

Create SNMPv3 Target

OPERATING INSTRUCTIONS

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1 Description

This instruction describes how to create an SNMPv3 target. An SNMPv3 target is created to forward Simple Network Management Protocol (SNMP) notifications to a management system over the SNMPv3 protocol.

2 Procedure

2.1 Create SNMPv3 Target

Prerequisites

- No documents are required.
- No tools are required.
- The following conditions must apply:
 - The target IP address is known and according to the network IP plan.
 - The new attribute values of Managed Object (MO) *SnmpTargetV3* are known.
 - The *SnmpSecurityName* of *SnmpTargetV3* must be unique for each v3 target.
 - An Ericsson Command-Line Interface (ECLI) session in Exec mode is in progress.

Steps

1. Navigate to the *Snmp* MO, for example:

```
>dn ManagedElement=NODE06ST, SystemFunctions=1, SysM=1, Snmp=1
```

2. Enter Config mode:

```
(Snmp=1) >configure
```

3. Create an SNMPv3 target, for example:

```
(config-Snmp=1) >SnmpTargetV3=OSS_v3
```



4. For the *SnmpTargetV3* MO, set the attributes, for example:

```
(config-SnmpTargetV3=OSS_v3) >snmpSecurityLevel=AUTH_PRIV
(config-SnmpTargetV3=OSS_v3) >privProtocol=DES
(config-SnmpTargetV3=OSS_v3) >authProtocol=MD5
(config-SnmpTargetV3=OSS_v3) >user="user1"
(config-SnmpTargetV3=OSS_v3) >address="192.0.2.10"
(config-SnmpTargetV3=OSS_v3) >port=1162
(config-SnmpTargetV3=OSS_v3) >privKey="myprivatekey"
cleartext
(config-SnmpTargetV3=OSS_v3) >authKey="myauthorizationkey"
cleartext
```

5. Commit the settings:

```
(config-SnmpTargetV3=OSS_v3) >commit
```

6. Verify the settings:

```
(SnmpTargetV3=OSS_v3) >show -v
```

The following is an example output:

```
SnmpTargetV3=OSS_v3
address="192.0.2.10"
administrativeState=UNLOCKED <default>
authKey="myauthorizationkey"
authProtocol=MD5 <default>
informRetryCount=1 <default>
informTimeout=300 <default>
isMibWritable=true <default>
operationalState=ENABLED <read-only>
port=1162
privKey="myprivatekey"
privProtocol=DES <default>
snmpSecurityLevel=AUTH_PRIV <default>
snmpTargetV3Id=OSS_v3
transportMethod=TRAP <default>
user="user1"
```

Note: If SNMP target configured with `transportMethod INFORM`, then the target must be reachable (up and running) to provide the `remoteEngineId` in order to avoid the SNMPD restart by COM due to bug in NETSNMP.