

## 1 DESCRIPTION

The SNMP driver allows the FieldServer to transfer data to and from devices over Ethernet using the **SNMP version 1** protocol. The FieldServer can emulate either a Server (SNMP Agent) or Client.

The Client can be configured to read values specified by their SNMP Object Identifiers (OID's), which are defined in the MIB file (Management Information Base) of the target device. The FieldServer MIB file sets out the OID's to use. The FieldServer Enterprise ID is 6347. MIB files are generated automatically from the FieldServer configuration files. A selection of standard MIB-2 OID's are supported to allow interaction with popular Network Management packages.

When acting as a SNMP Agent (server) the SNMP driver allows SNMP Get and Set commands to access Data Arrays using the Integer type. The SNMP v1 protocol does not make provision for Floats.

The following SNMP data types are currently supported:

- INTEGER
- OCTET\_STREAM
- TIMER\_TICKS
- STRING

The current version of the driver can send and receive SNMP traps. The maximum number of traps currently supported is 1023. SNMP Traps make use of the String data type in addition to the Integer type since they include text messages.

FieldServer Mode	Nodes	Comments
Client	25	Each Node is specified by a unique IP address
Server	1	As a Server the SNMP driver can act as a single Node.

## 2 FORMAL DRIVER TYPE

Ethernet

Client (Active or Passive) or Server

## 3 COMPATIBILITY MATRIX

FieldServer Model	Compatible with this driver
FS-x2010	Yes
FS-x2011	Yes
FSx25	Yes
FS-x30	Yes
FS-x40	Yes
SlotServer	Yes
ProtoCessor FPC-F02	Yes
ProtoCessor	Yes
ProtoNode	Yes
QuickServer FS-QS-1010	Yes
QuickServer FS-QS-1011	No

## 4 CONNECTION INFORMATION

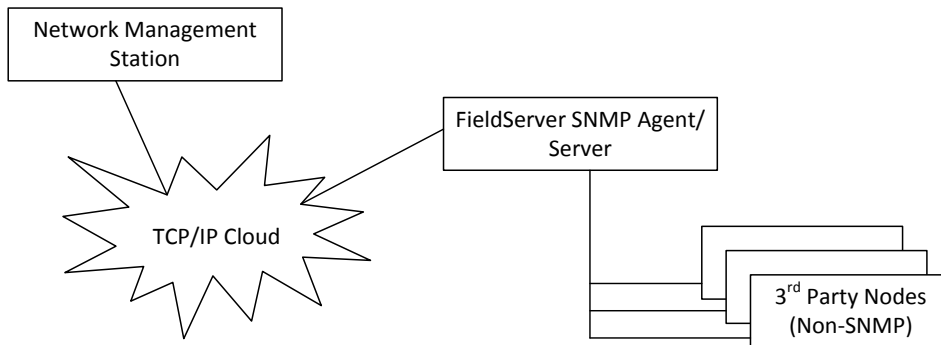
Connection type: Ethernet  
 Ethernet Speeds Supported 10Base-T, 100Base-T<sup>1</sup>

## 5 DEVICES TESTED

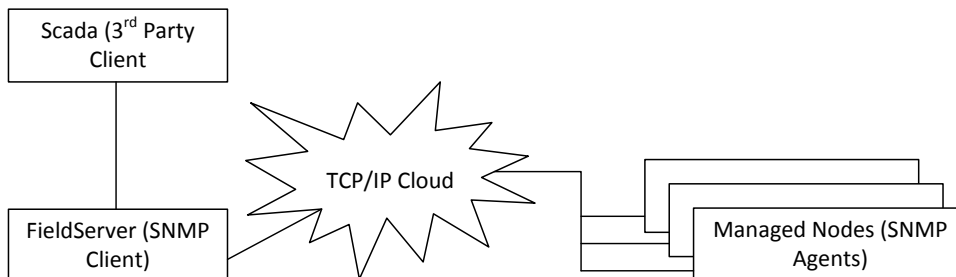
Device	Tested (FACTORY, SITE)
MG-Soft MIB Browser and Trap Ringer	Factory
Visual MIBrowser Pro from NuDesign	Factory

## 6 CONNECTION CONFIGURATIONS

### FieldServer as an SNMP Agent (Server)



### FieldServer as an SNMP Client



### 6.1 Connection Notes

- Ensure that the FieldServer and all Nodes to be monitored via SNMP have the same Netmask setting.
- Default IP ports
  - Port 161 - Poll/Walk commands
  - Port 162 - Traps

<sup>1</sup> Not all FieldServer models support 100BaseT. Consult the appropriate instruction manual for details of the Ethernet speed supported by specific hardware.

## 7 COMMUNICATIONS FUNCTIONS -SUPPORTED FUNCTIONS AT A GLANCE:

### 7.1 Data Types Supported

FieldServer Data Type	Description (or Device Data Type)
INTEGER	
OCTET_STREAM	Character strings
TIMER_TICKS	Timer values in 1/100ths of a second

### 7.2 MIB-2 Variables Supported

Many Network Management systems poll these variables to connect to the SNMP Agent.

OID	Description (or Device Data Type)
1.3.6.1.2.1.1.1	sysDescr
1.3.6.1.2.1.1.2	sysObjectID
1.3.6.1.2.1.1.3	sysUpTime
1.3.6.1.2.1.1.4	sysContact
1.3.6.1.2.1.1.5	sysName
1.3.6.1.2.1.1.6	sysLocation
1.3.6.1.2.1.1.7	sysServices

### 7.3 Read Operations supported

FieldServer as a Client	FieldServer as a Server
SNMP Get Request	SNMP Get Request
SNMP GetNext Request / SNMP Walk	SNMP GetNext Request / SNMP Walk

### 7.4 Write (Control) Operations supported

FieldServer as a Client	FieldServer as a Server
SNMP Set Request	SNMP Set Request

### 7.5 Unsolicited Operations supported

FieldServer as a Client	FieldServer as a Server
Receive Traps specified by OID Data stored by matching OID or by using OID string values to form lookup string.	Send Traps specified by OID Trap sent based on data change rules, periodic or on source data update.

## 7.6 Unsupported Functions and Data Types

Data Types	Reason
Only the following SNMP Data Types are supported: INTEGER OCTET_STREAM TIMER_TICKS STRING	Further types will be implemented as required.
MIB-2 variables not specified above	The FieldServer primarily being a protocol converter, these variables are not necessary.

## 7.7 Unsupported Devices or Protocol Options

Protocol Versions	Details
SNMPv2, SNMPv3	Not supported