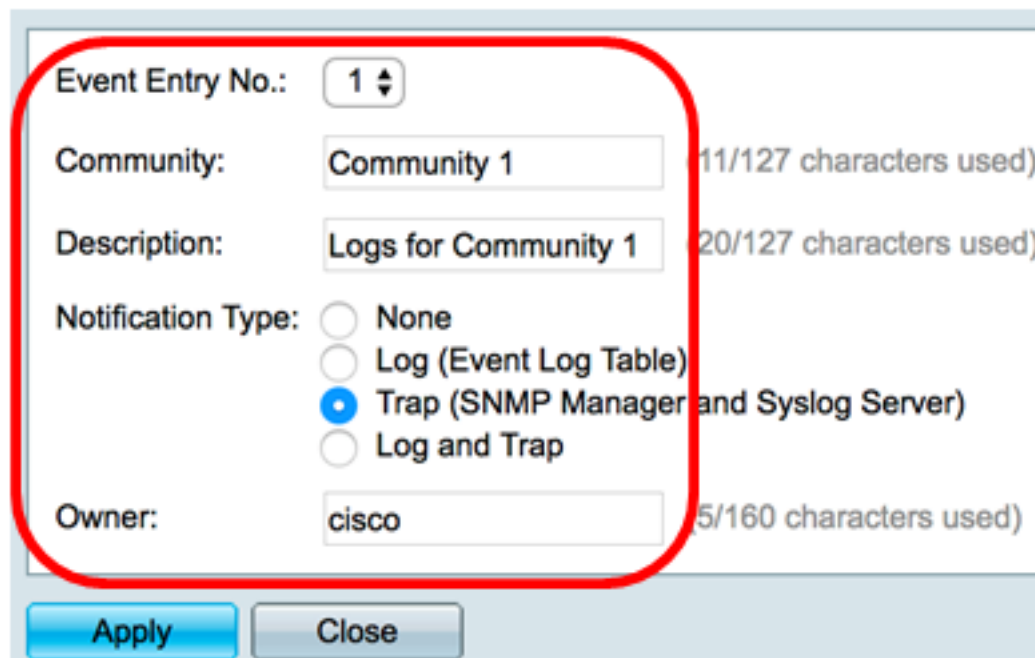
Edit RMON Events

Step 1. In the Event Table, check the box next to the Event Entry that you would like to edit.
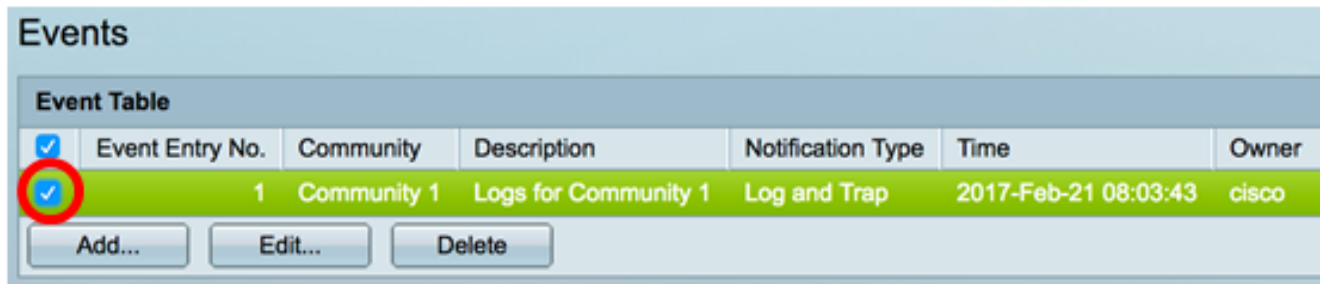
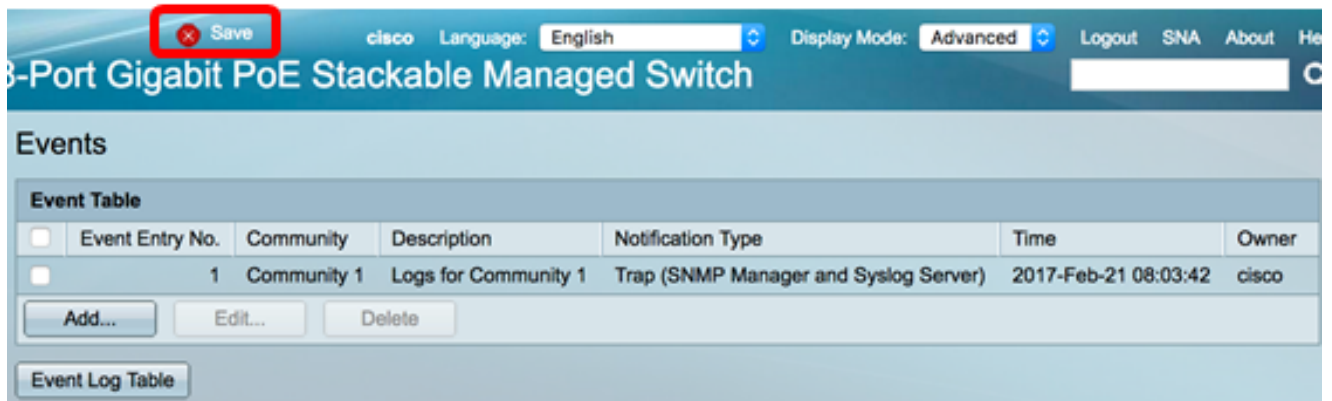Step 2. Click the **Edit** button to edit the RMON event entry.

Step 3. (Optional) Edit the Event Entry No., Community, Description, Notification Type, and Owner details accordingly.

Note: In this example, the Notification type has been changed from Log and Trap to Trap (SNMP Manager and Syslog Server)

Step 4. Click **Apply** then click **Close**.

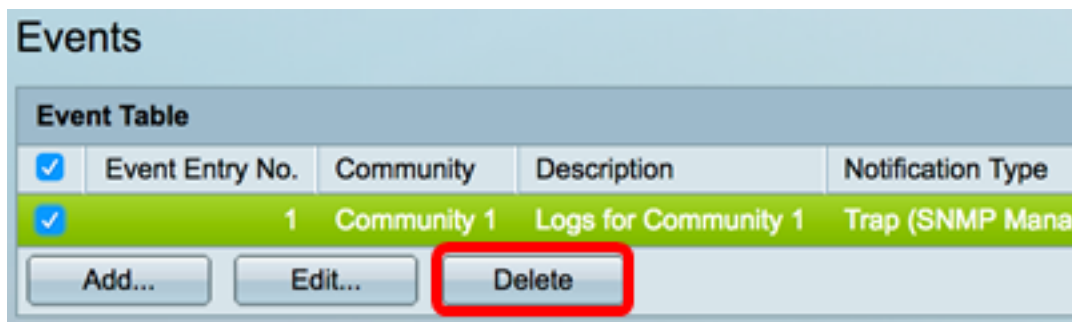Step 5. (Optional) Click **Save** to save the settings to the startup configuration file.

You should now have successfully edited the event in the Event Table.
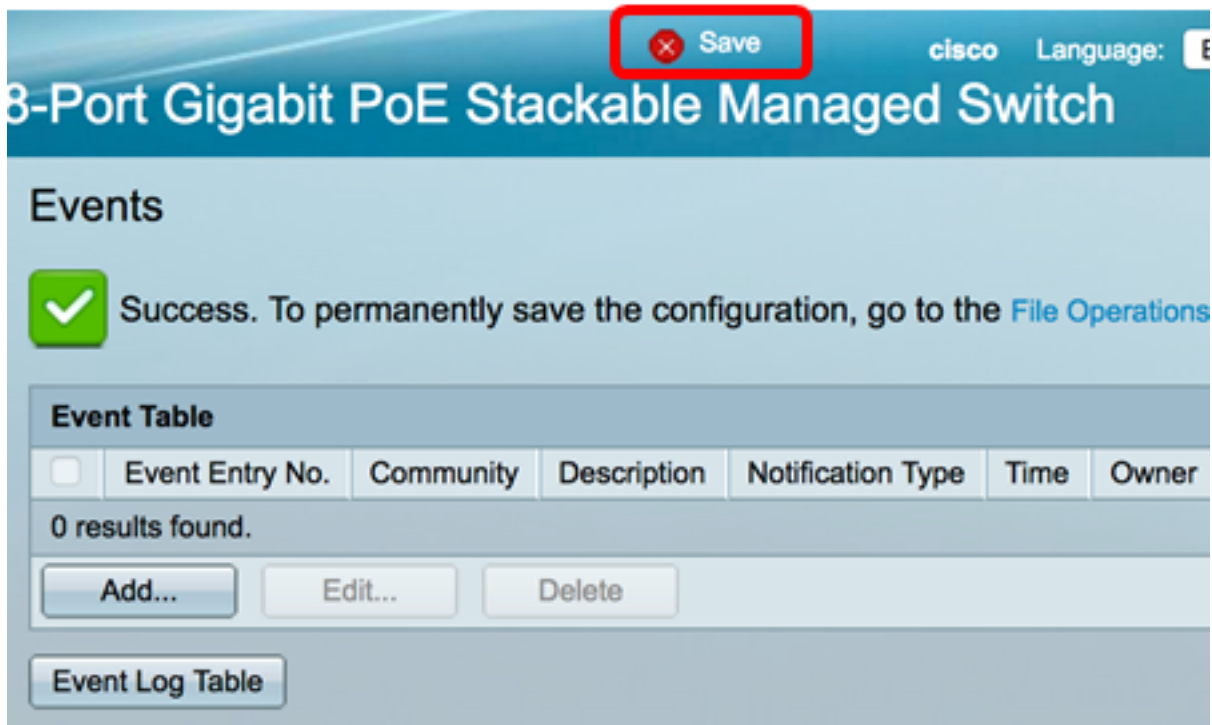
Delete RMON Events

Step 1. In the Event Table, check the box next to the Event Entry that you would like to delete.
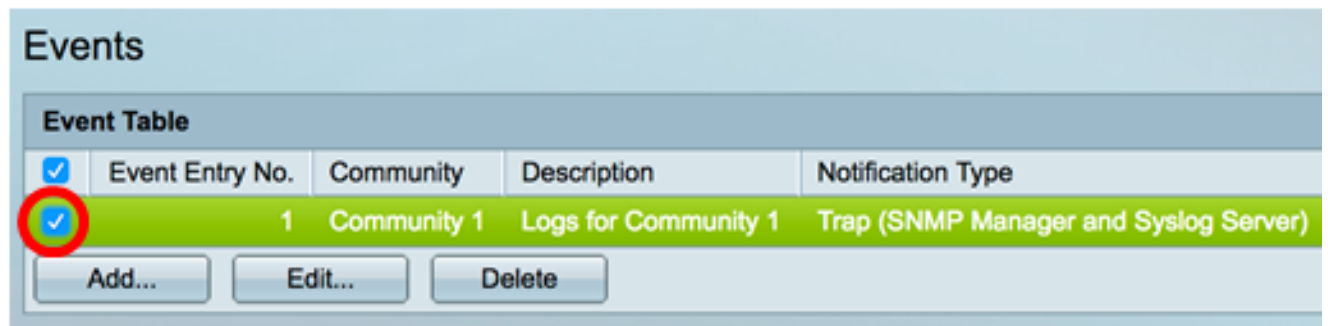
Step 2. Click the **Delete** button to edit the RMON event entry.

Step 3. (Optional) Click **Save** to save the settings to the startup configuration file.

You should now have successfully deleted an event from the Event Table.

View RMON Events Logs

The Events page displays the log of events or actions that occurred. Two types of events can be logged: Log or Log and Trap. The action in the event is performed when the event is bound to an alarm and the conditions of the alarm have occurred. For instructions on how to configure RMON Alarms on your switch, click here.

Step 1. Choose **Status and Statistics > RMON > Events**.
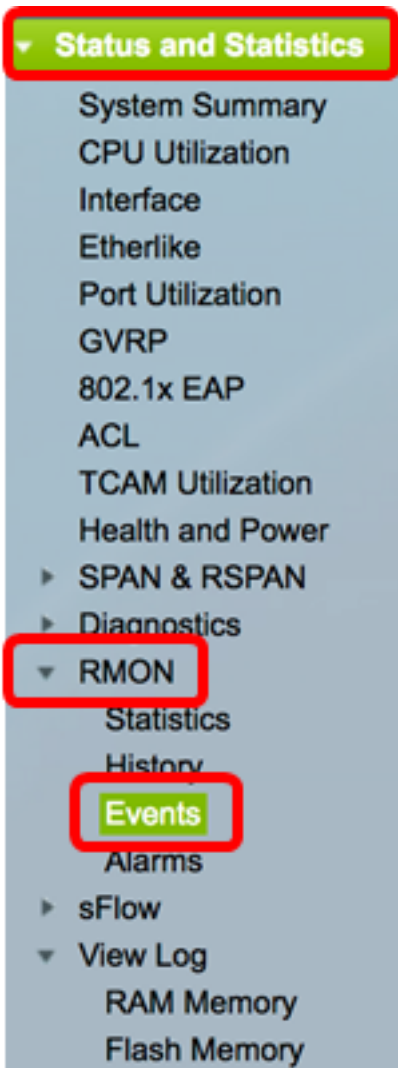
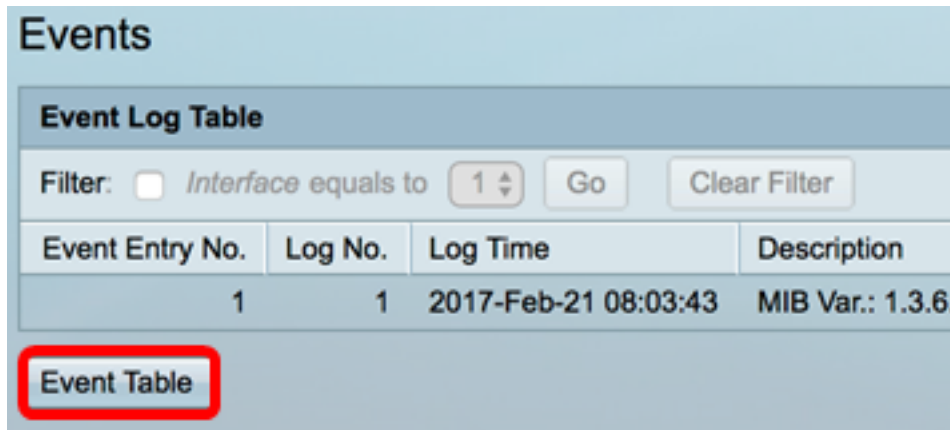Step 2. Click the **Event Log Table** button.
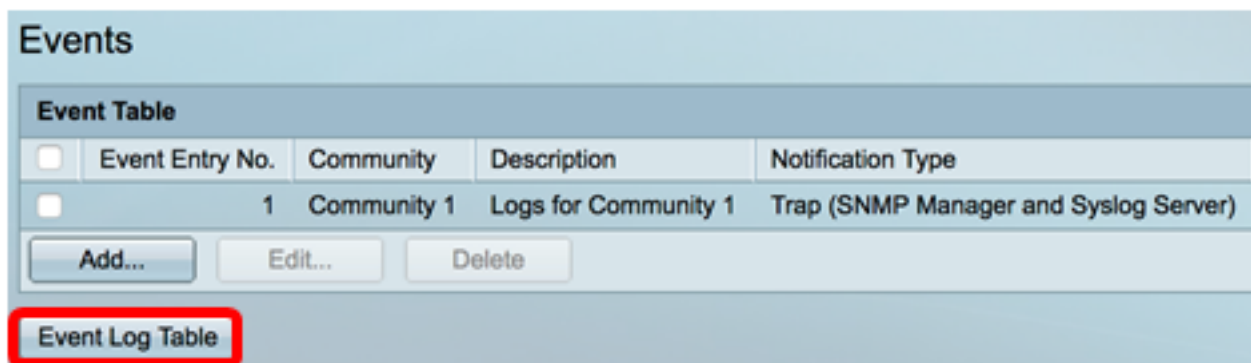
This page displays the following fields:

- Event Entry No.— Log entry number of the event.
- Log No.—Log number within the event.

- Log Time—Time that the log entry was entered.
- Description—Description of event that triggered the alarm.

Step 3. (Optional) Click the **Event Table** button to go back to the Event Table.

You should now have successfully viewed the Events Logs on your switch.