

# NMS

## NETWORK MANAGEMENT SYSTEM

### With NMS:

- Understand the information coming from your Network Equipment
- Associate with the map
- Perform Alarm and Performance monitoring
- Flexible and can easily be specialized for any new NE type
- Support up to 2000 NE's
- SNMP v1/v2/v3 and SSH support
- LLDP and ICMP protocols for Network discovery
- Link & Modem monitoring via NMS Map module

You can manage the relevant details of each module through the modules on the system.

### Performance Module

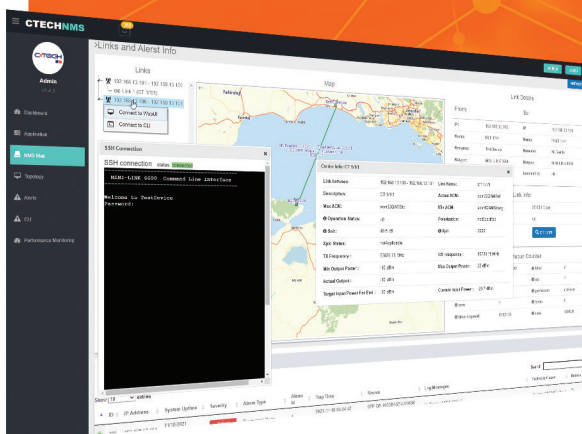
- Monitoring NE performance data
- Monitoring R/L performance data
- Monitoring KPI values
- Monitoring Ethernet performance data
- Monitoring Throughput Counters data

### Dashboard Module

- Interpretation of data Network Equipment (NE)
- Display of NE data using Chart structures in the Dashboard
- Display of critical information for NEs (Alarm, Severity, etc.)

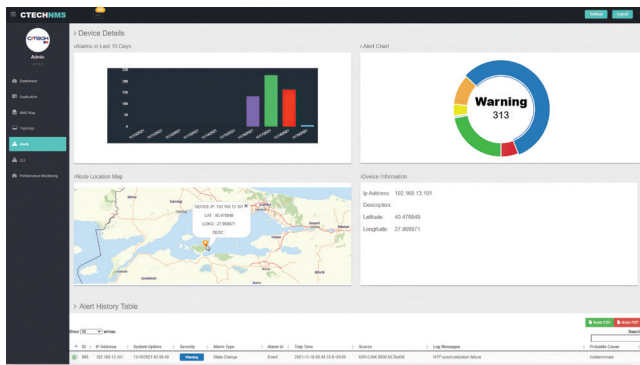
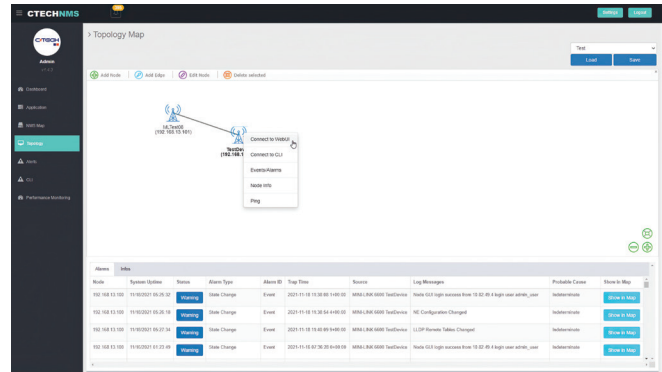
### NMS Map Module

- Display of Network Equipment in map structure
- Association of Network Equipment information with the map
- Association of the alarm generating NEs with the map



## Topology Module

- Display of the relationship between topology and Network Equipments (NE) detected with the
- Display of NEs that detected by the Topology module. Adding NE to the topology interface dynamically and statically
- Configuration of NEs
- Backup and restore operations of NEs
- Firmware update of NEs
- Creating different LAN structures

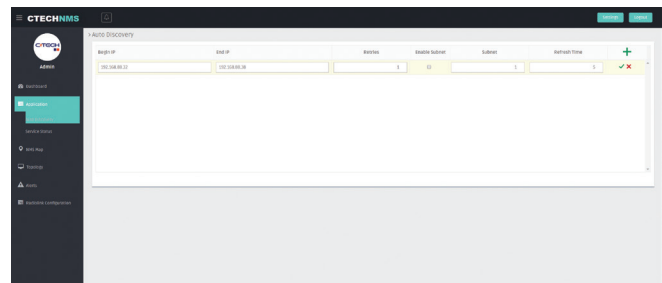


## Alert Module

- Transmitting trap packets by NEs
- Filtering Trap messages sent by NEs
- Filtering NEs according to trap alarm level structures
- Reporting NEs information and trap data as PDF, CSV formats

## Discovery Module

- Generation of dynamic and static network discovery modules
- Detection of the network equipment in the existing network structure with NMS discovery module
- Using the LLDP protocol for Discovery



## Login & Security Management

- Specification of user levels and providing authorization
- Using SNMPv3 with AES-256 encryption algorithm structure